



**Name** Designation Emgol \_\_\_\_\_

**Archetype** Sage **Tier** 5

**Aspiration** To learn their true identity.

**Relationships** Protective of Jianna, Trusts Shae, Douk  
the Gods **Anima** 5

**Portrait**

**Appearance**

A person made of metal and clay with a blank, porcelain mask for a face and large magnets for hands.

**Elemental Type** Earth (Innate) **Body** 4 **Mind** 7 **Spirit** 5

**Action Points** 2 **Health** 30 **Mana** 45 **Initiative** 20

<b>HP</b> <input type="text"/> / <input type="text" value="30"/>	<b>MP</b> <input type="text"/> / <input type="text" value="45"/>	<b>Shell</b> <input type="text"/> / <input type="text" value="30"/>
<b>Physical Attack</b> <input type="text"/> 3	<b>Magical Attack</b> <input type="text"/> 7	<b>Evasion</b> <input type="text"/> 0
<b>Physical Defense</b> <input type="text"/> 3	<b>Magical Defense</b> <input type="text"/> 2	<b>Resistance</b> <input type="text"/> 3
<b>Physical Accuracy</b> <input type="text"/> 11	<b>Magical Accuracy</b> <input type="text"/> 12	<b>Status Accuracy</b> <input type="text"/> 9

**Statuses**

**Injuries**

### Archetype Abilities

<b>Rank 1</b>	<b>Name</b> Grimoire	<b>Type</b> Passive	<b>Cost</b> N/A
<b>Description</b> You have an amount of Spell Slots equal to your current tier.			
<b>Rank 3</b>	<b>Name</b> Counterspell	<b>Type</b> Reaction	<b>Cost</b> Variable
<b>Description</b> You can expend double the MP cost of an enemy magical attack to negate it.			
<b>Rank 5</b>	<b>Name</b> Cantrip	<b>Type</b> Passive	<b>Cost</b> N/A
<b>Description</b> You may use the Caster's Magic Missile ability for 1 AP as an archetype power.			
<b>Rank 7</b>	<b>Name</b>	<b>Type</b>	<b>Cost</b>
<b>Description</b>			

### Talents

<b>Striker</b>	<b>Name</b>	<b>Caster</b>	<b>Name</b> Empowered Staff
<b>Description</b>		<b>Description</b> Earth Bolt does not cost any MP.	
<b>Healer</b>	<b>Name</b>	<b>Defender</b>	<b>Name</b> Arcane Shield
<b>Description</b>		<b>Description</b> You may use Counterspell to negate physical attacks. Negating a basic attack is 5	
<b>Support</b>	<b>Name</b> Ward	<b>Saboteur</b>	<b>Name</b>
<b>Description</b> You may use Counterspell to negate enemy debuffs and status-inflicting ab		<b>Description</b>	

### Flex Powers

Name	Type	Cost	Description
Flex Statistic (H)	Passive	N/A	+5 Health
Flex Statistic (M)	Passive	N/A	+5 Mana
Flex Statistic (I)	Passive	N/A	+2 Initiative
Water Bolt	Ranged	10 MP	Makes a magical water attack
Thunder Bolt	Ranged	10 MP	Makes a magical thunder attack

### Advancement Tracker

Current XP	Total XP
_____	_____
<input checked="" type="checkbox"/> Increase Attribute by 1	<input checked="" type="checkbox"/> Increase Attribute by 1
<input checked="" type="checkbox"/> Increase Job Ranks by 3	<input checked="" type="checkbox"/> Increase Job Ranks by 3
<input checked="" type="checkbox"/> Unlock Job/Learn Talent	<input checked="" type="checkbox"/> Learn Flex Power

### Game Notes

<b>Striker</b>	<b>Rank</b>	<b>Physical Attack: Bonus</b>	<b>Total</b>
	_____	_____	_____
<b>Evasion: Bonus</b>	<b>Total</b>	<b>Physical Defense: Bonus</b>	<b>Total</b>
_____	_____	_____	_____
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>

<b>Caster</b>	<b>Rank 10</b>	<b>Magical Attack: Bonus 7</b>	<b>Total 14</b>
	_____	_____	_____
<b>Resistance: Bonus 4</b>	<b>Total 7</b>	<b>Magical Defense: Bonus 5</b>	<b>Total 7</b>
_____	_____	_____	_____
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
<b>Magic Missile</b>	<b>Ranged</b>	<b>3 MP</b>	<b>Make a colorless magical attack</b>
Earth Bolt	Ranged	5 MP	Make an earth magical attack
Trained Spellcast	Passive	N/A	Flex powers that are magical attacks cost 5 MP
<b>Magic Chain</b>	<b>Special</b>	<b>8 MP</b>	<b>Make a colorless magical attack that can chain</b>
<b>Magic Burst</b>	<b>Ranged</b>	<b>7 MP</b>	<b>Make a colorless magical attack that does 2x damage</b>
<b>Earth Burst</b>	<b>Ranged</b>	<b>9 MP</b>	<b>Make an earth magical attack that does 2x damage</b>
<b>Earth Chain</b>	<b>Special</b>	<b>10 MP</b>	<b>Make an earth magical attack that can chain</b>
<b>Magic Storm</b>	<b>Multi</b>	<b>13 MP</b>	<b>Make a colorless magical attack against all enemies</b>
<b>Earth Storm</b>	<b>Multi</b>	<b>15 MP</b>	<b>Make an earth magical attack against all enemies</b>

