

	<b>Name</b>	Robert "Gemini" Sandford		
	<b>Archetype</b>	Artificer	<b>Tier</b>	1
	<b>Aspiration</b>	To be reunited with his daughter		
	<b>Relationships</b>	Strained with his Wife, Grief for his Dau		
		Falling out with Union	<b>Anima</b>	5

Portrait

Appearance

A man of medium height and build with an afro, wearing a red leather jacket and carrying a pistol.

<b>Elemental Type</b>	Fire	<b>Body</b>	2	<b>Mind</b>	2	<b>Spirit</b>	2
<b>Action Points</b>	2	<b>Health</b>	20	<b>Mana</b>	20	<b>Initiative</b>	8

<b>HP</b>	<div></div> / <div>20</div>	<b>MP</b>	<div></div> / <div>20</div>	<b>Shell</b>	<div></div> / <div>20</div>
<b>Physical Attack</b>	<div></div> 2	<b>Magical Attack</b>	<div></div> 2	<b>Evasion</b>	<div></div> 0
<b>Physical Defense</b>	<div></div> 2	<b>Magical Defense</b>	<div></div> 0	<b>Resistance</b>	<div></div> 1
<b>Physical Accuracy</b>	<div></div> 4	<b>Magical Accuracy</b>	<div></div> 5	<b>Status Accuracy</b>	<div></div> 4

Statuses

Injuries

### Archetype Abilities

<b>Rank 1</b>	<b>Name</b> Scan	<b>Type</b> Ranged	<b>Cost</b> 2 MP, 1 AP
<b>Description</b> Learn HP, MP, Shell, elemental type of target, then learn stats/item table/abilitie			
<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>	Pistol	<b>Type</b>	Gun	<b>Quality</b>	Mundane
<b>Upgrades</b>	N/A	<b>Effects</b>	+2 PA, +2 MA		

### Equipped Armor

Name	Work Uniform	Type	Heavy	Quality	Mundane
Upgrades	N/A		Effects	+2 PD	

### 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	

<b>Arm</b>	
<b>Name</b>	Bracele <b>Type</b> Mystical
<b>Upgrades</b>	N/A
<b>Effects</b>	+1 Resistance

Arm	
Name	Type
Upgrades	
Effects	

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## Inventory

[illegible]

## Eidolon

<b>Name</b>	Baphomet		
<b>Archetype</b>	Striker	<b>Action Points</b>	2
<b>Elemental Type</b>	Fire	<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"/>	5	<b>Magical Attack</b>	<input type="text"/>	3	<b>Evasion</b>	<input type="text"/>	5
<b>Physical Defense</b>	<input type="text"/>	5	<b>Magical Defense</b>	<input type="text"/>	3	<b>Resistance</b>	<input type="text"/>	3
<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]