Name
Azkhan the Peerless

Archetype Commander **Tier** 10

Aspiration To Rise to the Status of Myth

Relationships Soft Spot for Feerk, Rivalry with Isabell[a]

Protective of the Legion **Anima** 5

Portrait

Appearance

A tall, hulking man with yellow eyes who wears spiked armor that further enhances his stature.

Elemental Type Wind **Body** 8 **Mind** 7 **Spirit** 9

Action Points 3 **Health** 60 **Mana** 50 **Initiative** 18

HP	/ 60	**MP**	/ 50	**Shell**	/ 60
Physical Attack	8	**Magical Attack**	5	**Evasion**	0
Physical Defense	5	**Magical Defense**	5	**Resistance**	10
Physical Accuracy	15	**Magical Accuracy**	16	**Status Accuracy**	17

Statuses

Injuries

Archetype Abilities

Rank 1   **Name** Orders   **Type** Ally   **Cost** 1 AP

Description Grant a free AP to a single ally that can then use it to act during your turn.

Rank 3   **Name** Standard Bearer   **Type** Passive   **Cost** N/A

Description Your allies gain a +1 bonus to all Accuracies when they act after you during a r

Rank 5   **Name** Courier Network   **Type** Passive   **Cost** N/A

Description You may use Orders twice per round.

Rank 7   **Name** Chain of Command   **Type** Passive   **Cost** N/A

Description While Azkhan is downed, Isabella gains the Standard Bearer ability.

Talents

Striker   **Name** Vanguard

Description When an ally makes a physical a

due to Orders, they may use your PAcc and P

Caster   **Name**

Description

Healer   **Name** Medical Tent

Description When an ally uses a healing ab

due to Orders, they may use your MA.

Defender   **Name** Shield Wall

Description When you cause an enemy to be

Taunted, you may direct them to attack an ally

Support   **Name** Trenches

Description All of your allies gain the bonus

Standard Bearer regardless of when they act.

Saboteur   **Name**

Description

Flex Powers

Name	Type	Cost	Description
Flex Statistic (I)	**Passive**	**N/A**	**+2 Initiative**
Flex Statistic (I)	**Passive**	**N/A**	**+2 Initiative**
Flex Statistic (H)	**Passive**	**N/A**	**+5 Health**
Flex Statistic (M)	**Passive**	**N/A**	**+5 Mana**
Debuff Evasion	**Ranged**	**6 MP**	**Lower target's Evasion by 1 on Bonus Tracker**
Inflict Petrified	**Ranged**	**14 MP**	**Inflict Petrified with successful status-inflicting abilit**
Buff PA	**Ally**	**10 MP**	**Raise target's PA by 1 on Bonus Tracker**
Earth Strike	**Melee**	**10 MP**	**Make physical earth attack against single target**
Fire Strike	**Melee**	**10 MP**	**Make physical fire attack against single target**
Fire Bolt	**Ranged**	**10 MP**	**Make magical fire attack against single target**

Advancement Tracker

Current XP		Total XP	
_____		_____	
☐ **Increase Attribute by 1**		☐ **Increase Attribute by 1**	
☐ **Increase Job Ranks by 3**		☐ **Increase Job Ranks by 3**	
☐ **Unlock Job/Learn Talent**		☑ **Learn Flex Power**	

Game Notes

Striker

Rank 10   Physical Attack: Bonus 8   Total 16

Evasion: Bonus 7   Total 7   Physical Defense: Bonus 9   Total 14

Name	Type	Cost	Description
Strike	Melee	3 MP	Make colorless physical attack that does 1.5x damage
Wind Attack	Melee	3 MP	Make a wind physical attack
Power Attack	Melee	5 MP	Make a colorless physical attack that does 2x damage
Cleave	Multi	7 MP	Make a colorless physical attack against front row
Leaping Strike	Ranged	5 MP	Make a colorless physical attack
Wind Cleave	Multi	10 MP	Make a wind physical attack against front row
Whirlwind	Multi	12 MP	Make a colorless physical attack against all enemies
Wind Leap	Ranged	8 MP	Make a wind physical attack
Wind Whirlwind	Multi	15 MP	Make a wind physical attack against all enemies

Caster

Rank 10   Magical Attack: Bonus 7   Total 12

Resistance: Bonus 8   Total 18   Magical Defense: Bonus 9   Total 14

Name	Type	Cost	Description
Magic Missile	Ranged	3 MP	Make a colorless magical attack
Wind Bolt	Ranged	5 MP	Make a wind magical attack
Trained Spellcast	Passive	N/A	Flex powers that are magical attacks cost 5 MP
Magic Chain	Special	8 MP	Makes a colorless magical attack that can chain
Magic Burst	Ranged	7 MP	Makes a colorless magical attack that does 2x damage
Wind Burst	Ranged	9 MP	Makes a wind magical attack that does 2x damage
Wind Chain	Special	10 MP	Makes a wind magical attack that can chain
Magic Storm	Multi	13 MP	Makes a colorless magical attack against all
Wind Storm	Multi	15 MP	Makes a wind magical attack against all

Healer

Rank 10   **Physical Attack:** **Bonus** 7   **Total** 15

Evasion: **Bonus** 8   **Total** 8   **Magical Attack:** **Bonus** 9   **Total** 14

Name	Type	Cost	Description
Heal	Ally	5 MP	Restores HP to target equal to your MA
Cleanse	Ally	8 MP	Reset the target's Bonus Trackers to 0
Revive	Special	10 MP	Revive target back to 1 HP
Life Aura	Multi	2 AP	Heal all allies and self for 5 HP
Mend	Ally	11 MP	Restores HP to target equal to twice your MA
Cure	Ally	12 MP	Remove all statuses from target
Raise Dead	Ally	15 MP	Revive downed target back to half HP
Multiheal	Multi	15 MP	Restores HP to self and all allies equal to your MA
Treatment	Ally	18 MP	Removes all statuses and resets Bonus Trackers to 0

