PARTY & COMPANIONS STATUS													
NAME	INIT	HP	MP	AC	SAC	LVL	ASCEND	SIZE	STEALTH	MOVE.	CONCEAL	STANCE	EFFECTS

ENEMY STATUS													
NAME	INIT	HP	MP	AC	SAC	CR	ASCEND	SIZE	STEALTH	MOVE.	CONCEAL	STANCE	EFFECTS

ENVIRONMENT CONDITIONS	
LIGHTING	
WEATHER	
TERRAIN	
TEMP.	

TIME KEEPEING	
ROUNDS	
SECONDS	
MINUTES	
HOURS	

STATUS/SPELL TRACKER		
EFFECT	ROUNDS	SECONDS

NOTES