Name	Jianna	

Portrait

Archetype Thief **Tier** 5

Aspiration To live up to the Shadow Thief's legacy

Relationships In Love with Shae, Bewildered by Emgo

Protective of the poor **Anima**

Appearance

Dresses in the black fox costume of the Shadow Thief, a dead hero who mentored her when she was young.

Elemental Type Shadow **Body** 5 **Mind** 5 **Spirit** 6

Action Points 2 **Health** 35 **Mana** 45 **Initiative** 21

HP ____ / 35 **MP** ____ / 45 **Shell** ____ / 35

Physical Attack 6 **Magical Attack** 4 **Evasion** 2

Physical Defense 2 **Magical Defense** 2 **Resistance** 0

Physical Accuracy 10 **Magical Accuracy** 11 **Status Accuracy** 11

Statuses

Injuries

Archetype Abilities

Rank 1   **Name** Steal   **Type** Melee   **Cost** 1 AP

Description Roll on target's item table and can use item immediately if taken.

Rank 3   **Name** Hide   **Type** Self   **Cost** 1 AP

Description Applies Hidden to self until next turn, acts, or is only character not downed.

Rank 5   **Name** Pickpocket   **Type** Reaction   **Cost** N/A

Description When an enemy rolls a miss when attacking you, you can Steal from them.

Rank 7   **Name**   **Type**   **Cost**

Description

Talents

Striker   **Name**

Description

Caster   **Name**

Description

Healer   **Name** Night Shift

Description Can use Healer abilities while Hidden.

Defender   **Name**

Description

Support   **Name**

Description

Saboteur   **Name** Infection

Description When you roll a 4 when Stealing you inflict Silenced.

Flex Powers

Name	Type	Cost	Description
Flex Statistic (I)	**Passive**	**N/A**	**+2 Initiative**
Flex Statistic (I)	**Passive**	**N/A**	**+2 Initaitive**
Flex Statistic (M)	**Passive**	**N/A**	**+5 Mana**
Flex Statistic (H)	**Passive**	**N/A**	**+5 Health**
Flex Statistic (M)	**Passive**	**N/A**	**+5 Mana**

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 9   Physical Attack: Bonus 5   Total 11

Evasion: Bonus 5   Total 7   Physical Defense: Bonus 6   Total 8

Name	Type	Cost	Description
Strike	Melee	3 MP	Makes a colorless physical attack that deals 1.5x dama
Shadow Attack	Melee	3 MP	Makes a shadow physical attack
Power Attack	Melee	5 MP	Makes a colorless physical attack that deals 2x damage
Cleave	Melee	7 MP	Makes a colorless physical attack against front row
Leaping Strike	Ranged	5 MP	Makes a colorless physical attack
Shadow Cleave	Multi	10 MP	Makes a shadow physical attack against front row
Whirlwind	Multi	12 MP	Makes a colorless physical attack against all enemies
Shadow Leap	Ranged	8 MP	Makes a shadow physical attack
Shadow Whrlwnd	Multi	15 MP	Makes a shadow physical attack against all enemies

Caster

Rank   Magical Attack: Bonus   Total

Resistance: Bonus   Total   Magical Defense: Bonus   Total

Name	Type	Cost	Description

Healer

Rank **7**   Physical Attack: Bonus **5**   Total **11**

Evasion: Bonus **5**   Total **7**   Magical Attack: Bonus **6**   Total **10**

Name	Type	Cost	Description
Heal	Ally	5 MP	Restores HP equal to MA
Cleanse	Ally	8 MP	Resets Bonus Tracker to 0 for all statistics
Revive	Ally	10 MP	Revives downed target to 1 HP
Life Aura	Multi	2 AP	Restores 5 HP to self and allies
Mend	Ally	11 MP	Restores HP equal to 2x MA
Cure	Ally	12 MP	Removes statuses from target
Raise Dead	Ally	15 MP	Revives downed target to half HP

