



**Name** Lady Isabella Marvelous, Knight of the 60th

**Archetype** Knight **Tier** 10

**Aspiration** Follow the code of the Time Knights

**Relationships** Protective of her Sister, Devoted to the Knights, Rivalry with Azkha **Anima** 5

**Portrait**

**Appearance**

Carries a spear and shield and wears valkyrie style armor, but with a helmet without horns that is more form-fitting.

**Elemental Type** Thunder **Body** 10 **Mind** 7 **Spirit** 7  
**Action Points** 3 **Health** 75 **Mana** 55 **Initiative** 22

**HP**  /  75 **MP**  /  55 **Shell**  /  75  
**Physical Attack**  7 **Magical Attack**  5 **Evasion**  2  
**Physical Defense**  10 **Magical Defense**  2 **Resistance**  2  
**Physical Accuracy**  17 **Magical Accuracy**  14 **Status Accuracy**  17

**Statuses**

**Injuries**

### Archetype Abilities

<b>Rank 1</b>	<b>Name</b> Focus	<b>Type</b> Self	<b>Cost</b> 1 AP
<hr/>			
<b>Description</b> Applies Focused to self			
<hr/>			
<b>Rank 3</b>	<b>Name</b> Cavalry	<b>Type</b> Passive	<b>Cost</b> N/A
<hr/>			
<b>Description</b> Once per round, can use the Move action without spending any AP			
<hr/>			
<b>Rank 5</b>	<b>Name</b> Disciplined Focus	<b>Type</b> Passive	<b>Cost</b> N/A
<hr/>			
<b>Description</b> While Focused, can remove Focused status by spending 2 AP			
<hr/>			
<b>Rank 7</b>	<b>Name</b> Enrage	<b>Type</b> Passive	<b>Cost</b> N/A
<hr/>			
<b>Description</b> Once per round, if you miss while Focused, can keep status and reset bonus			
<hr/>			

### Talents

<b>Striker</b>	<b>Name</b> Melee	<b>Caster</b>	<b>Name</b> Artillery
<hr/>		<hr/>	
<b>Description</b> While Focused, may use physical attacks and hitting counts as increasing bonus		<b>Description</b> While Focused, may use magical attacks and hitting counts as increasing bonus	
<hr/>		<hr/>	
<b>Healer</b>	<b>Name</b>	<b>Defender</b>	<b>Name</b> Tower
<hr/>		<hr/>	
<b>Description</b>		<b>Description</b> While Focused, can use Guard, Taunt, Multiguard, Multitaunt, and take reduce	
<hr/>		<hr/>	
<b>Support</b>	<b>Name</b>	<b>Saboteur</b>	<b>Name</b> Spy
<hr/>		<hr/>	
<b>Description</b>		<b>Description</b> While Focused, may use status-inflicting abilities, which can increase bonus	
<hr/>		<hr/>	

### Flex Powers

Name	Type	Cost	Description
<b>Flex Statistic (H)</b>	Passive	N/A	+5 Health
Flex Statistic (H)	Passive	N/A	+5 Health
<b>Flex Statistic (M)</b>	Passive	N/A	+5 Mana
Flex Statistic (M)	Passive	N/A	+5 Mana
<b>Flex Statistic (I)</b>	Passive	N/A	+2 Initiative
Flex Statistic (I)	Passive	N/A	+2 Initiative
<b>Flex Statistic (M)</b>	Passive	N/A	+5 Mana
<b>Wind Strike</b>	Melee	10 MP	Makes a wind physical attack
<b>Ice Strike</b>	Melee	10 MP	Makes an ice physical attack
<b>Buff PA</b>	Ally	10 MP	Raises PA by 1 on Bonus Tracker
<b>Buff MA</b>	Ally	10 MP	Raises MA by 1 on Bonus Tracker

### Advancement Tracker

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

### Game Notes

<b>Striker</b>	<b>Rank 10      Physical Attack: Bonus 10    Total 17</b>		
<hr/>			
<b>Evasion: Bonus 7    Total 9</b>		<b>Physical Defense: Bonus 7    Total 17</b>	
<hr/>			
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
<b>Strike</b>	Melee	3 MP	Makes a colorless physical attack that does 1.5x damage
Thunder Attack	Melee	3 MP	Make a thunder physical attack
<b>Power Attack</b>	Melee	5 MP	Make a colorless physical attack that does 2x damage
<b>Cleave</b>	Multi	7 MP	Make a colorless physical attack against front row
<b>Leaping Strike</b>	Ranged	5 MP	Make colorless physical attack
<b>Thunder Cleave</b>	Multi	10 MP	Make a thunder physical attack against front row
<b>Whirlwind</b>	Multi	12 MP	Make a colorless physical attack against all enemies
<b>Thunder Leap</b>	Ranged	8 MP	Make a thunder physical attack
<b>Thunder Whirlwir</b>	Multi	15 MP	Make a thunder physical attack against all enemies

