

|  |                                                                                        |
|--|----------------------------------------------------------------------------------------|
|  | <b>Name</b> Designation Emgol                                                          |
|  | <b>Archetype</b> Sage <b>Tier</b> 5                                                    |
|  | <b>Aspiration</b> To learn their true identity.                                        |
|  | <b>Relationships</b> Protective of Jianna, Trusts Shae, Doubts the Gods <b>Anima</b> 5 |

**Portrait**

**Appearance**

A person made of metal and clay with a blank, porcelain mask for a face and large magnets for hands.

|                                      |                  |                |                      |
|--------------------------------------|------------------|----------------|----------------------|
| <b>Elemental Type</b> Earth (Innate) | <b>Body</b> 4    | <b>Mind</b> 7  | <b>Spirit</b> 5      |
| <b>Action Points</b> 2               | <b>Health</b> 30 | <b>Mana</b> 45 | <b>Initiative</b> 20 |

|                                                          |                                                          |                                                             |
|----------------------------------------------------------|----------------------------------------------------------|-------------------------------------------------------------|
| <b>HP</b> <input type="text"/> / <input type="text"/> 30 | <b>MP</b> <input type="text"/> / <input type="text"/> 45 | <b>Shell</b> <input type="text"/> / <input type="text"/> 30 |
| <b>Physical Attack</b> <input type="text"/> 3            | <b>Magical Attack</b> <input type="text"/> 7             | <b>Evasion</b> <input type="text"/> 0                       |
| <b>Physical Defense</b> <input type="text"/> 3           | <b>Magical Defense</b> <input type="text"/> 2            | <b>Resistance</b> <input type="text"/> 3                    |
| <b>Physical Accuracy</b> <input type="text"/> 11         | <b>Magical Accuracy</b> <input type="text"/> 12          | <b>Status Accuracy</b> <input type="text"/> 9               |

**Statuses**

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**Injuries**

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### Archetype Abilities

|                                                                                                   |                          |                      |                      |
|---------------------------------------------------------------------------------------------------|--------------------------|----------------------|----------------------|
| <b>Rank 1</b>                                                                                     | <b>Name</b> Grimoire     | <b>Type</b> Passive  | <b>Cost</b> N/A      |
| <b>Description</b> You have an amount of Spell Slots equal to your current tier.                  |                          |                      |                      |
| <b>Rank 3</b>                                                                                     | <b>Name</b> Counterspell | <b>Type</b> Reaction | <b>Cost</b> Variable |
| <b>Description</b> You can expend double the MP cost of an enemy magical attack to negate it.     |                          |                      |                      |
| <b>Rank 5</b>                                                                                     | <b>Name</b> Cantrip      | <b>Type</b> Passive  | <b>Cost</b> N/A      |
| <b>Description</b> You may use the Caster's Magic Missile ability for 1 AP as an archetype power. |                          |                      |                      |
| <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> Empowered Staff                                                                          |
| <b>Description</b>                                                                           |                  | <b>Description</b> Earth Bolt does not cost any MP. |                                                                                                      |
| <b>Healer</b>                                                                                | <b>Name</b>      | <b>Defender</b>                                     | <b>Name</b> Arcane Shield                                                                            |
| <b>Description</b>                                                                           |                  |                                                     | <b>Description</b> You may use Counterspell to negate physical attacks. Negating a basic attack is 5 |
| <b>Support</b>                                                                               | <b>Name</b> Ward | <b>Saboteur</b>                                     | <b>Name</b>                                                                                          |
| <b>Description</b> You may use Counterspell to negate enemy debuffs and status-inflicting ab |                  | <b>Description</b>                                  |                                                                                                      |

### **Flex Powers**

| Name               | Type    | Cost  | Description                    |
|--------------------|---------|-------|--------------------------------|
| Flex Statistic (H) | Passive | N/A   | +5 Health                      |
| Flex Statistic (M) | Passive | N/A   | +5 Mana                        |
| Flex Statistic (I) | Passive | N/A   | +2 Initiative                  |
| Water Bolt         | Ranged  | 10 MP | Makes a magical water attack   |
| Thunder Bolt       | Ranged  | 10 MP | Makes a magical thunder attack |
|                    |         |       |                                |
|                    |         |       |                                |
|                    |         |       |                                |
|                    |         |       |                                |
|                    |         |       |                                |

