	Race		
H W Eye (Hair/Fur (Z	Zodiac d Type Job		(Character Portrait)
	Level rience Points Points Gil		
STR	urrent	Max ACC%	WS+JOB+LVL+2(AGI) LVL+2(MAG)+100
VIT		DEX	LVL+2(AGI)+50
AGI		MIND	
SPD		EVA	LVL+2(MAG)+50
			AGI+SPD+EQUIPS
MAG		MEVA	MAG+SPR+EQUIPS
SPR		ARM	EQUIPS
		MARM	EQUIPS
ISTORY A	AND OT	EXPERT% THER INFORMATION:	SKILL/2+LVL+2(ATT) HP: 30+VIT+(LVL*Hit Die)+((VIT/2)*(LVL-1)) MP: 10+SPR+(LVL*Magic Die)+((SPR/2)*(LVL-1))

Name:			
ADVANTAGES	COST		FFFATA
NAME	COST	E	FFECTS
DISADVANTAGES			
NAME	COST	EI	FFECTS
	500.		
<u> TRAITS</u>	KP		
NAME	COST	EI	FFECTS
IOB ABILITIES NAME	COCT	TARCET	T FFFCTC
NAME	COST	TARGET	T EFFECTS

EQUIPMENT

EQUIPPED MAIN WEAPON		STATS			EFFECTS	EFFECTS
SHIELD / 2 nd WEAPO	N					
EQUIPPED ARM		MARM	EVA	MEVA	EFFECTS	
HEAD						
BODY						
HANDS						
ACCESSORY						

ITEMS

NAME	QUANTITY	EFFECTS

SKILLS #	۱	Ff	īn	iit	V
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<u> 2KILL2</u>	Affinity			
NAME		POINTS	RANKING	EFFECTS
		-		
		<u> </u>		
		+		
		-		
			1	
		-		
		+		
		1		

Name:

LEVEL UP

	+ 1 ATTRIBUTE POINT
	+ 6 LANG/LORE POINTS
	+ 10 OTHER SKILL POINTS
NEW HP MAX =	CURRENT HP + HP DIE + VIT/2 + BONUS
NEW MP MAX =	CURRENT MP + MP DUE + SPR/2 + BONUS

ARM/MARM MODIFIER

VIT/SPR	MODIFIER	VIT/SPR	MODIFIER	VIT/SPR	MODIFIER
1 – 2	1.05	11 – 12	1.3	21 – 22	1.55
3 – 4	1.1	13 – 14	1.35	23 – 24	1.6
5 – 6	1.15	15 – 16	1.4	25 – 26	1.65
7 – 8	1.2	17 – 18	1.45	27 – 28	1.7
9 – 10	1.25	19 – 20	1.5	29 – 30	1.75

NOTES