<b>Caster</b>	<b>Rank 10      Magical Attack: Bonus 7    Total 12</b>		
<hr/>			
<b>Resistance: Bonus 10    Total 12</b>		<b>Magical Defense: Bonus 7    Total 9</b>	
<hr/>			
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
<b>Magic Missile</b>	Ranged	3 MP	Make a colorless magical attack
Thunder Bolt	Ranged	5 MP	Make a thunder magical attack
<b>Trained Spellcast</b>	Passive	N/A	Flex magical attacks cost 5 MP
<b>Magic Chain</b>	Special	8 MP	Make a colorless magical attack that can chain
<b>Magic Burst</b>	Ranged	7 MP	Make a colorless magical attack that does 2x damage
<b>Thunder Burst</b>	Ranged	9 MP	Make a thunder magical attack that does 2x damage
<b>Thunder Chain</b>	Special	10 MP	Make a thunder magical attack that can chain
<b>Magic Storm</b>	Multi	13 MP	Make a colorless magical attack against all enemies
<b>Thunder Storm</b>	Multi	15 MP	Make a thunder magical attack against all enemies

<b>Healer</b>	<b>Rank 5</b>	<b>Physical Attack: Bonus 7</b>	<b>Total 14</b>
_____			
<b>Evasion: Bonus 10</b>	<b>Total 12</b>	<b>Magical Attack: Bonus 7</b>	<b>Total 12</b>
_____			
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
Heal	Ally	5 MP	Restore HP equal to MA
Cleanse	Ally	8 MP	Reset Bonus Tracker for all statistics to 0
Revive	Ally	10 MP	Revive downed target back to 1 HP
Life Aura	Multi	2 AP	Restore 5 HP to self and all allies
Mend	Ally	11 MP	Restore HP equal to 2x MA

<b>Defender</b>	<b>Rank 10</b>	<b>Physical Defense: Bonus 10</b>	<b>Total 20</b>
_____			
<b>Resistance: Bonus 7</b>	<b>Total 9</b>	<b>Magical Defense: Bonus 7</b>	<b>Total 9</b>
_____			
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
Taunt	Ranged	1 AP	Inflicts Taunted on a single target until next turn
Guard	Ally	5 MP	Inflicts Guarded on a single target until next turn
Shield	Self	7 MP	Inflicts Shielded on self until hit
Counter	Self	7 MP	Inflicts Countering on self until hit
Multitaunt	Multi	9 MP	Inflicts Taunted on all enemies until next turn
Multiguard	Multi	10 MP	Inflicts Guarded on all allies until next turn
Barrier	Self	9 MP	Inflicts Barred on self until hit
Reflect	Self	12 MP	Inflicts Reflecting on self until hit
Deathless	Passive	N/A	Cannot be downed unless at 1 HP

<b>Support</b>	<b>Rank 10</b>	<b>Physical Defense: Bonus 10</b>	<b>Total 20</b>
_____			
<b>Magical Defense: Bonus 7</b>	<b>Total 9</b>	<b>Magical Attack: Bonus 7</b>	<b>Total 12</b>
_____			
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
Buff PD	Ally	5 MP	Raises PD by 1 level on Bonus Tracker
Thunder Shell	Ally	7 MP	Applies an amount of Shell equal to MA
Thunder Protect	Ally	9 MP	Applies Protected to single target until next turn
Multibuff PD	Multi	10 MP	Raises PD on Bonus Tracker by 1 for self and all allies
Haste	Ally	12 MP	Applies Hasted to target for 3 rounds
Thunder Multshell	Multi	14 MP	Applies an amount of Shell equal to MA to self and allies
Power Buff PD	Ally	16 MP	Raises PD by 3 levels on Bonus Tracker
Thunder Mltprtct	Multi	20 MP	Applies Protected to self and allies until next turn
Multihaste	Multi	25 MP	Applies Hasted to self and allies for 3 rounds

