Character Sheet

Name:　　　　**Level:**　　　　　　　　　　　**Story:**

Talent:
Level 2

♡ **Health Points:**
current　　　maximum

☆ **Mana Points:**
current　　　maximum

|

Job:
Level 1

Archetype:
Level 3

Special Abilities:

Spells & Techs:

⚔ **STRength:**

♡ **DEFense:**

🪄 **MAGic:**

⛰ **RESistance:**

☰ **AGIlity:**

Movement:
= 1 + Agility

Evasion DC:
= 12 - Agility

Status Effects:

Limit Break:
Level 4

Limit Mode:

Limit Points: ☐☐☐☐☐☐☐☐☐☐

Summon:
Level 5

Support:

Ability:　　　**Cost:** 10% of current HP & MP　　　**Time:** 1r

Weapon:
Effect:
Materia:

Armor:
Effect:
Materia:

Accessory:
Effect:

Accessory:
Effect:

Inventory:　　　　　　　　　**Gil:**

Combat Actions Summary:

Attack: Attack with your weapon. 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 check is a 2. The target makes a counter attack if check is 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 the cast time is up, the spell takes effect on the target right before your turn and cannot be evaded even if you are not in range anymore. If the spell deals damage or restores HP, add your MAG to the amount.

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

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

Item: Use an 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:** You take damage equal to 10% of your maximum HP at the start of each turn, but cannot fall below 1 HP due to this effect.

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

z^z **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:** The 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:** The attribute is increased by 3, e.g. EnMAG increases MAG.

Character Sheet

Name: Lightning   **Level:** 8

Story:

Age: 21
Race: human
Hair: rose
Height: 1.70m
Right-Handed

Personality:
Determined
Cold

Talent: Guardian Corps
Level 2

Both of my parents died when I was young. I raised my sister Serah and joined the army where I became a sergeant. But now Serah is in danger so I have quit the army to find her.

"It's not a question of can or can't. There are some things in life you just do."

♡ Health Points:
current   maximum
17 | 99

☆ Mana Points:
current   maximum
13 | 71

Job: Red Mage   **Archetype:** Ravager
Level 1   Level 3

Special Abilities: Overwhelm, Swiftcast

✒ STRength: 6	☰ AGIlity: 3
♡ DEFense: 3	Movement: 4u = 1 + Agility
✦ MAGic: 5	
♨ RESistance: 3	Evasion DC: 9 = 12 - Agility

Spells & Techs:

Cure, Fire, Blizzard, Thunder, Blind, Poison, Esuna, NulElement

Status Effects: Blind (1r), EnDEF (2r)

Limit Break: Thundara
Level 4

Limit Mode: Brave

Limit Points: ☐☐☐☐☐☐☐☐☐☐☐

A barrage of lightning strikes descends upon an enemy within 5u and everyone within 2u of him. All affect targets suffer 2d+8 lightning damage.

Summon: Odin
Level 5

Support: Conjure horse Sleipnir

Ability: Cost: 10% of current HP & MP   Time: 1r

Target on the battlefield suffers KO with DC 8 check or 3 times Level damage otherwise.

Weapon: Gunblade (Expert)
Effect: Ranged attack after ability
Materia:

Armor: Guardian Corps Uniform
Effect: DEF +1
Materia:

Accessory: Power Armlet
Effect: STR +1

Accessory:
Effect:

Inventory: **Gil:** 2009

Survival Knife, 5x Bomb Fragment, 5x Hi-Potion
3x Remedy, 2x Phoenix Down, 1x Elixir

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