

	<b>Name</b> _____	
	<b>Archetype</b> _____	<b>Tier</b> _____
	<b>Aspiration</b> _____	
	<b>Relationships</b> _____	
	<b>Anima</b> _____	

**Portrait**

**Appearance**



<b>Elemental Type</b> _____	<b>Body</b> _____	<b>Mind</b> _____	<b>Spirit</b> _____
<b>Action Points</b> _____	<b>Health</b> _____	<b>Mana</b> _____	<b>Initiative</b> _____

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

**Statuses**

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**Injuries**

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### Archetype Bonuses

Buffs	Debuffs	Health +	Mana +	Initiative +
_____	_____	_____	_____	_____

### Archetype Abilities

<b>Rank 1</b>	Name _____	Type _____	Cost _____
<b>Description</b> _____			
<b>Rank 3</b>	Name _____	Type _____	Cost _____
<b>Description</b> _____			
<b>Rank 7</b>	Name _____	Type _____	Cost _____
<b>Description</b> _____			

### Talents

<b>Striker</b>	Name _____	<b>Caster</b>	Name _____
<b>Description</b> _____		<b>Description</b> _____	
<b>Healer</b>	Name _____	<b>Defender</b>	Name _____
<b>Description</b> _____		<b>Description</b> _____	
<b>Support</b>	Name _____	<b>Saboteur</b>	Name _____
<b>Description</b> _____		<b>Description</b> _____	

**Flex Powers**

## **Advancement Tracker**

Current XP	Total XP
<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**

As a result, the *labeled* version of the model is able to learn the underlying structure of the data, while the *unlabeled* version is able to learn the specific features of the data. This allows the model to make accurate predictions even when it has never seen a particular input before.

**Equipped Weapon**

Name	Type	Quality
Upgrades	Effects	

**Equipped Accessories**

Head	
Name	Type
Upgrades	
Effects	

**Equipped Armor**

Name	Type	Quality
Upgrades	Effects	

**Neck**

Name	Type
Upgrades	
Effects	

**Alt Weapon 1**

Name	Type	Quality
Upgrades	Effects	

**Belt**

Name	Type
Upgrades	
Effects	

**Alt Weapon 2**

Name	Type	Quality
Upgrades	Effects	

**Arm**

Name	Type
Upgrades	
Effects	

**Proficiencies**

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**Arm**

Name	Type
Upgrades	
Effects	

## **Carrying Capacity**

The diagram consists of two empty square boxes, one on the left and one on the right, connected by a single diagonal line that extends from the bottom-left corner of the left box to the top-right corner of the right box.

## **Supplies**

cr

## **Inventory**







Eidolon

<b>Name</b>	<hr/>						
<b>Archetype</b>	<b>Action Points</b> <hr/>						
<b>Elemental Type</b>	<b>Health</b> <hr/>						
<b>HP</b>	<input type="text"/>	/	<input type="text"/>	<b>Shell</b>	<input type="text"/>	/	<input type="text"/>

## **Portrait**

## **Statistics**

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

## **Abilities**