<b>Saboteur</b>	<b>Rank 10</b>	<b>Physical Attack: Bonus 7</b>	<b>Total 14</b>
_____			
<b>Resistance: Bonus 10</b>	<b>Total 12</b>	<b>Evasion: Bonus 7</b>	<b>Total 9</b>
_____			
<b>Name</b>	<b>Type</b>	<b>Cost</b>	<b>Description</b>
Debuff PA	Ranged	3 MP	Lowers PA by 1 level on Bonus Tracker
Inflict Paralyzed	Ranged	7 MP	Inflicts Paralyzed with a status-inflicting ability
Slow	Ranged	12 MP	Inflicts Slowed for 3 rounds
Multidebuff PA	Multi	12 MP	Lowers PA by 1 level on Bonus Tracker for all enemies
Thunder Vlnrbly	Multi	8 MP	Inflicts Vulnerable on a single target until hit
Power Debuff	Ranged	10 MP	Lowers PA by 3 levels on Bonus Tracker
Mlt Inflict Prlzd	Multi	18 MP	Inflicts Paralyzed with status-inflicting ability on all ene
Multislow	Multi	28 MP	Inflicts Slowed for 3 rounds on all enemies
Thunder Mltvlnrb	Multi	19 MP	Inflicts Vulnerable on all enemies until hit

### Equipped Weapon

<b>Name</b>	Skylance	<b>Type</b>	Lance	<b>Quality</b>	Expert
<b>Upgrades</b>	Reach	<b>Effects</b>	+7 PA, +5 MA, +1 PD,		
Can attack the back row with basic attack if in front row					

### Equipped Armor

<b>Name</b>	Cuirass	<b>Type</b>	Heavy	<b>Quality</b>	Expert
<b>Upgrades</b>	Rnfrcd 1, Nscrbd 1	<b>Effects</b>	Reduces physical damage		
1, reduces magical damage by 1, resistance to vacuum					

### 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

Lances, Heavy armor

### Equipped Accessories

#### Head

<b>Name</b>	Crown	<b>Type</b>	Unique
<b>Upgrades</b>	Soul Sink		
<b>Effects</b>	can save from True Dea		

#### Neck

<b>Name</b>	Necklac	<b>Type</b>	Lucky
<b>Upgrades</b>	Thunder Resonance		
<b>Effects</b>	+1 E, 10 w/ thunder		

#### Belt

<b>Name</b>	Insignia	<b>Type</b>	Mystical
<b>Upgrades</b>	Scanner		
<b>Effects</b>	+1 R, can use Scan		

#### Arm

<b>Name</b>	Armban	<b>Type</b>	Lucky
<b>Upgrades</b>	Mana Battery		
<b>Effects</b>	+1 E, Extra 5 MP		

#### Arm

<b>Name</b>	Shield	<b>Type</b>	Mystical
<b>Upgrades</b>	Targe		
<b>Effects</b>	+1 R, can use Block		



## Eidolon

Portrait	<b>Name</b> Gabriel <hr/> <b>Archetype</b> Thunder <b>Action Points</b> <sup>3</sup> <hr/> <b>Elemental Type</b> Thunder <b>Health</b> 135 <hr/> <b>HP</b> <input style="width: 40px; height: 20px;" type="text"/> / <input style="width: 40px; height: 20px; text-align: center; border: 1px solid black;" value="135"/> <b>Shell</b> <input style="width: 40px; height: 20px;" type="text"/> / <input style="width: 40px; height: 20px; text-align: center; border: 1px solid black;" value="135"/>
----------	--

**Portrait**

### Statistics

<b>Physical Attack</b> <input style="width: 40px; height: 20px;" type="text"/> 20	<b>Magical Attack</b> <input style="width: 40px; height: 20px;" type="text"/> 17	<b>Evasion</b> <input style="width: 40px; height: 20px;" type="text"/> 17
<b>Physical Defense</b> <input style="width: 40px; height: 20px;" type="text"/> 30	<b>Magical Defense</b> <input style="width: 40px; height: 20px;" type="text"/> 24	<b>Resistance</b> <input style="width: 40px; height: 20px;" type="text"/> 24
<b>Physical Accuracy</b> <input style="width: 40px; height: 20px;" type="text"/> 24	<b>Magical Accuracy</b> <input style="width: 40px; height: 20px;" type="text"/> 24	<b>Status Accuracy</b> <input style="width: 40px; height: 20px;" type="text"/> 24

### Abilities

Name	Type	Cost	Description
Attack	Melee	1 AP	Makes a colorless physical attack
Full Restore	Self	1A 2AP	Removes statuses and restores to full HP
Shield	Self	1 AP	Reflects all physical attacks until next turn
Barrier	Self	1 AP	Reflects all magical attacks until next turn
Berserk Charge	Self	1A 2AP	Applies Focused and makes 1d10 basic attacks
Dragonslayer	Melee	1A 2AP	Makes a colorless physical attack that does 4x/2x dama
Apocalypse	Multi	1A 2AP	Makes a 3x thunder magical attack against all enemies
Mirror Shield	Self	1A 2AP	Inflicts Mirrored on eidolon until next turn
Comeback	Multi	1A 2AP	Increases PD to +7 on Bonus Tracker for self and allies
Vortex	Multi	1A 2AP	Inflicts Slowed/Paralyzed, debuffs PA with status ability