Goblinesque

Name — *Character's name*
Class
Title
AL — *Alignment*
LVL — *Experience level*

Goblin's portrait, symbol, description

Ability Scores

STR | DEX | CON
INT | WIS | CHA

Ability check: *Roll under or equal on 1d20*

Saving Throws

D — *Death, poison*
W — *Wands*
P — *Paralysis, petrify*
B — *Breath attacks*
S — *Spells, rods, staves*
+/- — *WIS modifier to saves vs magic*

Saving throw: *Roll over or equal on 1d20*

Combat

Hp — *Hit points*
Max — *Maximum hit points*
+/- — *CON modifier to hit points*

AC — *Armor Class*
UN — *Unarmoured AC: 9 + DEX modifier*
+/- — *DEX modifier to Armour Class*

Mel — *STR modifier to melee attacks*
Mis — *DEX modifier to missile attacks*

Ascending AC - Attack bonus

Att

THAC0 - Attack Value Matrix

9	8	7	6	5	4	3	2	1	0

Attack roll: *look up attack roll in matrix to determine hit Armour Class*

Skills & Weapons

Encounters

Init — *DEX modifier to initiative (optional)*
+/- — *CHA modifier to reaction rolls*

Exploration

LD — -in-6 — *Listen at door (1-in-6 or by class)*
OD — -in-6 — *Open stuck door (based on STR)*
SD — -in-6 — *Find secret door (1-in-6 or by class)*
FT — -in-6 — *Find room trap (1-in-6 or by class)*

Movement

Ov — *Overland travel (miles/day)*
Ex — *Exploration (feet/turn)*
En — *Encounters (feet/round)*

Languages

Literate ☐

Equipment

Weapons & Armor

Magic Items

Treasure

Other Notes

Spells, mounts, retainers, areas explored, clues

XP — *Experience points*
Next — *Experience points for next level*
% — *Prime requisite modifier to XP*

Coins

PP
GP
EP
SP
CP

Encumbrance

(Optional rule)

TR — *Weight of treasure & coins*
EQ — *Weight of weapons, armour & gear*
+ — *Total weight carried (max=1,600 coins)*

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