Name

_____

Archetype **Tier**

_____ _____

Aspiration

_____

Relationships

_____

Anima

_____ _____

Portrait **Appearance**

Elemental Type **Body** **Mind** **Spirit**

_____ _____ _____ _____

Action Points **Health** **Mana** **Initiative**

_____ _____ _____ _____

HP [ ] / [ ] **MP** [ ] / [ ] **Shell** [ ] / [ ]

Physical Attack [ ] **Magical Attack** [ ] **Evasion** [ ]

Physical Defense [ ] **Magical Defense** [ ] **Resistance** [ ]

Physical Accuracy [ ] **Magical Accuracy** [ ] **Status Accuracy** [ ]

Statuses **Injuries**

Archetype Bonuses

Buffs	Debuffs	Health +	Mana +	Initiative +
_____	_____	_____	_____	_____

Archetype Abilities

Rank 1 **Name** _____ **Type** _____ **Cost** _____

Description
_____

Rank 3 **Name** _____ **Type** _____ **Cost** _____

Description
_____

Rank 7 **Name** _____ **Type** _____ **Cost** _____

Description
_____

Talents

Striker **Name**
_____

Description
_____

_____

Caster **Name**
_____

Description
_____

_____

Healer **Name**
_____

Description
_____

_____

Defender **Name**
_____

Description
_____

_____

Support **Name**
_____

Description
_____

_____

Saboteur **Name**
_____

Description
_____

_____

Flex Powers

Name	Type	Cost	Description

Advancement Tracker

Current XP	Total XP
_____	_____
☐ Increase Attribute by 1	☐ Increase Attribute by 1
☐ Increase Job Ranks by 3	☐ Increase Job Ranks by 3
☐ Unlock Job/Learn Talent	☐ Learn Flex Power

Game Notes

Striker

Rank _____ Physical Attack: Bonus _____ Total _____

Evasion: Bonus _____ Total _____ Physical Defense: Bonus _____ Total _____

Name	Type	Cost	Description

Caster

Rank _____ Magical Attack: Bonus _____ Total _____

Resistance: Bonus _____ Total _____ Magical Defense: Bonus _____ Total _____

Name	Type	Cost	Description

Healer

Rank _____ Physical Attack: Bonus _____ Total _____

Evasion: Bonus _____ Total _____   Magical Attack: Bonus _____ Total _____

Name	Type	Cost	Description

Defender

Rank _____ Physical Defense: Bonus _____ Total _____

Resistance: Bonus _____ Total _____   Magical Defense: Bonus _____ Total _____

Name	Type	Cost	Description

Support   Rank   Physical Defense: Bonus   Total

Magical Defense: Bonus   Total   Magical Attack: Bonus   Total

Name	Type	Cost	Description

Saboteur   Rank   Physical Attack: Bonus   Total

Resistance: Bonus   Total   Evasion: Bonus   Total

Name	Type	Cost	Description

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

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

Carrying Capacity ☐ / ☐ **Supplies** _____ **cr** _____

Inventory

Name	Description	Item Rating	Quantity

Eidolon

Name

_____

Archetype _____ **Action Points** _____

Elemental Type _____ **Health** _____

HP [____] / [____] **Shell** [____] / [____]

Portrait

Statistics

Physical Attack [____]   **Magical Attack** [____]   **Evasion** [____]

Physical Defense [____]   **Magical Defense** [____]   **Resistance** [____]

Physical Accuracy [____]   **Magical Accuracy** [____]   **Status Accuracy** [____]

Abilities

Name	Type	Cost	Description