<b>Healer</b>	<b>Rank</b>	<b>Physical Attack: Bonus</b>	<b>Total</b>
	_____	_____	_____
<b>Evasion: Bonus</b>	<b>Total</b>	<b>Magical Attack: Bonus</b>	<b>Total</b>
_____	_____	_____	_____
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>

<b>Defender</b>	<b>Rank 10</b>	<b>Physical Defense: Bonus 4</b>	<b>Total 7</b>
	_____	_____	_____
<b>Resistance: Bonus 7</b>	<b>Total 3</b>	<b>Magical Defense: Bonus 5</b>	<b>Total 7</b>
_____	_____	_____	_____
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
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	9 MP	Inflict Guarded on all allies until next turn
Barrier	Self	12 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	Cannot be downed unless you are already at 1 HP



### Equipped Weapon

<b>Name</b>	Control Rod	<b>Type</b>	Staff	<b>Quality</b>	Rare
<b>Upgrades</b>	Energized 1		<b>Effects</b>	+3 PA, +5 MA, +1 Resistance, Increase dealt magical damage by 1	

### Equipped Armor

<b>Name</b>	Stone Skin	<b>Type</b>	Heavy	<b>Quality</b>	Rare
<b>Upgrades</b>	Inscribed 1		<b>Effects</b>	+3 PD, +1 MD, Reduce received magical damage by 1	

### Alt Weapon 1

<b>Name</b>	_____	<b>Type</b>	_____	<b>Quality</b>	_____
<b>Upgrades</b>	_____		<b>Effects</b>	_____	

### Alt Weapon 2

<b>Name</b>	_____	<b>Type</b>	_____	<b>Quality</b>	_____
<b>Upgrades</b>	_____		<b>Effects</b>	_____	

### Proficiencies

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### Equipped Accessories

<b>Head</b>	
<b>Name</b>	_____
<b>Type</b>	_____
<b>Upgrades</b>	_____
<b>Effects</b>	_____

<b>Neck</b>	
<b>Name</b>	_____
<b>Type</b>	_____
<b>Upgrades</b>	_____
<b>Effects</b>	_____

<b>Belt</b>	
<b>Name</b>	_____
<b>Type</b>	_____
<b>Upgrades</b>	_____
<b>Effects</b>	_____

<b>Arm</b>	
<b>Name</b>	Armban
<b>Type</b>	Arm
<b>Upgrades</b>	Mystical, Resist Ice
<b>Effects</b>	2x Ice Resist, +1 R

<b>Arm</b>	
<b>Name</b>	Ring
<b>Type</b>	Arm
<b>Upgrades</b>	Mystical, M Defense
<b>Effects</b>	+1 R, +1 MD



## Eidolon

	<b>Name</b> Johann
	<b>Archetype</b> Support <b>Action Points</b> <sup>2</sup>
	<b>Elemental Type</b> Earth <b>Health</b> 70
	<b>HP</b> <input style="width: 50px;" type="text"/> / <input style="width: 50px; text-align: center; border: 1px solid black;" type="text" value="70"/> <b>Shell</b> <input style="width: 50px;" type="text"/> / <input style="width: 50px; text-align: center; border: 1px solid black;" type="text" value="70"/>

### Portrait

### Statistics

<b>Physical Attack</b> <input style="width: 40px;" type="text"/> 9	<b>Magical Attack</b> <input style="width: 40px;" type="text"/> 17	<b>Evasion</b> <input style="width: 40px;" type="text"/> 10
<b>Physical Defense</b> <input style="width: 40px;" type="text"/> 13	<b>Magical Defense</b> <input style="width: 40px;" type="text"/> 17	<b>Resistance</b> <input style="width: 40px;" type="text"/> 10
<b>Physical Accuracy</b> <input style="width: 40px;" type="text"/> 16	<b>Magical Accuracy</b> <input style="width: 40px;" type="text"/> 16	<b>Status Accuracy</b> <input style="width: 40px;" type="text"/> 16

### 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
Enhance	Ally	1 AP	Bring Bonus Tracker for MA to +7
Shell	Ally	2 AP	Put maximum possible earth Shell on target
Apocalypse	Multi	1A 2AP	Make a 3x earth magical attack against all enemies
Mirror Shield	Self	1A 2AP	Inflict Mirrored on eidolon until next turn
Comeback	Multi	1A 2AP	Inflict Hasted, buff MA to +7 for all allies and eidolon