

	Name	Lady Isabella Marvelous, Knight of the 60th		
	Archetype	Knight	Tier	10
	Aspiration	Follow the code of the Time Knights		
	Relationships	Protective of her Sister, Devoted to the Knights, Rivalry with Azkha		
		Anima	5	

Portrait

Appearance

Carries a spear and shield and wears valkyrie style armor, but with a helmet without horns that is more form-fitting.

Elemental Type	Thunder	Body	10	Mind	7	Spirit	7
Action Points	3	Health	75	Mana	55	Initiative	22

HP	<input type="text"/>	/	<input type="text" value="75"/>	MP	<input type="text"/>	/	<input type="text" value="55"/>	Shell	<input type="text"/>	/	<input type="text" value="75"/>
Physical Attack	<input type="text"/>		7	Magical Attack	<input type="text"/>		5	Evasion	<input type="text"/>		2
Physical Defense	<input type="text"/>		10	Magical Defense	<input type="text"/>		2	Resistance	<input type="text"/>		2
Physical Accuracy	<input type="text"/>		17	Magical Accuracy	<input type="text"/>		14	Status Accuracy	<input type="text"/>		17

Statuses

Injuries

Archetype Abilities

Rank 1	Name Focus	Type Self	Cost 1 AP
Description Applies Focused to self			
Rank 3	Name Cavalry	Type Passive	Cost N/A
Description Once per round, can use the Move action without spending any AP			
Rank 5	Name Disciplined Focus	Type Passive	Cost N/A
Description While Focused, can remove Focused status by spending 2 AP			
Rank 7	Name Enrage	Type Passive	Cost N/A
Description Once per round, if you miss while Focused, can keep status and reset bonus			

Talents

Striker	Name Melee	Caster	Name Artillery
Description While Focused, may use physical attacks and hitting counts as increasing bonus		Description While Focused, may use magical attacks and hitting counts as increasing bonus	
Healer	Name	Defender	Name Tower
Description		Description While Focused, can use Guard, Taunt, Multiguard, Multitaunt, and take reduce	
Support	Name	Saboteur	Name Spy
Description		Description While Focused, may use status-inflicting abilities, which can increase bonus	

Flex Powers

Name	Type	Cost	Description
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 (I)	Passive	N/A	+2 Initiative
Flex Statistic (I)	Passive	N/A	+2 Initiative
Flex Statistic (M)	Passive	N/A	+5 Mana
Wind Strike	Melee	10 MP	Makes a wind physical attack
Ice Strike	Melee	10 MP	Makes an ice physical attack
Buff PA	Ally	10 MP	Raises PA by 1 on Bonus Tracker
Buff MA	Ally	10 MP	Raises MA by 1 on Bonus Tracker

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 checked="" type="checkbox"/> Learn Flex Power

Game Notes

Striker	Rank 10 Physical Attack: Bonus 10 Total 17		
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Evasion: Bonus 7 Total 9		Physical Defense: Bonus 7 Total 17	
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Name	Type	Cost	Description
Strike	Melee	3 MP	Makes a colorless physical attack that does 1.5x damage
Thunder Attack	Melee	3 MP	Make a thunder 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 colorless physical attack
Thunder Cleave	Multi	10 MP	Make a thunder physical attack against front row
Whirlwind	Multi	12 MP	Make a colorless physical attack against all enemies
Thunder Leap	Ranged	8 MP	Make a thunder physical attack
Thunder Whirlwind	Multi	15 MP	Make a thunder physical attack against all enemies

Caster	Rank 10 Magical Attack: Bonus 7 Total 12		
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Resistance: Bonus 10 Total 12		Magical Defense: Bonus 7 Total 9	
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Name	Type	Cost	Description
Magic Missile	Ranged	3 MP	Make a colorless magical attack
Thunder Bolt	Ranged	5 MP	Make a thunder magical attack
Trained Spellcaster	Passive	N/A	Flex 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
Thunder Burst	Ranged	9 MP	Make a thunder magical attack that does 2x damage
Thunder Chain	Special	10 MP	Make a thunder magical attack that can chain
Magic Storm	Multi	13 MP	Make a colorless magical attack against all enemies
Thunder Storm	Multi	15 MP	Make a thunder magical attack against all enemies

Healer	Rank 5 Physical Attack: Bonus 7 Total 14		
Evasion: Bonus 10 Total 12 Magical Attack: Bonus 7 Total 12			
Name	Type	Cost	Description
Heal	Ally	5 MP	Restore HP equal to MA
Cleanse	Ally	8 MP	Reset Bonus Tracker for all statistics to 0
Revive	Ally	10 MP	Revive downed target back to 1 HP
Life Aura	Multi	2 AP	Restore 5 HP to self and all allies
Mend	Ally	11 MP	Restore HP equal to 2x MA

Defender	Rank 10 Physical Defense: Bonus 10 Total 20 _____		
Resistance: Bonus 7 Total 9 Magical Defense: Bonus 7 Total 9 _____			
Name	Type	Cost	Description
Taunt	Ranged	1 AP	Inflicts Taunted on a single target until next turn
Guard	Ally	5 MP	Inflicts Guarded on a single target until next turn
Shield	Self	7 MP	Inflicts Shielded on self until hit
Counter	Self	7 MP	Inflicts Countering on self until hit
Multitaunt	Multi	9 MP	Inflicts Taunted on all enemies until next turn
Multiguard	Multi	10 MP	Inflicts Guarded on all allies until next turn
Barrier	Self	9 MP	Inflicts Barred on self until hit
Reflect	Self	12 MP	Inflicts Reflecting on self until hit
Deathless	Passive	N/A	Cannot be downed unless at 1 HP

