



Talents:  
Level 2

Character Sheet

current

maximum

Health Points:

Mana Points:

Strength:

Defense:

Magic:

Resistance:

Agility:

Movement:  
= 1 + Agility

Evasion DC:  
= 12 - Agility

Job:  
Level 1

Archetype:  
Level 3

Magic & Techs:

Passives & Reactions:

Status Effects:

Rank DMG

Rank DEF & RES

Weapon:

Unique Effect:

Type Effect:

Materia:

Accessory:

Effect:

Accessory:

Effect:

Armor:

Unique Effect:

Type Effect:

Materia:

Inventory:

Gil:

Limit Break:  
Level 4

Limit Modes:

Limit Points:

Espers:  
Level 5

Support:

Call:

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 to a location up to AGI +1 units away.

Status Effects Summary:

- Blink:** You have Advantage on all evasion checks.
- EnATR:** According attribute is increased by 1 + half your Level.
- Haste:** During your turn, make an extra movement or action.
- Regen:** You regain 10% of your max. HP at start of each turn.
- Blind:** On Attack, enemy has Advantage on the evasion check.
- DeATR:** According attribute is reduced by 1 + half your Level.
- Immobile:** You are unable to move.
- KO:** You are unconscious and your turns are skipped.
- Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- Sleep:** You can't move or take actions. Removed when you take damage.
- Silence:** You cannot begin casting Magic or using Techs.
- Slow:** During your turn, you can move or take an action but not both.
- Zombie:** All healing effects are reversed for you.