Name Feerk the Unknowable and Deadly Trickster

Archetype Harlequin **Tier** 10

Aspiration Cause as much cosmic mischief as possib

Relationships Bullies Azkhan, Loves Isabella like a Sis

Wanted by the Gods ofOrde **Anima** 5

Portrait

Appearance

A green, goblin looking creature with boils and scales over her body. Smells awful, too.

Elemental Type Water **Body** 6 **Mind** 10 **Spirit** 8

Action Points 3 **Health** 50 **Mana** 60 **Initiative** 28

HP / 50 **MP** / 60 **Shell** / 50

Physical Attack 6 **Magical Attack** 6 **Evasion** 5

Physical Defense 3 **Magical Defense** 3 **Resistance** 0

Physical Accuracy 16 **Magical Accuracy** 18 **Status Accuracy** 14

Statuses

Injuries

Archetype Abilities

Rank 1 | **Name** Gamble | **Type** Ranged | **Cost** 1 AP

Description Wager 5x HP, MP, Shell against enemy. Winner takes all, nothing on tie

Rank 3 | **Name** Jubilee | **Type** Special | **Cost** 2 AP

Description At the end of the round when this is used, the Initiative Order is called again.

Rank 5 | **Name** Double Or Nothing | **Type** Passive | **Cost** N/A

Description When you lose with Gamble you can double the wager to try again.

Rank 7 | **Name** Roulette Wheel | **Type** Passive | **Cost** N/A

Description When calling Initiative you can call odds or evens instead of a number.

Talents

Striker | **Name** Random Strike

Description When you use a physical attack you can randomize the elemental type.

Caster | **Name** Rainbow Bolt

Description When you use a magical attack you can randomize the elemental type.

Healer | **Name** Bet Your Life

Description When you heal, you can get the to bet on the outcome die for double or nothin

Defender | **Name**

Description

Support | **Name** Random Buff

Description When using a buff ability, you randomize the buffed statistic.

Saboteur | **Name** Random Debuff

Description When using a debuff, you can randomize the debuffed statistic.

Flex Powers

Name	Type	Cost	Description
Flex Statistic (I)	**Passive**	**N/A**	**+2 Initiative**
Flex Statistic (H)	**Passive**	**N/A**	**+5 Health**
Flex Statistic (H)	**Passive**	**N/A**	**+5 Health**
Flex Statistic (H)	**Passive**	**N/A**	**+5 Health**
Flex Statistic (M)	**Passive**	**N/A**	**+5 Mana**
Flex Statistic (M)	**Passive**	**N/A**	**+5 Mana**
Flex Statistic (M)	**Passive**	**N/A**	**+5 Mana**
Debuff MAcc	**Ranged**	**6 MP**	**Reduces MAcc of one target by 1 on Bonus Tracker**
Debuff StAcc	**Ranged**	**6 MP**	**Reduces StAcc of one target by 1 on Bonus Tracker**
Debuff R	**Ranged**	**6 MP**	**Reduces R of one target by 1 on Bonus Tracker**

Advancement Tracker

Current XP	Total XP
☐ **Increase Attribute by 1**	☐ **Increase Attribute by 1**
☐ **Increase Job Ranks by 3**	☐ **Increase Job Ranks by 3**
☐ **Unlock Job/Learn Talent**	☑ **Learn Flex Power**

Game Notes

Striker

Rank 10   **Physical Attack:** **Bonus** 6   **Total** 12

Evasion: **Bonus** 10   **Total** 15   **Physical Defense:** **Bonus** 8   **Total** 11