Defender

Rank 10   **Physical Defense:** **Bonus** 8   **Total** 13

Resistance: **Bonus** 7   **Total** 17   **Magical Defense:** **Bonus** 9   **Total** 14

Name	Type	Cost	Description
Taunt	Ranged	1 AP	Inflict Taunted on a single target until next turn.
Guard	Ally	5 MP	Inflict Guarded on a single ally until next turn.
Shield	Self	7 MP	Inflict Shielded on self until you are hit
Counter	Self	7 MP	Inflict Countering on self until you are hit
Multitaunt	Multi	9 MP	Inflict Taunted on all enemies until next turn
Multiguard	Multi	10 MP	Inflict Guarded on all allies until next turn
Barrier	Self	9 MP	Inflict Barred on self until you are hit
Reflect	Self	12 MP	Inflict Reflecting on self until you are hit
Deathless	Passive	N/A	When you are hit and not at 1 HP, you go to 1 HP

Support **Rank** 10 **Physical Defense:** **Bonus** 8 **Total** 13

Magical Defense: **Bonus** 7 **Total** 12 **Magical Attack:** **Bonus** 9 **Total** 14

Name	Type	Cost	Description
Buff Resistance	Ally	5 MP	Moves Resistance up by 1 on Bonus Tracker
Wind Shell	Ally	7 MP	Applies wind Shell equal to MA
Wind Protect	Ally	9 MP	Apply Protected until next turn
Multibuff R	Multi	10 MP	Move R up by 1 on Bonus Tracker for self and allies
Haste	Ally	12 MP	Inflicts Hasted on target for 3 rounds
Wind Multishell	Multi	14 MP	Applies wind Shell equal to MA to self and all allies
Power Buff R	Ally	16 MP	Moves Resistance up by 3 on Bonus Tracker
Wind Multiprotec	Multi	20 MP	Apply Protected until next turn to self and all allies
Multihaste	Multi	25 MP	Inflicts Hasted to self and all allies for 3 rounds

Saboteur **Rank** 5 **Physical Attack:** **Bonus** 7 **Total** 15

Resistance: **Bonus** 8 **Total** 18 **Evasion:** **Bonus** 9 **Total** 9

Name	Type	Cost	Description
Debuff StAcc	Ranged	3 MP	Moves StAcc down by 1 on Bonus Tracker
Debilitate Fatigued	Ranged	7 MP	Inflicts Fatigued with status-inflicting ability
Slow	Ranged	12 MP	Inflicts Slowed for 3 rounds
Multidebuff StAcc	Multi	12 MP	Moves StAcc down by 1 on Bonus Tracker for enemies
Wind Vulnerabilit	Ranged	8 MP	Inflict Vulnerable to target until they are hit

Equipped Weapon

Name Obsidian Slab **Type** Sword **Quality** Expert

Upgrades Heavy **Effects** +8 PA, +5 MA, Basic Atta[c]

Damage x2 but costs 2 AP

Equipped Armor

Name Spike Harness **Type** Heavy **Quality** Expert

Upgrades Barbed (Paralyzed) **Effects** +4 PD, +2 MD,

Inflicts Paralyzed on enemy that hits with melee ability

Alt Weapon 1

Name **Type** **Quality**

Upgrades **Effects**

Alt Weapon 2

Name **Type** **Quality**

Upgrades **Effects**

Proficiencies

Swords, Heavy armor, 5 Accessory Slots

Equipped Accessories

Head

Name Mask **Type** Head

Upgrades Mystical, Ability: Focu[s]

Effects +1 Resistance, use Focus

Neck

Name Choker **Type** Neck

Upgrades Magical Shield, Myst.

Effects +1 Resistance, +1 MD

Belt

Name Rope **Type** Belt

Upgrades Mystical, P Shield

Effects +1 Resistance, +1 MD

Arm

Name Ring **Type** Arm

Upgrades Mystical, M Shield

Effects +1 Resistance, +1 MD

Arm

Name Ring **Type** Arm

Upgrades Mystical, M Shield

Effects +1 Resistance, +1 MD

Carrying Capacity ☐ / ☐   **Supplies** _____   **cr** 1000 _____

Inventory

Name	Description	Item Rating	Quantity

Eidolon

Portrait

Name
Raging Eagle

Archetype Healer	**Action Points** 3
Elemental Type Wind	**Health** 135
HP [ ] / 135	**Shell** [ ] / 135

Statistics

Physical Attack	25	**Magical Attack**	26	**Evasion**	27
Physical Defense	18	**Magical Defense**	19	**Resistance**	24
Physical Accuracy	24	**Magical Accuracy**	24	**Status Accuracy**	24

Abilities

Name	Type	Cost	Description
Attack	Melee	1 AP	Make a colorless physical attack
Full Restore	Self	1A 1AP	Remove all statuses and restore to full HP
Heal	Ally	1 AP	Restore an amount of HP to target equal to MA and revi
Cure	Ally	1 AP	Reset Bonus Trackers to 0 and remove all statuses
Dragonslayer	Melee	1A 2AP	Make a colorless physical attack that does 4x or 2x dam
Apocalypse	Multi	1A 2AP	Make a 3x wind magical attack against all enemies
Second Chance	Multi	1A 2AP	Revive allies, remove statuses, debuffs, and heal to full
Mirror Shield	Self	1A 2AP	Inflict Mirrored on self until next turn
Comeback	Multi	1A 2AP	Move self and all allies to +7 R on Bonus Tracker and H:
Charge!	Special	1A 2AP	Grant all allies immediate full turns w your statistics