Defender

Rank   Physical Defense: Bonus   Total

Resistance: Bonus   Total   Magical Defense: Bonus   Total

Name	Type	Cost	Description

Support

Rank 7   **Physical Defense:**   **Bonus** 5   **Total** 7

Magical Defense: **Bonus** 5   **Total** 7   **Magical Attack:**   **Bonus** 6   **Total** 10

Name	Type	Cost	Description
Buff PA	Ally	5 MP	Raise PA by 1 level on Bonus Tracker
Shadow Shell	Ally	7 MP	Apply shadow Shell equal to MA
Shadow Protect	Ally	9 MP	Apply Protected until next turn
Multibuff PA	Multi	10 MP	Raise PA by 1 level on Bonus Tracker for self and allies
Haste	Ally	12 MP	Apply Hasted for 3 rounds
Shadow Mltshll	Multi	14 MP	Apply shadow Shell equal to MA to self and allies
Power Buff PA	Ally	16 MP	Raise PA by 3 levels on Bonus Tracker

Saboteur

Rank 10   **Physical Attack:** **Bonus** 5   **Total** 11

Resistance: Bonus 5   **Total** 5   **Evasion:**   **Bonus** 6   **Total** 8

Name	Type	Cost	Description
Debuff PD	Ranged	3 MP	Lower PD by 1 on Bonus Tracker
Dblt Silenced	Ranged	7 MP	Inflict Silenced with status-inflicting ability
Slow	Ranged	12 MP	Inflict Slowed for 3 rounds
Multidebuff PD	Multi	12 MP	Lower PD by 1 on Bonus Tracker for all enemies
Vlnrblt Shadow	Ranged	8 MP	Inflict Vulnerable until hit
Power Debuff PD	Ranged	10 MP	Lower PD by 3 on Bonus Tracker
Mltdblt Silenced	Multi	18 MP	Inflicts Silenced on all enemies w/ status-inflicting abili
Multislow	Multi	28 MP	Inflicts Slowed for 3 rounds on all enemies
Mltvlnrbl Shadow	Multi	19 MP	Inflicts Vulnerable until hit on all enemies

Equipped Weapon

Name Stiletto   **Type** Dagger   **Quality** Rare

Upgrades Fast 1   **Effects** +4 PA, +4 MA, +1 E

+1 Initiative

Equipped Armor

Name Black Leather   **Type** Light   **Quality** Rare

Upgrades Invigorating (E)   **Effects** +2 PD, +2 MD, Immune

to having Evasion debuffed.

Alt Weapon 1

Name   **Type**   **Quality**

Upgrades   **Effects**

Alt Weapon 2

Name   **Type**   **Quality**

Upgrades   **Effects**

Proficiencies

Equipped Accessories

Head

Name   **Type**

Upgrades

Effects

Neck

Name Locket   **Type** Lucky

Upgrades Status Accuracy

Effects +1 StAcc, +1 E

Belt

Name Belt   **Type** Lucky

Upgrades Physical Accuracy

Effects +1 PAcc, +1 E

Arm

Name   **Type**

Upgrades

Effects

Arm

Name   **Type**

Upgrades

Effects

Carrying Capacity ☐ / ☐ **Supplies** _____ **cr** 100 _____

Inventory

Name	Description	Item Rating	Quantity

Eidolon

Name	Venom Idol
Archetype	Striker
Action Points	2
Elemental Type	Shadow
Health	80

HP [ ] / 80   **Shell** [ ] / 80

Portrait

Statistics

Physical Attack	15	**Magical Attack**	10	**Evasion**	16
Physical Defense	16	**Magical Defense**	11	**Resistance**	11
Physical Accuracy	16	**Magical Accuracy**	16	**Status Accuracy**	16

Abilities

Name	Type	Cost	Description
Attack	Melee	1 AP	Makes a colorless physical attack
Full Restore	Self	1A 1AP	Removes all statuses and restores all HP
Reduce PD	Ranged	1 AP	Brings Bonus Tracker to -7 for PD
Sabotage Silence	Ranged	1 AP	Inflicts Silenced with a status-inflicting ability
Vortex	Multi	1A 2AP	Inflicts Slowed/Silenced, lowers PD for all enemies