

	Name Malachi
	Archetype Ranger Tier 1
	Aspiration Save his village from destruction
	Relationships Love for his Children, Distrust of Humans
	Anger at the Gods Anima 5

Portrait

Appearance

A salamander with grey-green skin that is scaly while dry and slightly puffy while wet. Also has axolotl fibers that he tucks behind his ears.

Elemental Type Wood (Innate)	Body 3	Mind 2	Spirit 1
Action Points 2	Health 25	Mana 15	Initiative 8

HP <input type="text"/> / 25	MP <input type="text"/> / 15	Shell <input type="text"/> / 25
Physical Attack <input type="text"/> 3	Magical Attack <input type="text"/> 1	Evasion <input type="text"/> 1
Physical Defense <input type="text"/> 1	Magical Defense <input type="text"/> 1	Resistance <input type="text"/> 0
Physical Accuracy <input type="text"/> 6	Magical Accuracy <input type="text"/> 3	Status Accuracy <input type="text"/> 4

Statuses

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Injuries

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Archetype Abilities

Rank 1	Name Mark Target	Type Ranged	Cost 1 AP
Description Inflicts Hunted on target until they are downed or you reapply it			
Rank 3	Name	Type	Cost
Description			
Rank 5	Name	Type	Cost
Description			
Rank 7	Name	Type	Cost
Description			

Talents

Striker	Name	Caster	Name
Description			
Healer	Name	Defender	Name
Description			
Support	Name	Saboteur	Name
Description			

Flex Powers

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 type="checkbox"/> Learn Flex Power

Game Notes

As a result, the *labeled* version of the model is able to learn the underlying structure of the data, while the *unlabeled* version is able to learn the specific features of the data. This allows the model to make accurate predictions even when it has never seen a particular input before.

Equipped Weapon

Name	Shortbow	Type	Bow	Quality	Mundane
Upgrades	N/A	Effects +3 PA, +1 MA			

Equipped Accessories

Head	
Name	Type
Upgrades	
Effects	

Equipped Armor

Name	Wood Armor	Type	Light	Quality	Mundane
Upgrades	N/A	Effects +1 PD, +1 MD			

Neck			
Name	Charm	Type	Lucky
Upgrades	N/A		
Effects		+1 E	

Alt Weapon 1

Name		Type		Quality	
Upgrades		Effects			

Belt	
Name	Type
Upgrades	
Effects	

Alt Weapon 2

Name		Type		Quality	
Upgrades		Effects			

Arm	
Name	Type
Upgrades	
Effects	

Proficiencies

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Arm	
Name	Type
Upgrades	
Effects	

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 10

Inventory

Eidolon

Name	Sh'kari		
Archetype	Caster	Action Points 2	
Elemental Type	Wood	Health 25	
HP	25	Shell	25

Portrait

Statistics

Physical Attack	<input type="text"/>	4	Magical Attack	<input type="text"/>	5	Evasion	<input type="text"/>	2
Physical Defense	<input type="text"/>	4	Magical Defense	<input type="text"/>	3	Resistance	<input type="text"/>	5
Physical Accuracy	<input type="text"/>	6	Magical Accuracy	<input type="text"/>	6	Status Accuracy	<input type="text"/>	6

Abilities