

	Name	Designation Emgol		
	Archetype	Sage	Tier	5
	Aspiration	To learn their true identity.		
	Relationships	Protective of Jianna, Trusts Shae, Douk		
	the Gods	Anima	5	

Portrait

Appearance

A person made of metal and clay with a blank, porcelain mask for a face and large magnets for hands.

Elemental Type	Earth (Innate)	Body	4	Mind	7	Spirit	5
Action Points	2	Health	30	Mana	45	Initiative	20

HP	<div></div>	/	<div>30</div>	MP	<div></div>	/	<div>45</div>	Shell	<div></div>	/	<div>30</div>
Physical Attack	<div></div>		3	Magical Attack	<div></div>		7	Evasion	<div></div>		0
Physical Defense	<div></div>		3	Magical Defense	<div></div>		2	Resistance	<div></div>		3
Physical Accuracy	<div></div>		11	Magical Accuracy	<div></div>		12	Status Accuracy	<div></div>		9

Statuses

Injuries

Archetype Abilities

Rank 1	Name Grimoire	Type Passive	Cost N/A
Description You have an amount of Spell Slots equal to your current tier.			
Rank 3	Name Counterspell	Type Reaction	Cost Variable
Description You can expend double the MP cost of an enemy magical attack to negate it.			
Rank 5	Name Cantrip	Type Passive	Cost N/A
Description You may use the Caster's Magic Missile ability for 1 AP as an archetype power.			
Rank 7	Name	Type	Cost
Description			

Talents

Striker	Name	Caster	Name Empowered Staff
Description		Description Earth Bolt does not cost any MP.	
Healer	Name	Defender	Name Arcane Shield
Description		Description You may use Counterspell to negate physical attacks. Negating a basic attack is 5	
Support	Name Ward	Saboteur	Name
Description You may use Counterspell to negate enemy debuffs and status-inflicting ab		Description	

Flex Powers

Name	Type	Cost	Description
Flex Statistic (H)	Passive	N/A	+5 Health
Flex Statistic (M)	Passive	N/A	+5 Mana
Flex Statistic (I)	Passive	N/A	+2 Initiative
Water Bolt	Ranged	10 MP	Makes a magical water attack
Thunder Bolt	Ranged	10 MP	Makes a magical thunder attack

Advancement Tracker

Current XP		Total XP	
<hr/>		<hr/>	
<input checked="" type="checkbox"/> Increase Attribute by 1		<input checked="" type="checkbox"/> Increase Attribute by 1	
<input checked="" type="checkbox"/> Increase Job Ranks by 3		<input checked="" type="checkbox"/> Increase Job Ranks by 3	
<input checked="" type="checkbox"/> Unlock Job/Learn Talent		<input checked="" type="checkbox"/> Learn Flex Power	

Game Notes

Striker	Rank _____			Physical Attack: Bonus _____		Total _____	
	Evasion: Bonus _____			Total _____		Physical Defense: Bonus _____	
Name		Type	Cost	Description			

Caster	Rank 10			Magical Attack: Bonus 7		Total 14	
	Resistance: Bonus 4			Total 7		Magical Defense: Bonus 5	
Name		Type	Cost	Description			
Magic Missile		Ranged	3 MP	Make a colorless magical attack			
Earth Bolt		Ranged	5 MP	Make an earth magical attack			
Trained Spellcast		Passive	N/A	Flex powers that are 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			
Earth Burst		Ranged	9 MP	Make an earth magical attack that does 2x damage			
Earth Chain		Special	10 MP	Make an earth magical attack that can chain			
Magic Storm		Multi	13 MP	Make a colorless magical attack against all enemies			
Earth Storm		Multi	15 MP	Make an earth magical attack against all enemies			

Healer	Rank _____			Physical Attack: Bonus _____		Total _____	
Evasion: Bonus _____		Total _____		Magical Attack: Bonus _____		Total _____	
Name	Type	Cost	Description				