### **Advancement Tracker**

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

### **Game Notes**

| <b>Caster</b>              | <b>Rank 10</b> | <b>Magical Attack: Bonus 7</b>  | <b>Total 14</b>                                     |
|----------------------------|----------------|---------------------------------|-----------------------------------------------------|
| <b>Resistance: Bonus 4</b> | <b>Total 7</b> | <b>Magical Defense: Bonus 5</b> | <b>Total 7</b>                                      |
| Name                       | Type           | Cost                            | Description                                         |
| Magic Missile              | Ranged         | 3 MP                            | Make a colorless magical attack                     |
| Earth Bolt                 | Ranged         | 5 MP                            | Make an earth magical attack                        |
| Trained Spellcaster        | 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 |
| Earth Burst                | Ranged         | 9 MP                            | Make an earth magical attack that does 2x damage    |
| Earth Chain                | Special        | 10 MP                           | Make an earth magical attack that can chain         |
| Magic Storm                | Multi          | 13 MP                           | Make a colorless magical attack against all enemies |
| Earth Storm                | Multi          | 15 MP                           | Make an earth magical attack against all enemies    |

| <b>Defender</b>    | <b>Rank 10</b> | <b>Physical Defense:</b> | <b>Bonus 4</b>                                     | <b>Total 7</b> |                |
|--------------------|----------------|--------------------------|----------------------------------------------------|----------------|----------------|
| <b>Resistance:</b> | <b>Bonus 7</b> | <b>Total 3</b>           | <b>Magical Defense:</b>                            | <b>Bonus 5</b> | <b>Total 7</b> |
| Name               | Type           | Cost                     | Description                                        |                |                |
| Taunt              | Ranged         | 1 AP                     | Inflict Taunted on a single target until next turn |                |                |
| Guard              | Ally           | 5 MP                     | Inflict Guarded on a single ally 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     |                |                |
| Multiguard         | Multi          | 9 MP                     | Inflict Guarded on all allies until next turn      |                |                |
| Barrier            | Self           | 12 MP                    | Inflict Barred on self until you are hit           |                |                |
| Reflect            | Self           | 12 MP                    | Inflict Reflecting on self until you are hit       |                |                |
| Deathless          | Passive        | N/A                      | Cannot be downed unless you are already at 1 HP    |                |                |

| <b>Support</b>          | <b>Rank 10</b> | <b>Physical Defense:</b> | <b>Bonus 4</b>                                         | <b>Total 7</b> |
|-------------------------|----------------|--------------------------|--------------------------------------------------------|----------------|
|                         |                |                          |                                                        |                |
| <b>Magical Defense:</b> | <b>Bonus 7</b> | <b>Total 9</b>           | <b>Magical Attack:</b>                                 | <b>Bonus 5</b> |
| <hr/>                   |                |                          |                                                        |                |
| Name                    | Type           | Cost                     | Description                                            |                |
| Buff MA                 | Ally           | 5 MP                     | Move MA for a target up by 1 on Bonus Tracker          |                |
| Earth Shell             | Ally           | 7 MP                     | Apply earth Shell equal to MA to target                |                |
| Protect                 | Ally           | 9 MP                     | Apply Protected to single target until next turn       |                |
| Multibuff               | Multi          | 10 MP                    | Move MA for self and allies up by 1 on Bonus Tracker   |                |
| Haste                   | Ally           | 12 MP                    | Inflict Hasted for 3 subsequent rounds                 |                |
| Multishell              | Multi          | 14 MP                    | Apply earth Shell equal to MA to self and all allies   |                |
| Power Buff              | Ally           | 16 MP                    | Move MA for a target up by 3 on Bonus Tracker          |                |
| Multiprotect            | Multi          | 20 MP                    | Apply Protected to self and all allies until next turn |                |
| Multihaste              | Multi          | 25 MP                    | Inflict Hasted for 3 subsequent rounds                 |                |

