
PLAYER

SIZE

GENDER

HEIGHT

WEIGHT

HAIR

EYES

SKIN

AGE	ALIGNMENT
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DEITY

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:

ABILITY SCORE							TOTAL		MOD		BASE		ENHANCE		MISC		TEMP		HITPOINTS				CLASS RECORDER											
STR																			CURRENT HP		HP GAINED	HD	CLASS NAME				BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
DEX																																		
CON																																		
INT																			NONLETHAL HP DAM															
WIS																			TEMPORARY HP															
																			TOTAL HP			FAVORED CLASS	TOTALS											

ABILITY SCORE &
RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	
AC	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	ARMOR CHECK PENALTY <input type="text"/>
TOUCH	<input type="text"/>	= 10 +			<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	MAXIMUM DEX <input type="text"/>
FLAT-FOOT	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SPELL FAILURE <input type="text"/>

ARMOR CHECK
PENALTY

MAXIMUM
DEX

SPELL FAILURE

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT							
REF							
WILL							

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE ATTACK MODIFIER							
RANGED ATTACK MODIFIER							
CMB							
CMD		+10+	BAB	DODGE & DEFLECT	STR & DEX		

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

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ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC	BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PERMITS	SPEED FEE	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANG

TYPE

WEIGHT

AMMO & NOTES

Waktu dan Lokasi Observasi	Informasi Dasar	Subjek	Objek	Metode	Alat	Prosedur	Hasil dan Pembahasan



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

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MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

		BASE	FLY	SWIM	CLIMB	MISC	
SPEED							
INIT		=		DEX MOD	+		MISC MOD
HERO							
SR		DR					
RESISTANCES							
POOL POINTS							

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BAGS & CONTAINERS

96	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

96	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
CURRENT LOAD			LIGHT <input type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>			

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL