



### Archetype Abilities

<b>Rank 1</b>	<b>Name</b> Restore MP	<b>Type</b> Ally	<b>Cost</b> 5 MP
<b>Description</b> Restore an amount of MP equal to your MA			
<b>Rank 3</b>	<b>Name</b>	<b>Type</b>	<b>Cost</b>
<b>Description</b>			
<b>Rank 5</b>	<b>Name</b>	<b>Type</b>	<b>Cost</b>
<b>Description</b>			
<b>Rank 7</b>	<b>Name</b>	<b>Type</b>	<b>Cost</b>
<b>Description</b>			

### Talents

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

**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

<b>Name</b>	Holy Censor	<b>Type</b>	Scepter	<b>Quality</b>	Mundane
<hr/>		<hr/>		<hr/>	
<b>Upgrades</b>	N/A	<b>Effects</b> +1 PA, +3 MA			
<hr/>		<hr/>			
<hr/>					

### Equipped Armor

<b>Name</b>	Robes	<b>Type</b>	Cloth	<b>Quality</b>	Mundane
<b>Upgrades</b>	N/A		<b>Effects</b>	+0 PD, +2 MD	

### Alt Weapon 1

Name	Type	Quality
Upgrades	Effects	

## Alt Weapon 2

Name	Type	Quality
<b>Upgrades</b>	<b>Effects</b>	

## Proficiencies

[illegible]

## Equipped Accessories

## Head

Name	Circlet	Type	Mystical
Upgrades	N/A		
Effects	+1 R		

## Neck

Name	Type
Upgrades	
Effects	

## Belt

Name	Type
Upgrades	
Effects	

## Arm

Name	Type
Upgrades	
Effects	

## Arm

Name	Type
Upgrades	
Effects	

11

7

10

## Inventory

[illegible]



## Eidolon

<b>Name</b>	Balor		
<b>Archetype</b>	Defender	<b>Action Points</b>	2
<b>Elemental Type</b>	Light	<b>Health</b>	25
<b>HP</b>	<input type="text"/>	<b>Shell</b>	<input type="text"/>
	<input type="text"/>		<input type="text"/>

## Portrait

## Statistics

<b>Physical Attack</b>	<input type="text"/>	2	<b>Magical Attack</b>	<input type="text"/>	3	<b>Evasion</b>	<input type="text"/>	4
<b>Physical Defense</b>	<input type="text"/>	3	<b>Magical Defense</b>	<input type="text"/>	7	<b>Resistance</b>	<input type="text"/>	6
<b>Physical Accuracy</b>	<input type="text"/>	6	<b>Magical Accuracy</b>	<input type="text"/>	6	<b>Status Accuracy</b>	<input type="text"/>	6

## Abilities

[illegible]