

Name:

Level:

Story:



Talents:

Level 2

current

maximum

Health Points:

Mana Points:

Strength:

Defense:

Magic:

Resistance:

Agility:

Movement:
= 1 + Agility

Evasion DC:
= 12 - Agility

Job:
Level 1

Archetype:
Level 3

Special Abilities:

Spells and Techs:

Status Effects:

Rank DMG

1d 2d 3d

Weapon:

Unique Effect:

Type Effect:

Materia:

Accessory:

Effect:

Accessory:

Effect:

Armor DEF & RES

+0 +1 +2

Armor:

Unique Effect:

Type Effect:

Materia:

Inventory:

Gil:

Limit Break:
Level 4

Limit Modes:

Limit Points:

Espers:
Level 5

Support:

Call:

Cost: 10% of current HP & MP

Time: 1r

Combat Actions Summary:

Attack: Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.

Magic: Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.

Tech: Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.

Defend: Damage you receive by Attacks until your next turn is halved.

Item: Use Item from your inventory on yourself or someone within 1u.

Re-Equip: Swap a Materia or Equipment piece that you are wearing against one from your Inventory.

Dash: Move another distance of your AGI+1 units.

Status Effects Summary:

KO: You are unconscious and your turns are skipped.

Blind: On Attack, enemy has Advantage on the evasion check.

Poison: suffer damage equal to 10% max HP at start of each turn.

Slow: During your turn, you can move or take an action but not both.

Sleep: You can't move or take actions. Removed when you take damage.

Zombie: All healing effects are reversed for you.

Silence: You cannot begin casting Magic or using Techs.

Immobile: You are unable to move.

DeATR: attribute is reduced by 3, e.g. DeMAG reduces MAG.

Blink: You have advantage on evasion checks.

Haste: You can either make an additional action or movement.

Regen: Regain 10% of your maximum HP at the start of each turn.

EnATR: attribute is increased by 3, e.g. EnMAG increases MAG.