



PLAYER NAME	CHARACTER NAME
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RACE	STAT TYPE ▶ MARTIAL UTILITY ARCANE	RACIAL BONUS
COVER		TRAIT

STYLES (GROUP <input type="text"/>)	TYPE
MAIN	

XP	
FACTION	
AGE	GENDER
HEIGHT	WEIGHT
EYE COLOR	HAIR COLOR
SKIN COLOR	OTHER

PERSONALITY	ORIGINS
	CREST LOCATION
	CREST FORM
BOND	GOAL
	①



[MAIN STATS]

STRENGTH	AGILITY	INTELLECT	WILL	LUCK
+	+	+	+	+
ACC MODIFIER	EVA MODIFIER	CNJ MODIFIER	RES MODIFIER	INS MODIFIER
ACCURACY	EVASION	CONJURE	RESIST	INSIGHT

[SUB STATS]

PD	MD	INITIATIVE	HP
STRENGTH + 2	INTELLECT + 2	AGILITY + 5	STRENGTH + WILL + (LX3)
+	+	+	+
PD MODIFIER	MD MODIFIER	INIT MODIFIER	HP MODIFIER
PD	MD	INITIATIVE	HP

COMBAT STAT MODIF

COMBAT STAT

EQUIPPED ITEMS (UPON «SPIRIT BARRIER» THESE CAN BE AUTOMATICALLY EQUIPPED)

NAME	ACC	EVA	CNJ	RES	INS	PD	MD	INIT	HP	ARMOR	BARRIER
WEAPON											
FORM	PHYS	MAGIC	/RANGE	/TARGET	/RESIST	/ELEMENT	/RANK				
ADDITIONAL EFFECTS:											
WEAPON / SHIELD											
FORM	PHYS	MAGIC	/RANGE	/TARGET	/RESIST	/ELEMENT	/RANK				
ADDITIONAL EFFECTS:											
SUIT											
ACCESSORY											
ACCESSORY											
OTHER MODIFIERS											

- :USE FOR PHYSICAL ATTACKS
- :USE FOR MAGICAL ATTACKS
- :MISCELLANEOUS

ACC	EVA	CNJ	RES	INS	PD	MD	INIT	HP	ARMOR	BARRIER
TOTALS										

MOVE ACTIONS USE ANY ONE OF THESE PER ROUND	SIMPLE MOVE	COMBAT MOVE = (INITIATIVE) + 5 ÷ 3	FULL MOVE = (INITIATIVE) + 5
	1 SQ		SQ
			SQ