Name	Type	Cost	Description
Strike	Melee	3 MP	Make a colorless physical attack that does 1.5x damage
Water Attack	Melee	3 MP	Make a water physical attack
Power Attack	Melee	5 MP	Make a colorless physical attack that does 2x damage
Cleave	Multi	7 MP	Make a colorless physical attack against front row
Leaping Strike	Ranged	5 MP	Make a colorless physical attack
Water Cleave	Multi	10 MP	Make a water physical attack against front row
Whirlwind	Multi	12 MP	Make a colorless physical attack against all enemies
Water Leap	Ranged	8 MP	Make a water physical attack
Water Whirlwind	Multi	15 MP	Make a water physical attack against all enemies

Caster

Rank 10   **Magical Attack:** **Bonus** 10   **Total** 16

Resistance: **Bonus** 6   **Total** 6   **Magical Defense:** **Bonus** 8   **Total** 11

Name	Type	Cost	Description
Magic Missile	Ranged	3 MP	Make a colorless magical attack
Water Bolt	Ranged	5 MP	Make a water magical attack
Trained Spellcast	Passive	N/A	Flex powers that are magical attacks cost 5 MP
Magic Chain	Special	8 MP	Make a colorless magical attack that can chain
Magic Burst	Ranged	7 MP	Make a colorless magical attack that does 2x damage
Water Burst	Ranged	9 MP	Make a water magical attack that does 2x damage
Water Chain	Ranged	10 MP	Make a water magical attack that can chain
Magic Storm	Multi	13 MP	Make a colorless magical attack against all enemies
Water Storm	Multi	15 MP	Make a water magical attack against all enemies

Healer

Rank 10   **Physical Attack:** **Bonus** 10   **Total** 16

Evasion: **Bonus** 6   **Total** 11   **Magical Attack:**   **Bonus** 8   **Total** 14

Name	Type	Cost	Description
Heal	Ally	5 MP	Restore HP equal to MA
Cleanse	Ally	8 MP	Reset statistics to 0 on Bonus Tracker
Revive	Ally	10 MP	Revive target to 1 HP from being downed
Life Aura	Multi	2 AP	Heal self and all allies by 5 HP
Mend	Ally	11 MP	Restore HP equal to twice your MA
Cure	Ally	12 MP	Remove all statuses from target
Raise Dead	Ally	15 MP	Revive target to half HP from being downed
Multiheal	Multi	15 MP	Restore HP to self and all allies equal to MA
Treatment	Ally	18 MP	Removes all statuses and resets all to 0 on Bonus Trac

Defender

Rank 5   **Physical Defense:**   **Bonus** 6   **Total** 9

Resistance: **Bonus** 10   **Total** 10   **Magical Defense:** **Bonus** 8   **Total** 11

Name	Type	Cost	Description
Taunt	Ranged	1 AP	Inflict Taunted on target until next turn
Guard	Ally	5 MP	Inflict Guarded on target until next turn
Shield	Self	7 MP	Inflict Shielded on self until you are hit
Counter	Self	7 MP	Inflict Countering on self until you are hit
Multitaunt	Multi	9 MP	Inflict Taunted on all enemies until next turn

Support

Rank 10   **Physical Defense:**   **Bonus** 6   **Total** 9

Magical Defense: **Bonus** 10 **Total** 13   **Magical Attack:**   **Bonus** 8   **Total** 14

Name	Type	Cost	Description
Buff StAcc	Ally	5 MP	Raise StAcc by 1 on Bonus Tracker
Water Shell	Ally	7 MP	Apply water Shell equal to MA
Water Protect	Ally	9 MP	Apply Protected to target until next turn
Multibuff StAcc	Multi	10 MP	Raise StAcc by 1 on Bonus Tracker for self and all allies
Haste	Ally	12 MP	Inflict Hasted on target for 3 rounds
Water Multishell	Multi	14 MP	Apply water Shell to self and all allies equal to MA
Power Buff StAcc	Ally	16 MP	Raise StAcc by 3 on Bonus Tracker
Water Multiprotect	Multi	20 MP	Apply Protected to self and all allies until next turn
Multihaste	Multi	25 MP	Inflict Hasted on self and all allies for 3 rounds