Support	Rank 10			Physical Defense: Bonus 10			Total 20				
Magical Defense: Bonus 7			Total 9			Magical Attack: Bonus 7			Total 12		
Name		Type	Cost	Description							
Buff PD		Ally	5 MP	Raises PD by 1 level on Bonus Tracker							
Thunder Shell		Ally	7 MP	Applies an amount of Shell equal to MA							
Thunder Protect		Ally	9 MP	Applies Protected to single target until next turn							
Multibuff PD		Multi	10 MP	Raises PD on Bonus Tracker by 1 for self and all allies							
Haste		Ally	12 MP	Applies Hasted to target for 3 rounds							
Thunder Multshll		Multi	14 MP	Applies an amount of Shell equal to MA to self and allies							
Power Buff PD		Ally	16 MP	Raises PD by 3 levels on Bonus Tracker							
Thunder Mltprtct		Multi	20 MP	Applies Protected to self and allies until next turn							
Multihaste		Multi	25 MP	Applies Hasted to self and allies for 3 rounds							

Saboteur	Rank 10 Physical Attack: Bonus 7 Total 14		
Resistance: Bonus 10 Total 12 Evasion: Bonus 7 Total 9			
Name	Type	Cost	Description
Debuff PA	Ranged	3 MP	Lowers PA by 1 level on Bonus Tracker
Inflict Paralyzed	Ranged	7 MP	Inflicts Paralyzed with a status-inflicting ability
Slow	Ranged	12 MP	Inflicts Slowed for 3 rounds
Multidebuff PA	Multi	12 MP	Lowers PA by 1 level on Bonus Tracker for all enemies
Thunder Vlnrblty	Multi	8 MP	Inflicts Vulnerable on a single target until hit
Power Debuff	Ranged	10 MP	Lowers PA by 3 levels on Bonus Tracker
Mlt Inflict Prlzd	Multi	18 MP	Inflicts Paralyzed with status-inflicting ability on all ene
Multislow	Multi	28 MP	Inflicts Slowed for 3 rounds on all enemies
Thunder Mltvlnrb	Multi	19 MP	Inflicts Vulnerable on all enemies until hit

Equipped Weapon

Name	Skylance	Type	Lance	Quality	Expert
Upgrades	Reach	Effects	+7 PA, +5 MA, +1 PD,		
Can attack the back row with basic attack if in front row					

Equipped Armor

Name	Cuirass	Type	Heavy	Quality	Expert
Upgrades	Rnfrcd 1, Nscrbd 1	Effects	Reduces physical damage		
1, reduces magical damage by 1, resistance to vacuum					

Alt Weapon 1

Name		Type		Quality	
Upgrades		Effects			

Alt Weapon 2

Name		Type		Quality	
Upgrades		Effects			

Proficiencies

Lances, Heavy armor

Equipped Accessories

Head

Name	Crown	Type	Unique
Upgrades	Soul Sink		
Effects	can save from True Dea		

Neck

Name	Necklac	Type	Lucky
Upgrades	Thunder Resonance		
Effects	+1 E, 10 w/ thunder		

Belt

Name	Insignia	Type	Mystical
Upgrades	Scanner		
Effects	+1 R, can use Scan		

Arm

Name	Armban	Type	Lucky
Upgrades	Mana Battery		
Effects	+1 E, Extra 5 MP		

Arm

Name	Shield	Type	Mystical
Upgrades	Target		
Effects	+1 R, can use Block		

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Inventory

[illegible]

Eidolon

Portrait	Name <u>Gabriel</u>
	Archetype <u>Thunder</u> Action Points <u>3</u>
	Elemental Type <u>Thunder</u> Health <u>135</u>
	HP <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> / <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle; text-align: center;">135</div> Shell <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> / <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle; text-align: center;">135</div>

Portrait

Statistics

Physical Attack <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>20</u>	Magical Attack <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>17</u>	Evasion <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>17</u>
Physical Defense <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>30</u>	Magical Defense <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>24</u>	Resistance <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>24</u>
Physical Accuracy <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>24</u>	Magical Accuracy <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>24</u>	Status Accuracy <div style="display: inline-block; border: 1px solid black; width: 40px; height: 20px; vertical-align: middle;"></div> <u>24</u>

Abilities

Name	Type	Cost	Description
Attack	Melee	1 AP	Makes a colorless physical attack
Full Restore	Self	1A 2AP	Removes statuses and restores to full HP
Shield	Self	1 AP	Reflects all physical attacks until next turn
Barrier	Self	1 AP	Reflects all magical attacks until next turn
Berserk Charge	Self	1A 2AP	Applies Focused and makes 1d10 basic attacks
Dragonslayer	Melee	1A 2AP	Makes a colorless physical attack that does 4x/2x dama
Apocalypse	Multi	1A 2AP	Makes a 3x thunder magical attack against all enemies
Mirror Shield	Self	1A 2AP	Inflicts Mirrored on eidolon until next turn
Comeback	Multi	1A 2AP	Increases PD to +7 on Bonus Tracker for self and allies
Vortex	Multi	1A 2AP	Inflicts Slowed/Paralyzed, debuffs PA with status ability