### Equipped Weapon

|          |             |                                                                            |       |         |      |
|----------|-------------|----------------------------------------------------------------------------|-------|---------|------|
| Name     | Control Rod | Type                                                                       | Staff | Quality | Rare |
| Upgrades | Energized 1 | Effects +3 PA, +5 MA,<br>+1 Resistance, Increase dealt magical damage by 1 |       |         |      |

### Equipped Armor

|          |             |                                                              |       |         |      |
|----------|-------------|--------------------------------------------------------------|-------|---------|------|
| Name     | Stone Skin  | Type                                                         | Heavy | Quality | Rare |
| Upgrades | Inscribed 1 | Effects +3 PD, +1 MD,<br>Reduce received magical damage by 1 |       |         |      |

### Alt Weapon 1

|          |         |         |
|----------|---------|---------|
| Name     | Type    | Quality |
| Upgrades | Effects |         |

### Alt Weapon 2

|          |         |         |
|----------|---------|---------|
| Name     | Type    | Quality |
| Upgrades | Effects |         |

### Proficiencies

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### Equipped Accessories

|          |      |
|----------|------|
| Head     |      |
| Name     | Type |
| Upgrades |      |
| Effects  |      |

|          |      |
|----------|------|
| Neck     |      |
| Name     | Type |
| Upgrades |      |
| Effects  |      |

|          |      |
|----------|------|
| Belt     |      |
| Name     | Type |
| Upgrades |      |
| Effects  |      |

|          |                      |      |     |
|----------|----------------------|------|-----|
| Arm      |                      |      |     |
| Name     | Armban               | Type | Arm |
| Upgrades | Mystical, Resist Ice |      |     |
| Effects  | 2x Ice Resist, +1 R  |      |     |

|          |                     |      |     |
|----------|---------------------|------|-----|
| Arm      |                     |      |     |
| Name     | Ring                | Type | Arm |
| Upgrades | Mystical, M Defense |      |     |
| Effects  | +1 R, +1 MD         |      |     |

## **Carrying Capacity**

The diagram consists of two empty rectangular 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 100

## **Inventory**

## Eidolon

|  |                                                                                                                      |
|--|----------------------------------------------------------------------------------------------------------------------|
|  | <b>Name</b> Johann                                                                                                   |
|  | <b>Archetype</b> Support <b>Action Points</b> 2                                                                      |
|  | <b>Elemental Type</b> Earth <b>Health</b> 70                                                                         |
|  | <b>HP</b> <input type="text"/> / <input type="text"/> 70 <b>Shell</b> <input type="text"/> / <input type="text"/> 70 |

### Portrait

### Statistics

|                          |                         |                         |                         |                        |                         |
|--------------------------|-------------------------|-------------------------|-------------------------|------------------------|-------------------------|
| <b>Physical Attack</b>   | <input type="text"/> 9  | <b>Magical Attack</b>   | <input type="text"/> 17 | <b>Evasion</b>         | <input type="text"/> 10 |
| <b>Physical Defense</b>  | <input type="text"/> 13 | <b>Magical Defense</b>  | <input type="text"/> 17 | <b>Resistance</b>      | <input type="text"/> 10 |
| <b>Physical Accuracy</b> | <input type="text"/> 16 | <b>Magical Accuracy</b> | <input type="text"/> 16 | <b>Status Accuracy</b> | <input type="text"/> 16 |

### 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               |
| Enhance       | Ally  | 1 AP   | Bring Bonus Tracker for MA to +7                         |
| Shell         | Ally  | 2 AP   | Put maximum possible earth Shell on target               |
| Apocalypse    | Multi | 1A 2AP | Make a 3x earth magical attack against all enemies       |
| Mirror Shield | Self  | 1A 2AP | Inflict Mirrored on eidolon until next turn              |
| Comeback      | Multi | 1A 2AP | Inflict Hasted, buff MA to +7 for all allies and eidolon |
|               |       |        |                                                          |
|               |       |        |                                                          |
|               |       |        |                                                          |
|               |       |        |                                                          |