FANTASY INFINITY

Character | Player | Class

Bank — Spell Capacity | Destiny Max 4 | Skill Max 3

Experience

Level	Current XP	Next Level

Courage
Passion
Perseverence
Ingenuity
Insight
Presence

Base (Unequipped) Stats

Attack 4
Defence 5
Magic 4
Ward 5

hp — Toughness
Critical /5
Armour
mp — Energy
Resistance
Quickness

Spell Power
Elemental
Sun
Moon
Cosmic
Anima

Alchemy	Athletics	Drive	Engineer	Lore	Perception	Social	Survival	Thievery
Herbalism	Acrobatics	Pilot	Architect	Cosmos	Intuition	Deception	Forage	Locks
Medicine	Climbing	Ride	Inventor	History	Observation	Persuasion	Naturalist	Stealth
Smithing	Swimming	Train	Repair	Languages	Search	Streetwise	Orienteer	Traps

Nodes Captured

Cores	#

Nodes Captured

Gear

Money (Gil) & Valuables

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Hands

Armour

Bracers

Accessory
Type

Accessory
Type

Quick Item #

Quick Item #

Quick Item #

Reminder: You can equip up to two accessories, which may not be the *same type* (helm, boots etc)

Fully Equipped Stats

Attack 4 Quickness 4 Magic

Additional Dice / Thresholds

Additional Dice / Thresholds

Defence 5

5 Ward

Additional Dice / Thresholds

Additional Dice / Thresholds

hp

Critical /5

mp

Armour

Resistance

Armour vs Damage Types	

Resist. vs Damage Types	

Dice | Base Dmg (Cap) | Total Damage 1 2 3 4 5 6 7 | Recovery

Costs: Focus, mp | Details | Targets/Range

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