Name	Shae		
Archetype	Dancer	**Tier**	5
Aspiration	To become a new, independent person.		
Relationships	Hidden Affection for Jianna, Fear of the Goddess, Hope for Society	**Anima**	5

Portrait

Appearance

Wears simple but flexible clothing that allows her to reveal and conceal different colors through her dancing.

Elemental Type	Ice	**Body**	6	**Mind**	2	**Spirit**	8
Action Points	2	**Health**	40	**Mana**	70	**Initiative**	8

HP	/ 40	**MP**	/ 70	**Shell**	/ 40
Physical Attack	3	**Magical Attack**	5	**Evasion**	3
Physical Defense	2	**Magical Defense**	4	**Resistance**	1
Physical Accuracy	8	**Magical Accuracy**	10	**Status Accuracy**	14

Statuses

Injuries

Archetype Abilities

Rank 1 | **Name** Copycat | **Type** Special | **Cost** 10 MP

Description Use one of the abilities your allies used between your current and last turn.

Rank 3 | **Name** Dancer's Mask | **Type** Passive | **Cost** N/A

Description When you use an ability with an elemental type, you may take on that type.

Rank 5 | **Name** Mimic | **Type** Special | **Cost** 20 MP

Description Use one of the abilities your enemies used between your current and last turn.

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

Description

Talents

Striker | **Name**

Description

Caster | **Name** School Uniform

Description Dancer's Mask changes the elemental type of your magical attacks.

Healer | **Name** Regal Clothing

Description Mimic and Copycat let you use healing abilities twice instead of once.

Defender | **Name**

Description

Support | **Name**

Description

Saboteur | **Name** Covert Jumpsuit

Description Dancer's Mask changes the eleme type of your status-inflicting abilities.

Flex Powers

Name	Type	Cost	Description
Flex Statistic (M)	Passive	N/A	+5 Mana
Flex Statistic (M)	Passive	N/A	+5 Mana
Flex Statistic (M)	Passive	N/A	+5 Mana
Flex Statistic (M)	Passive	N/A	+5 Mana
Fire Protect	Ally	18 MP	Applies Protected until next turn

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 _____

Physical Attack: **Bonus** _____ **Total** _____

Evasion: **Bonus** _____ **Total** _____   **Physical Defense:** **Bonus** _____ **Total** _____

Name	Type	Cost	Description

Caster

Rank 10   **Magical Attack:** **Bonus** 2 **Total** 7

Resistance: **Bonus** 6 **Total** 7   **Magical Defense:** **Bonus** 8 **Total** 12

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

Healer

Rank 10   **Physical Attack: Bonus** 2   **Total** 5

Evasion: Bonus 6   **Total** 9   **Magical Attack: Bonus** 8   **Total** 13

Name	Type	Cost	Description
Heal	Ally	5 MP	Restores HP equal to MA
Cleanse	Ally	8 MP	Reset Bonus Tracker for all statistics to 0
Revive	Ally	10 MP	Revive 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	Remove all statuses from target
Raise Dead	Special	15 MP	Revive downed target to half HP
Multiheal	Multi	15 MP	Restores HP equal to MA to self and all allies
Treatment	Ally	18 MP	Removes statuses and resets Bonus Trackers

Defender

Rank   **Physical Defense: Bonus**   **Total**

Resistance: Bonus   **Total**   **Magical Defense: Bonus**   **Total**

Name	Type	Cost	Description

Support

Rank _____ **Physical Defense:** **Bonus** _____ **Total** _____

Magical Defense: **Bonus** _____ **Total** _____   **Magical Attack:** **Bonus** _____ **Total** _____

Name	Type	Cost	Description

Saboteur

Rank 10   **Physical Attack:** **Bonus** 2 **Total** 5

Resistance: **Bonus** 6 **Total** 7   **Evasion:** **Bonus** 8 **Total** 11

Name	Type	Cost	Description
Debuff MAcc	Ranged	3 MP	Lowers MAcc by 1 on the Bonus Tracker
Dblt Frostbitten	Ranged	7 MP	Inflicts Frostbitten with status-inflicting ability
Slow	Ranged	12 MP	Inflicts Slowed for 3 rounds
Multidebuff MAcc	Multi	12 MP	Lowers MAcc by 1 on the Bonus Tracker for all enemies
Vlnrblty Ice	Ranged	8 MP	Inflicts Vulnerable until hit
Pwr Dbff MAcc	Ranged	10 MP	Lowers MAcc by 3 on the Bonus Tracker
Mltdblt Frostbitte	Multi	18 MP	Inflicts Frostbitten on all enemies with status-inflicting
Multislow	Multi	28 MP	Inflict Slowed for 3 rounds on all enemies
Mltvlnrblt Frstbtt	Multi	19 MP	Inflicts Frostbitten on all enemies with sts-inflctng ablty

Equipped Weapon

Name Reflector   **Type** Fan   **Quality** Rare

Upgrades Energized 1   **Effects** +3 PA, +5 MA, +1 MD,

Does 1 extra magical damage

Equipped Armor

Name Second Skin   **Type** Cloth   **Quality** Rare

Upgrades Silenced Resistanc **Effects** Resists Silenced as thou

2x resistance against shadow. +1 PD, +3 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 Chain   **Type** Mystical

Upgrades Physical Shield

Effects +1 R, +1 PD

Belt

Name Belt   **Type** Lucky

Upgrades Fire Resistance

Effects +1 E, 2x Fire Resistance

Arm

Name   **Type**

Upgrades

Effects

Arm

Name   **Type**

Upgrades

Effects

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

Inventory

Name	Description	Item Rating	Quantity

Eidolon

Portrait

Name Jack Frost

Archetype Saboteur **Action Points** [2]

Elemental Type Ice **Health** 95

HP [ ] / 95 **Shell** [ ] / 95

Statistics

Physical Attack	13	**Magical Attack**	7	**Evasion**	21
Physical Defense	11	**Magical Defense**	13	**Resistance**	19
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 to full HP
Reduce	Ranged	1 AP	Inflicts Slowed and moves MAcc to -7 on Bonus Tracker
Sabotage	Ranged	1 AP	Inflicts Frostbitten with status-inflicting ability
Apocalypse	Multi	1A 2AP	Make a 3x ice magical attack against all enemies
Second Chance	Multi	1A 2AP	Revive to full HP, remove statuses, reset BTs for all allie
Vortex	Multi	1A 2AP	Inflicts Slowed/Frostbitten/debuff MAcc with sts-inflct a