

NPC NAME		SPECIES	RANK	LEVEL			
ATTRIBUTES & STATUS IMMUNITY			TRAITS		DAMAGE AFFINITIES		
DEX		<input type="radio"/> SLOW <input type="radio"/> DAZED <input type="radio"/> WEAK <input type="radio"/> SHAKEN	<input type="radio"/> ENRAGED <input type="radio"/> POISONED		<input type="radio"/> PHYSICAL <input type="radio"/> LIGHT <input type="radio"/> DARK	<input type="radio"/> FIRE <input type="radio"/> ICE <input type="radio"/> BOLT	<input type="radio"/> POISON <input type="radio"/> EARTH <input type="radio"/> AIR
INS							
MIG							
WLP							

ABSORB ♦ IMMUNE ♦ RESIST ♦ VULNERABLE

BASIC ATTACKS

NAME	ATTRIBUTES	DAMAGE	DAMAGE TYPE	MELEE	RANGED
	+			<input type="radio"/>	<input type="radio"/>
	+			<input type="radio"/>	<input type="radio"/>
	+			<input type="radio"/>	<input type="radio"/>

BASE: HR+5

ACCURACY BONUS	MAGIC BONUS	DAMAGE BONUS	DEFENSE	MAGIC DEFENSE	HIT POINTS	MIND POINTS	ULTIMA POINTS
<input type="text"/>							

+ 1/10 LVL

+ 1/10 LVL

+ 5/20 LVL

DEX

INS

2×LVL + 5×MIG

LVL + 5×WLP

SKILLS

<input type="radio"/> <input type="radio"/> <input type="radio"/> CRISIS EFFECT
<input type="radio"/> <input type="radio"/> <input type="radio"/> DAMAGE ABSORPTION
<input type="radio"/> <input type="radio"/> <input type="radio"/> DAMAGE IMMUNITY
<input type="radio"/> <input type="radio"/> <input type="radio"/> DAMAGE RESISTANCE
<input type="radio"/> FINAL ACT
<input type="radio"/> FLYING
<input type="radio"/> <input type="radio"/> <input type="radio"/> IMPROVED DAMAGE
<input type="radio"/> <input type="radio"/> IMPROVED DEFENSES
<input type="radio"/> <input type="radio"/> <input type="radio"/> IMPROVED HIT POINTS
<input type="radio"/> <input type="radio"/> <input type="radio"/> REACTION
<input type="radio"/> <input type="radio"/> <input type="radio"/> SPECIAL ATTACK
<input type="radio"/> <input type="radio"/> <input type="radio"/> SPECIALIZED
<input type="radio"/> <input type="radio"/> <input type="radio"/> SPELLCASTER CHOOSE: <input type="radio"/> MIG + WLP OR <input type="radio"/> INS + WLP
<input type="radio"/> <input type="radio"/> <input type="radio"/> STATUS EFFECT IMMUNITY
<input type="radio"/> <input type="radio"/> <input type="radio"/> UNIQUE ACTION
<input type="radio"/> <input type="radio"/> <input type="radio"/> CUSTOM SKILL

SPaLLS

NAME	MP	TARGET	EFFECT
<input type="radio"/> AREA STATUS	20	ANY	MINOR STATUS
<input type="radio"/> BREATH	5	ONE	HR+10 DMG
<input type="radio"/> CURSE	5	ONE	MINOR STATUS
<input type="radio"/> CURSE XL	10	ONE	MINOR STATUS × 2
<input type="radio"/> CURSED BREATH	10	ONE	HR+15 DMG & MINOR STATUS
<input type="radio"/> DEVASTATION	30	ANY	30 DMG (ONLY ELITE & LVL ≥ 30)
<input type="radio"/> LICK WOUNDS	5	SELF	RECOVER 20 HP, +10 PER 20 LVL
<input type="radio"/> LIFE THEFT	10	ONE	HR+15 DMG, RECOVER ½ AS HP
<input type="radio"/> MIND THEFT	10	ONE	HR+15 DMG, RECOVER ½ AS MP
<input type="radio"/> POISON	10×T	≤ 3	POISONED STATUS
<input type="radio"/> QUICKEN	10	ONE	TARGET DOES BASIC ATTACK
<input type="radio"/> RAGE	10×T	≤ 3	ENRAGED STATUS
<input type="radio"/> SHELL	10	SELF	RESIST PHYSICAL DMG
<input type="radio"/> WAR CRY	10×T	≤ 3	+1 ACCURACY
<input type="radio"/> WEAKEN	10	ONE	+5 DMG FROM ALL SOURCES