

	Name _____
	Archetype _____ Tier _____
	Aspiration _____
	Relationships _____
	Anima _____

Portrait

Appearance

Elemental Type _____	Body _____	Mind _____	Spirit _____
Action Points _____	Health _____	Mana _____	Initiative _____

HP <input type="text"/> / <input type="text"/>	MP <input type="text"/> / <input type="text"/>	Shell <input type="text"/> / <input type="text"/>
Physical Attack <input type="text"/>	Magical Attack <input type="text"/>	Evasion <input type="text"/>
Physical Defense <input type="text"/>	Magical Defense <input type="text"/>	Resistance <input type="text"/>
Physical Accuracy <input type="text"/>	Magical Accuracy <input type="text"/>	Status Accuracy <input type="text"/>

Statuses

Injuries

Archetype Bonuses

Bufs	Debuffs	Health +	Mana +	Initiative +
_____	_____	_____	_____	_____

Archetype Abilities

Rank 1	Name	Type	Cost
	_____	_____	_____
Description			

Rank 3	Name	Type	Cost
	_____	_____	_____
Description			

Rank 7	Name	Type	Cost
	_____	_____	_____
Description			

Talents

Striker	Name	Caster	Name
	_____		_____
Description		Description	
_____		_____	
_____		_____	

Healer	Name	Defender	Name
	_____		_____
Description		Description	
_____		_____	
_____		_____	

Support	Name	Saboteur	Name
	_____		_____
Description		Description	
_____		_____	
_____		_____	

Flex Powers

Name	Type	Cost	Description

Advancement Tracker

Current XP		Total XP	
<hr/>		<hr/>	
<input type="checkbox"/> Increase Attribute by 1		<input type="checkbox"/> Increase Attribute by 1	
<input type="checkbox"/> Increase Job Ranks by 3		<input type="checkbox"/> Increase Job Ranks by 3	
<input type="checkbox"/> Unlock Job/Learn Talent		<input type="checkbox"/> Learn Flex Power	

Game Notes

Equipped Weapon

Name	Type	Quality
Upgrades	Effects	

Equipped Armor

Name	Type	Quality
Upgrades	Effects	

Alt Weapon 1

Name	Type	Quality
Upgrades	Effects	

Alt Weapon 2

Name	Type	Quality
Upgrades	Effects	

Proficiencies

[illegible]

Equipped Accessories

Head	
Name	Type
Upgrades	
Effects	

Neck	
Name	Type
Upgrades	
Effects	

Belt	
Name	Type
_____	_____
Upgrades	_____
Effects	_____

Arm	
Name	Type
_____	_____
Upgrades	

Effects	

Arm	
Name	Type
Upgrades	
Effects	

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Eidolon

	Name			
	Archetype	Action Points		
	Elemental Type	Health		
	HP	<div><div></div><div></div></div>	Shell	<div><div></div><div></div></div>

Portrait

Statistics

Physical Attack	<input type="text"/>	Magical Attack	<input type="text"/>	Evasion	<input type="text"/>
Physical Defense	<input type="text"/>	Magical Defense	<input type="text"/>	Resistance	<input type="text"/>
Physical Accuracy	<input type="text"/>	Magical Accuracy	<input type="text"/>	Status Accuracy	<input type="text"/>

Abilities

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