

Appearance

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

HP <input type="text"/> / <input type="text"/>	MP <input type="text"/> / <input type="text"/>	Shell <input type="text"/> / <input type="text"/>
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

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

Equipped Armor

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

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	Charm Type Lucky
Upgrades	N/A
Effects	+1 E

Belt	
Name	Type
Upgrades	
Effects	

Arm	
Name	Type
Upgrades	
Effects	

Arm	
Name	Type
_____	_____
Upgrades	

Effects	

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Inventory

[illegible]

Eidolon

	Name	Sh'kari	
	Archetype	Caster	Action Points ²
	Elemental Type	Wood	Health 25
	HP	<input type="text"/>	Shell <input type="text"/>

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

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