

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

Portrait

Appearance



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

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"/>

Statuses

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Injuries

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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 _____	Caster	Name _____
Description _____		Description _____	
Healer	Name _____	Defender	Name _____
Description _____		Description _____	
Support	Name _____	Saboteur	Name _____
Description _____		Description _____	

Flex Powers

Advancement Tracker

Current XP	Total XP
<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

As a result, the *labeled* version of the model is able to learn the underlying structure of the data, while the *unlabeled* version is able to learn the specific features of the data. This allows the model to make accurate predictions even when it has never seen a particular input before.

Equipped Weapon

Name	Type	Quality
Upgrades	Effects	

Equipped Accessories

Head	
Name	Type
Upgrades	
Effects	

Equipped Armor

Name	Type	Quality
Upgrades	Effects	

Neck

Name	Type
Upgrades	
Effects	

Alt Weapon 1

Name	Type	Quality
Upgrades	Effects	

Belt

Name	Type
Upgrades	
Effects	

Alt Weapon 2

Name	Type	Quality
Upgrades	Effects	

Arm

Name	Type
Upgrades	
Effects	

Proficiencies

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Arm

Name	Type
Upgrades	
Effects	

Carrying Capacity

The diagram consists of two empty square boxes, one on the left and one on the right, connected by a single diagonal line that extends from the bottom-left corner of the left box to the top-right corner of the right box.

Supplies

cr

Inventory

Eidolon

Name	<hr/>						
Archetype	Action Points <hr/>						
Elemental Type	Health <hr/>						
HP	<input type="text"/>	/	<input type="text"/>	Shell	<input type="text"/>	/	<input type="text"/>

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