Player

Name:
Class: Hair / Eyes: /
Level: Age: Devl. Points:
Gender: Height / Weight: /
Race: Appearance: Size:

Experience

Actual: Next level:

Initiative	Base	Sp1	Sp2	Sp3	Sp4
Base	20	20	20	20	20
Armor	N/A				
Agility					
Dexterity					
Weapon	20				
Class					
Special					
Final					

Life Points

Multiple Nº
Base
Class
Multiples
Final L.P.:

Actual

	Base	Actual	Bonus
AGI			
CON			
DEX			
STR			
INT			
PER			
POW			
WP			

フィアト・ルクス
ANIMA
BEYOND FANTASY

Physical Abilities

Fatigue

Base
Special
Actual

Movement

Base
Penalty
Bonus
Final
M/Turn

Armor

Armor	For.	Pres.	Sp.	Req.

Wear Armor

Base:
STR:
Sp.:
Final

Armor Type	Cut	Imp	Thr	Heat	Ele	Cold	Ene	Location
Final								

Combat

Attack

Base
Dexterity
Class
Final

Block

Base
Dexterity
Class
Final

Dodge

Base
Agility
Special
Class
Final

Weapon ____ Sp ____

Attack	Defense	Base Damage	Str. Bonus	Final Damage	Special

Speed	Fortitude	Breakage	Presence	Primary Attack Type	Secondary Attack Type

Weapon ____ Sp ____

Attack	Defense	Base Damage	Str. Bonus	Final Damage	Special

Speed	Fortitude	Breakage	Presence	Primary Attack Type	Secondary Attack Type

Weapon ____ Sp ____

Attack	Defense	Base Damage	Str. Bonus	Final Damage	Special

Speed	Fortitude	Breakage	Presence	Primary Attack Type	Secondary Attack Type

Weapon ____ Sp ____

Attack	Defense	Base Damage	Str. Bonus	Final Damage	Special

Speed	Fortitude	Breakage	Presence	Primary Attack Type	Secondary Attack Type

Secondary Abilities

Athletics		Base	Bonus	Spe	Class	Final
[ ] Acrobatics	AGI	____	+ ____	+ ____	+ ____	=
[ ] Athleticism	AGI	____	+ ____	+ ____	+ ____	=
[ ] Climb	AGI	____	+ ____	+ ____	+ ____	=
[ ] Jump	STR	____	+ ____	+ ____	+ ____	=
[ ] Ride	AGI	____	+ ____	+ ____	+ ____	=
[ ] Swim	AGI	____	+ ____	+ ____	+ ____	=

Vigor		Base	Bonus	Spe	Class	Final
[ ] Composure	WP	____	+ ____	+ ____	+ ____	=
[ ] Feats of Str.	STR	____	+ ____	+ ____	+ ____	=
[ ] Withst. Pain	WP	____	+ ____	+ ____	+ ____	=

Perception		Base	Bonus	Spe	Class	Final
[ ] Notice	PER	____	+ ____	+ ____	+ ____	=
[ ] Search	PER	____	+ ____	+ ____	+ ____	=
[ ] Track	PER	____	+ ____	+ ____	+ ____	=

Intellectual		Base	Bonus	Spe	Class	Final
[ ] Animals	INT	____	+ ____	+ ____	+ ____	=
[ ] Appraisal	INT	____	+ ____	+ ____	+ ____	=
[ ] Herbal Lore	INT	____	+ ____	+ ____	+ ____	=
[ ] History	INT	____	+ ____	+ ____	+ ____	=
[ ] M. Appraisal	POW	____	+ ____	+ ____	+ ____	=
[ ] Medicine	INT	____	+ ____	+ ____	+ ____	=
[ ] Memorize	INT	____	+ ____	+ ____	+ ____	=
[ ] Navigation	INT	____	+ ____	+ ____	+ ____	=
[ ] Occult	INT	____	+ ____	+ ____	+ ____	=
[ ] Sciences	INT	____	+ ____	+ ____	+ ____	=