Saboteur

Rank 10   **Physical Attack:** **Bonus** 10 **Total** 16

Resistance: Bonus 6   **Total** 6   **Evasion:**   **Bonus** 8   **Total** 13

Name	Type	Cost	Description
Debuff PAcc	Ranged	3 MP	Lower PAcc by 1 on Bonus Tracker
Debilitate Confused	Ranged	7 MP	Inflict Confused with status-inflicting ability
Slow	Ranged	12 MP	Inflicts Slowed for 3 rounds
Multidebuff PAcc	Multi	12 MP	Raise PAcc by 1 on Bonus Tracker for self and all allies
Water Vuln.	Ranged	8 MP	Inflict Vulnerable on target until they are hit
P. Debuff PAcc	Ranged	10 MP	Lower PAcc by 3 on Bonus Tracker
Infl. Confused	Multi	18 MP	Inflict Confused on all enemies with status-inflicting ab
Multislow	Multi	28 MP	Inflicts Slowed on all enemies for 3 rounds
Water Multivuln.	Multi	19 MP	Inflict Vulnerable on all enemies until they are hit

Equipped Weapon

Name White Tiger **Type** Claws **Quality** Expert

Upgrades Sharpened 1, Curse **Effects** +6 PA, +6 MA, +1 StAcc,

+1 Extra physical damage, applies Frostbitten on hit

Equipped Armor

Name Fiend's Caul **Type** Light **Quality** Expert

Upgrades Flexible, Invigorati **Effects** +3 PD, +3 MD, +1 Evasion

Immune to abilities that debuff Evasion

Alt Weapon 1

Name **Type** **Quality**

Upgrades **Effects**

Alt Weapon 2

Name **Type** **Quality**

Upgrades **Effects**

Proficiencies

Claws, Light armor

Equipped Accessories

Head

Name Goggle **Type** Lucky

Upgrades Ability: Scan

Effects +1 Evasion, Can use Scan

Neck

Name Collar **Type** Lucky

Upgrades Volatile

Effects +1 Evasion, Volatility

Belt

Name Belt **Type** Unique

Upgrades Ability: Costume Char

Effects Can use Costume Chan

Arm

Name Sleeve **Type** Lucky

Upgrades Restore HP Sleeve

Effects x2 Restore HP Potency

Arm

Name Sleeve **Type** Lucky

Upgrades Restore MP Sleeve

Effects x2 Restore MP Potency

Carrying Capacity ☐ / ☐   **Supplies** _____ **cr** 1000 _____

Inventory

Name	Description	Item Rating	Quantity

Eidolon

Portrait

Name Milennium Koi

Archetype Water **Action Points** 3

Elemental Type Water **Health** 120

HP [ ] / 120 **Shell** [ ] / 120

Statistics

Physical Attack	16	**Magical Attack**	30	**Evasion**	18
Physical Defense	16	**Magical Defense**	26	**Resistance**	24
Physical Accuracy	24	**Magical Accuracy**	24	**Status Accuracy**	24

Abilities

Name	Type	Cost	Description
Attack	Melee	1 AP	Make a colorless physical attack
Full Restore	Self	1A 1AP	Remove all statuses and restore to full HP
Magic Blast	Ranged	1 AP	Make a colorless magical attack
Water Blast	Ranged	1 AP	Make a water magical attack
Dragonslayer	Melee	1A 2AP	Make a colorless physical attack that does 4x/2x damag
Apocalypse	Multi	1A 2AP	Make a 3x water magical attack against all enemies
Second Chance	Multi	1A 2AP	Revive to full HP, remove all statuses, reset BT for all al
Comeback	Multi	1A 2AP	Move self and allies to +7BT for StAcc and inflict Hastec
Vortex	Multi	1A 2AP	Inflict Slowed/Confused, debuff StAcc with status-inflc
Spin the Revolver	Ranged	1A 2AP	Either you or target take 4x MA damage depending on 1