

※Monster Knowledge = Sage Level () + Intelligence Bonus [] = Scout Level () + Agility Bonus [] = Limited Move = 3m Normal Move [] m × 3 = Full Move [] m
 Rider Level ()

※【Base Accuracy:】 = Fighter () Grappler () Other () + Dexterity Bonus [] ※Treat as 0 if no levels in relevant Class
 【Extra Damage:】 = Fencer () Marksman () + Strength Bonus []

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
						*													
						*													
						*													
						*													
						*													
						*													

※【Base Evasion:】 = Fighter () Grappler () Fencer () Other () + Agility Bonus []

Armor	Min STR	Evasion	Defense	Notes
Armor:				
Shield:				
Other Modifiers				

+ +
 + +
 + +

Total Evasion	Total Defense

Magic Damage Reduction

Combat Notes

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand		
Waist		
Feet		
Other		

HP

Fortitude

MP

Willpower

Money
 Cash G Deposit/Debt G

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power

Equipment, Items, etc.

Consumables

Power Table

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