
PLAYER

SKIN

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:



CLASS RECORDER

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVEL
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP		FAVORED CLASS	TOTALS							

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS

DODGE	NATURAL	DEFLECT	MISC	TEMP		
					ARMOR CHECK PENALTY	
					MAXIMUM DEX	
					SPELL FAILURE	

COMBAT NOTES & MODIFIERS

TEMP	

MISC	

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

[illegible][illegible]

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 ☐

1

BASE	FLY	SWIM	CLIMB	MISC

$$= \boxed{} \text{ DEX MOD } + \boxed{} \text{ MISC MOD }$$

DR

ARMOR NAME & DESCRIPTION

AC	BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
1	0	1	0	0	0	0
2	0	1	0	0	0	0
3	0	1	0	0	0	0
4	0	1	0	0	0	0
5	0	1	0	0	0	0
6	0	1	0	0	0	0
7	0	1	0	0	0	0
8	0	1	0	0	0	0
9	0	1	0	0	0	0
10	0	1	0	0	0	0
11	0	1	0	0	0	0
12	0	1	0	0	0	0
13	0	1	0	0	0	0
14	0	1	0	0	0	0
15	0	1	0	0	0	0
16	0	1	0	0	0	0
17	0	1	0	0	0	0
18	0	1	0	0	0	0
19	0	1	0	0	0	0
20	0	1	0	0	0	0
21	0	1	0	0	0	0
22	0	1	0	0	0	0
23	0	1	0	0	0	0
24	0	1	0	0	0	0
25	0	1	0	0	0	0
26	0	1	0	0	0	0
27	0	1	0	0	0	0
28	0	1	0	0	0	0
29	0	1	0	0	0	0
30	0	1	0	0	0	0
31	0	1	0	0	0	0
32	0	1	0	0	0	0
33	0	1	0	0	0	0
34	0	1	0	0	0	0
35	0	1	0	0	0	0
36	0	1	0	0	0	0
37	0	1	0	0	0	0
38	0	1	0	0	0	0
39	0	1	0	0	0	0
40	0	1	0	0	0	0
41	0	1	0	0	0	0
42	0	1	0	0	0	0
43	0	1	0	0	0	0
44	0	1	0	0	0	0
45	0	1	0	0	0	0
46	0	1	0	0	0	0
47	0	1	0	0	0	0
48	0	1	0	0	0	0
49	0	1	0	0	0	0
50	0	1	0	0	0	0
51	0	1	0	0	0	0
52	0	1	0	0	0	0
53	0	1	0	0	0	0
54	0	1	0	0	0	0
55	0	1	0	0	0	0
56	0	1	0	0	0	0
57	0	1	0	0	0	0
58	0	1	0	0	0	0
59	0	1	0	0	0	0
60	0	1	0	0	0	0
61	0	1	0	0	0	0
62	0	1	0	0	0	0
63	0	1	0	0	0	0
64	0	1	0	0	0	0
65	0	1	0	0	0	0
66	0	1	0	0	0	0
67	0	1	0	0	0	0
68	0	1	0	0	0	0
69	0	1	0	0	0	0
70	0	1	0	0	0	0
71	0	1	0	0</		

	REDUCE	IMPROVE	REMOVE	REDEFINE	ADD
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 Observasi

[illegible][illegible]

BAGS & CONTAINERS

#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

#	TREASURE	WEIGHT

LOADS & LIFT

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

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

SPELLS PER DAY						
CLASS					LEVEL	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLOSE: 25FT + <input type="text"/> 5ft / 2 LVL		MEDIUM: 100FT + <input type="text"/> 10ft / LVL		LONG: 400FT + <input type="text"/> 40ft / LVL		
TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

BLOODLINES & PATRONS	
BLOODLINE/PATRON	
BLOODLINE/PATRON	

DOMAINS	
DOMAIN	
SUBDOMAIN	
DOMAIN	
SUBDOMAIN	
DOMAIN	
SUBDOMAIN	

WIZARD SPECIALITY SCHOOL	
SPECIALITY	
FOCUSED	
PROHIBITED	
PROHIBITED	

SPELLS PER DAY								
CLASS		LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	LEVEL	SPELLS KNOWN
		0						
		1st						
		2nd						
		3rd						
		4th						
		5th						
		6th						
		7th						
		8th						
		9th						
CLOSE: 25FT + 5FT / 2 LVL		MEDIUM: 100FT + 10FT / LVL		LONG: 400FT + 40FT / LVL				
TOTAL		CLASS	ABILITY	OTHER	CURRENT POINTS			

[illegible]

[illegible]

[illegible]

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