



Name Malachi

Archetype Ranger **Tier** 1

Aspiration Save his village from destruction

Relationships Love for his Children, Distrust of Humans

Anger at the Gods **Anima** 5

Portrait

Appearance

A salamander with grey-green skin that is scaly while dry and slightly puffy while wet. Also has axlotl fibers that he tucks behind his ears.

Elemental Type Wood (Innate) **Body** 3 **Mind** 2 **Spirit** 1

Action Points 2 **Health** 25 **Mana** 15 **Initiative** 8

HP <input type="text"/> / <input type="text" value="25"/>	MP <input type="text"/> / <input type="text" value="15"/>	Shell <input type="text"/> / <input type="text" value="25"/>
Physical Attack <input type="text"/> 3	Magical Attack <input type="text"/> 1	Evasion <input type="text"/> 1
Physical Defense <input type="text"/> 1	Magical Defense <input type="text"/> 1	Resistance <input type="text"/> 0
Physical Accuracy <input type="text"/> 6	Magical Accuracy <input type="text"/> 3	Status Accuracy <input type="text"/> 4

Statuses

Injuries

Archetype Abilities

Rank 1	Name _____	Mark Target	Type _____	Ranged	Cost _____	1 AP
Description _____ _____						
Rank 3	Name _____		Type _____		Cost _____	
Description _____ _____						
Rank 5	Name _____		Type _____		Cost _____	
Description _____ _____						
Rank 7	Name _____		Type _____		Cost _____	
Description _____ _____						

Talents

Striker	Name _____	Caster	Name _____
Description _____ _____		Description _____ _____	
Healer	Name _____	Defender	Name _____
Description _____ _____		Description _____ _____	
Support	Name _____	Saboteur	Name _____
Description _____ _____		Description _____ _____	

Flex Powers

Name	Type	Cost	Description

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 type="checkbox"/> Learn Flex Power

Game Notes

Equipped Weapon

Name	Shortbow	Type	Bow	Quality	Mundane
Upgrades	N/A		Effects	+3 PA, +1 MA	

Equipped Armor

Name	Wood Armor	Type	Light	Quality	Mundane
Upgrades	N/A		Effects	+1 PD, +1 MD	

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	Charm	Type	Lucky
Upgrades	N/A		
Effects	+1 E		

Belt			
Name	_____	Type	_____
Upgrades	_____		
Effects	_____		

Arm			
Name	_____	Type	_____
Upgrades	_____		
Effects	_____		

Arm			
Name	_____	Type	_____
Upgrades	_____		
Effects	_____		

