



Character

Player

Class

Bank

Spell Capacity Destiny Max 4 Skill Max 3

Experience		
Level	Current XP	Next Level

Courage

Passion

Perseverance

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 <input type="text"/>	Acrobatics <input type="text"/>	Pilot <input type="text"/>	Architect <input type="text"/>	Cosmos <input type="text"/>	Intuition <input type="text"/>	Deception <input type="text"/>	Forage <input type="text"/>	Locks <input type="text"/>
Medicine <input type="text"/>	Climbing <input type="text"/>	Ride <input type="text"/>	Inventor <input type="text"/>	History <input type="text"/>	Observation <input type="text"/>	Persuasion <input type="text"/>	Naturalist <input type="text"/>	Stealth <input type="text"/>
Smithing <input type="text"/>	Swimming <input type="text"/>	Train <input type="text"/>	Repair <input type="text"/>	Languages <input type="text"/>	Search <input type="text"/>	Streetwise <input type="text"/>	Orienteer <input type="text"/>	Traps <input type="text"/>

Nodes Captured

Cores	#

Nodes Captured

Gear

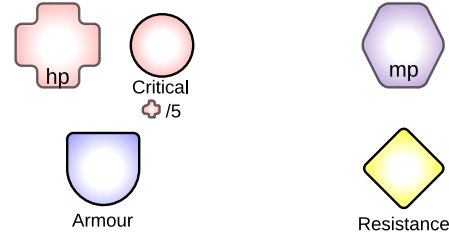
Money (Gil) & Valuables

Hands		Quick Item
Armour	Bracers	Quick Item
Accessory	Accessory	Quick Item
Type	Type	#

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
Defence 5	Ward 5	
Additional Dice	Thresholds	Additional Dice



Armour vs Damage Types	Resist. vs Damage Types

Dice	Base Dmg (Cap)	Total Damage	1	2	3	4	5	6	7	Recovery
Focus	mp	Costs	Details							Targets/Range

Dice	Base Dmg (Cap)	Total Damage	1	2	3	4	5	6	7	8	9	Recovery
Focus	mp	Costs	Details									Targets/Range

Notes

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Fully Equipped Stats

Attack 4	Quickness 4	Magic
Additional Dice	Thresholds	Additional Dice
Defence 5	Ward 5	
Additional Dice	Thresholds	Additional Dice
hp	Critical +/5	mp
Armour	Resistance	
Armour vs Damage Types	Resist. vs Damage Types	

Fully Equipped Stats

Attack 4	Quickness 4	Magic
Additional Dice	Thresholds	Additional Dice
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Additional Dice	Thresholds	Additional Dice
hp	Critical +/5	mp
Armour	Resistance	
Armour vs Damage Types	Resist. vs Damage Types	