

[illegible]

SKIN

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:



CLASS RECORDER

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

ABILITY SCORE &
RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS

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

ARMOR CHECK
PENALTY

MAXIMUM
DEX

SPELL FAILURE

COMBAT NOTES & MODIFIERS

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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 ☐

1

SPEED

| BASE | FLY | SWIM | CLIMB | MISC |
|------|-----|------|-------|------|
| | | | | |

INIT

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

HERO

SR

DR

RESISTANCES

POOL POINTS

ARMOR NAME & DESCRIPTION

| AC | BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|----|-------|---------|---------|------------|------|--------|
|----|-------|---------|---------|------------|------|--------|

| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPECIAL | TYPE | WEIGHT |
|--------------------------|----------|---------|---------|---------|------|--------|
| ARMOR | | | | | | |
| SHIELD | | | | | | |

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANG

TYPE

WEIGHT

AMMO & NOTES

| Waktu dan Lokasi Pengamatan | Identifikasi Sistem | Struktur | Simulasi | Model | Analisis | Penyimpulan |
|-----------------------------|---------------------|----------|----------|-------|----------|-------------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

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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 |
| | | | | |