

Name	Enemy Type	Tier
Creature Type	Elemental Type	

Appearance

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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"/>	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

Name	Type	Cost	Description

Statuses

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Item Table
