

Last Odyssey Character Sheet

Name:

Description:

Aspirations:

Relationships:

Hit Points: /

Mana Points: /

Anima: /

Carrying Capacity: /

Action Points: 1 2 3

Battle Injuries:

Status Effects:

Attributes:

Body: <input type="text"/>	Mind: <input type="text"/>	Spirit: <input type="text"/>
----------------------------	----------------------------	------------------------------

Base Statistics

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Job Statistics:**Striker Rank**

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Abilities:

1.
2.
3.
4.
5.
6.
7.
8.
9.
10. Eidolon Capstone:

Caster Rank

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Abilities:

1.
2.
3.
4.
5.
6.
7.
8.
9.
10. Eidolon Capstone:

Healer Rank

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Abilities:

1.
2.
3.
4.
5.
6.
7.
8.
9.

10. Eidolon Capstone:

Defender Rank

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Abilities:

1.
2.
3.
4.
5.
6.
7.
8.
9.

10. Eidolon Capstone:

Support Rank

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Abilities:

1.
2.
3.
4.
5.
6.
7.
8.
9.

10. Eidolon Capstone: **Saboteur Rank**

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Abilities:

1.
2.
3.
4.
5.
6.
7.
8.
9.

10. Eidolon Capstone:

Class:

Class Rank:

Armor Proficiency:

Weapon Proficiency:

Stat Bonuses:

Class Abilities:

Elemental Type:

Shell Type:

Shell Tracker: /

Accessory:

Inventory:

Equipment:

Currency:

Eidolon Sheet

Name:

Appearance:

Statistics:

Initiative: <input type="text"/>	Health: <input type="text"/>	Mana: <input type="text"/>
Physical Attack: <input type="text"/>	Magical Attack: <input type="text"/>	Physical Defense: <input type="text"/>
Magical Defense: <input type="text"/>	Evasion: <input type="text"/>	Resistance: <input type="text"/>
Physical Accuracy: <input type="text"/>	Magical Accuracy: <input type="text"/>	Status Accuracy: <input type="text"/>

Class:

Abilities:

1.
2.
3.
4.

Elemental Type: