

<input type="checkbox"/> Sage	Class Levels	+ Intelligence Modifier =	* Knowledge	<input type="checkbox"/> Scout	Class Levels	+ Agility Modifier =	Initiative	* Treat as 0 if no levels in relevant classes	Limited Move 3 m	Normal Move m	Full Move m
<input type="checkbox"/> Rider				<input type="checkbox"/>					Movement enhancements		
<input type="checkbox"/> Fighter	<input type="checkbox"/> Grappler			<input type="checkbox"/> Fencer	<input type="checkbox"/> Marksman						
		+ Dexterity Modifier =				* Base Accuracy					
		+ Strength Modifier =				* Extra Damage					

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
						*													
						*													
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

<input type="checkbox"/> Fighter	<input type="checkbox"/> Grappler	Class Levels	+ Agility Modifier =	* Base Evasion
<input type="checkbox"/> Fencer	<input type="checkbox"/>			

Armor Name/Notes	Min STR	Evasion	Defense
Armor			
Shield			
Other			

* Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.	Total Evasion	Total Defense
<div style="display: flex; justify-content: space-around; margin-bottom: 5px;"> <div style="text-align: center;"> Class Name</div> <div style="text-align: center;"> Class Name</div> <div style="text-align: center;"> Class Name</div> </div>	Evasion, Defense enhancements, etc.	

HP		Fortitude
MP		Willpower

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

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