

	Name	_____
	Archetype	_____
	Tier	_____
	Aspiration	_____
	Relationships	_____
	Anima	_____

Portrait

Appearance

Elemental Type	Body	Mind	Spirit
_____	_____	_____	_____
Action Points	Health	Mana	Initiative
_____	_____	_____	_____

HP	<div><div></div><div></div></div>	MP	<div><div></div><div></div></div>	Shell	<div><div></div><div></div></div>
Physical Attack	<div><div></div><div></div></div>	Magical Attack	<div><div></div><div></div></div>	Evasion	<div><div></div><div></div></div>
Physical Defense	<div><div></div><div></div></div>	Magical Defense	<div><div></div><div></div></div>	Resistance	<div><div></div><div></div></div>
Physical Accuracy	<div><div></div><div></div></div>	Magical Accuracy	<div><div></div><div></div></div>	Status Accuracy	<div><div></div><div></div></div>

Statuses

Injuries

Archetype Abilities

Rank 1	Name	Type	Cost
Description			
Rank 3	Name	Type	Cost
Description			
Rank 5	Name	Type	Cost
Description			
Rank 7	Name	Type	Cost
Description			

Talents

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

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

Name	Type	Quality
Upgrades	Effects	

Equipped Armor

Name	Type	Quality
Upgrades	Effects	

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	_____

Arm	
Name	Type
_____	_____
Upgrades	

Effects	

Arm	
Name	Type
_____	_____
Upgrades	

Effects	

—

cr[illegible]

Eidolon

	Name			
	Archetype		Action Points	
	Elemental Type		Health	
	HP	<div></div> / <div></div>	Shell	<div></div> / <div></div>

Portrait

Statistics

Physical Attack	<input type="text"/>	Magical Attack	<input type="text"/>	Evasion	<input type="text"/>
Physical Defense	<input type="text"/>	Magical Defense	<input type="text"/>	Resistance	<input type="text"/>
Physical Accuracy	<input type="text"/>	Magical Accuracy	<input type="text"/>	Status Accuracy	<input type="text"/>

Abilities

[illegible]