Defender	Rank 10			Physical Defense: Bonus 4		Total 7	
Resistance: Bonus 7		Total 3		Magical Defense: Bonus 5		Total 7	
Name	Type	Cost	Description				
Taunt	Ranged	1 AP	Inflict Taunted on a single target until next turn				
Guard	Ally	5 MP	Inflict Guarded on a single ally until next turn				
Shield	Self	7 MP	Inflict Shielded on self until you are hit				
Counter	Self	7 MP	Inflict Countering on self until you are hit				
Multitaunt	Multi	9 MP	Inflict Taunted on all enemies until next turn				
Multiguard	Multi	9 MP	Inflict Guarded on all allies until next turn				
Barrier	Self	12 MP	Inflict Barred on self until you are hit				
Reflect	Self	12 MP	Inflict Reflecting on self until you are hit				
Deathless	Passive	N/A	Cannot be downed unless you are already at 1 HP				

Support	Rank 10	Physical Defense: Bonus 4	Total 7
Magical Defense: Bonus 7 Total 9 Magical Attack: Bonus 5 Total 12			
Name	Type	Cost	Description
Buff MA	Ally	5 MP	Move MA for a target up by 1 on Bonus Tracker
Earth Shell	Ally	7 MP	Apply earth Shell equal to MA to target
Protect	Ally	9 MP	Apply Protected to single target until next turn
Multibuff	Multi	10 MP	Move MA for self and allies up by 1 on Bonus Tracker
Haste	Ally	12 MP	Inflict Hasted for 3 subsequent rounds
Multishell	Multi	14 MP	Apply earth Shell equal to MA to self and all allies
Power Buff	Ally	16 MP	Move MA for a target up by 3 on Bonus Tracker
Multiprotect	Multi	20 MP	Apply Protected to self and all allies until next turn
Multihaste	Multi	25 MP	Inflict Hasted for 3 subsequent rounds

[illegible]

Equipped Weapon

Name	Control Rod	Type	Staff	Quality	Rare
<hr/>					
Upgrades	Energized 1	Effects	+3 PA, +5 MA,		
<hr/>					
+1 Resistance, Increase dealt magical damage by 1					
<hr/>					

Equipped Armor

Name	Stone Skin	Type	Heavy	Quality	Rare
Upgrades	Inscribed 1	Effects	+3 PD, +1 MD,		
Reduce received magical damage by 1					

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	Armban
Type	Arm
Upgrades	Mystical, Resist Ice
Effects	2x Ice Resist, +1 R

Arm	
Name	Ring Type Arm
Upgrades	Mystical, M Defense
Effects	+1 R, +1 MD

1

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Inventory

[illegible]

Eidolon

Portrait	Name Johann
	Archetype Support Action Points ²
	Elemental Type Earth Health 70
	HP <input style="width: 50px; height: 25px; border: 1px solid black;" type="text"/> / <input style="width: 50px; height: 25px; border: 1px solid black; text-align: center; value: 70;" type="text"/> Shell <input style="width: 50px; height: 25px; border: 1px solid black;" type="text"/> / <input style="width: 50px; height: 25px; border: 1px solid black; text-align: center; value: 70;" type="text"/>

Portrait

Statistics

Physical Attack <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 9	Magical Attack <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 17	Evasion <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 10
Physical Defense <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 13	Magical Defense <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 17	Resistance <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 10
Physical Accuracy <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 16	Magical Accuracy <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 16	Status Accuracy <input style="width: 40px; height: 25px; border: 1px solid black;" type="text"/> 16

Abilities

Name	Type	Cost	Description
Attack	Melee	1 AP	Make a colorless physical attack
Full Restore	Self	1A 1AP	Remove all statuses and restore to full HP
Enhance	Ally	1 AP	Bring Bonus Tracker for MA to +7
Shell	Ally	2 AP	Put maximum possible earth Shell on target
Apocalypse	Multi	1A 2AP	Make a 3x earth magical attack against all enemies
Mirror Shield	Self	1A 2AP	Inflict Mirrored on eidolon until next turn
Comeback	Multi	1A 2AP	Inflict Hasted, buff MA to +7 for all allies and eidolon