Social		Base	Bonus	Spe	Class	Final
[ ] Intimidate	WP	____	+ ____	+ ____	+ ____	=
[ ] Leadership	POW	____	+ ____	+ ____	+ ____	=
[ ] Persuasion	INT	____	+ ____	+ ____	+ ____	=
[ ] Style	POW	____	+ ____	+ ____	+ ____	=

Subterfuge		Base	Bonus	Spe	Class	Final
[ ] Disguise	DEX	____	+ ____	+ ____	+ ____	=
[ ] Hide	PER	____	+ ____	+ ____	+ ____	=
[ ] Lock Picking	DEX	____	+ ____	+ ____	+ ____	=
[ ] Poisons	INT	____	+ ____	+ ____	+ ____	=
[ ] Theft	DEX	____	+ ____	+ ____	+ ____	=
[ ] Trap Lore	PER	____	+ ____	+ ____	+ ____	=
[ ] Stealth	AGI	____	+ ____	+ ____	+ ____	=

Creative		Base	Bonus	Spe	Class	Final
[ ] Art	POW	____	+ ____	+ ____	+ ____	=
[ ] Dance	AGI	____	+ ____	+ ____	+ ____	=
[ ] Forging	DEX	____	+ ____	+ ____	+ ____	=
[ ] Music	POW	____	+ ____	+ ____	+ ____	=
[ ] Sl. of Hand	DEX	____	+ ____	+ ____	+ ____	=

Special	Car.	Base	Spe	Class	Final
[ ] ____		____	+ ____	+ ____	=
[ ] ____		____	+ ____	+ ____	=
[ ] ____		____	+ ____	+ ____	=

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Magic Accumulation

Base MA.:
Multiples:
Special:
Final MA.:

Zeon

Base Zeon:
Class:
Special:
Final:

Actual Zeon

Magic Projection

Base:
Dex. Bonus:
Special:
Final:

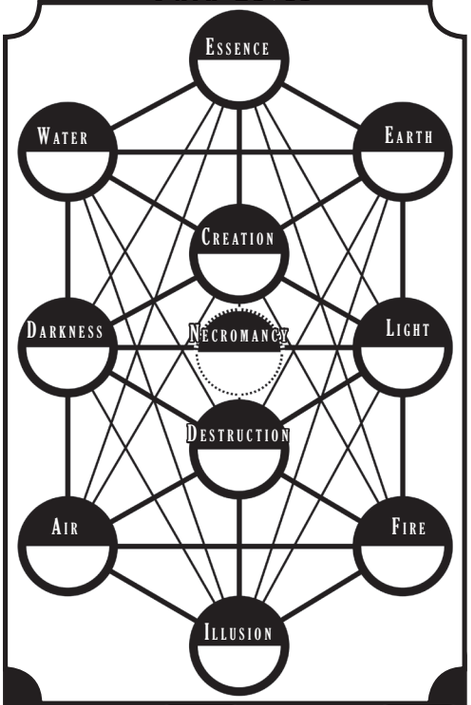
Imbalance

Offen. Deffen.

Innate Magic

Base:
Special:
Final:

Path Level



Magic Level Used

Maximum Zeon Value

Intelligence

x10 x20 x30 x40 x50

Resistances

Resistances	Base	Cha	Bon	Spe.	Final
Base Presence					
Physical		Con			
Disease		Con			
Poison		Con			
Magic		Pow			
Psychic		Wp			

Creation Points

Advantages

Disadvantages

Special Abilities / Modules

Special Abilities / Modules	Cost

Summoning

	Cha	Base	Bonus	Spe	Final
[ ] Summon	POW	____	+ ____	+ ____	=
[ ] Control	WP	____	+ ____	+ ____	=
[ ] Bind	POW	____	+ ____	+ ____	=
[ ] Banish	POW	____	+ ____	+ ____	=

Specialization

Level	Free Access Spells	Cost	Effect

Invocations	Cost	Diff	Effects	Other

Selected Spells	Level Cost	Path

Active Spells / Bound Creatures	Daily Zeon

Basic Regeneration Final

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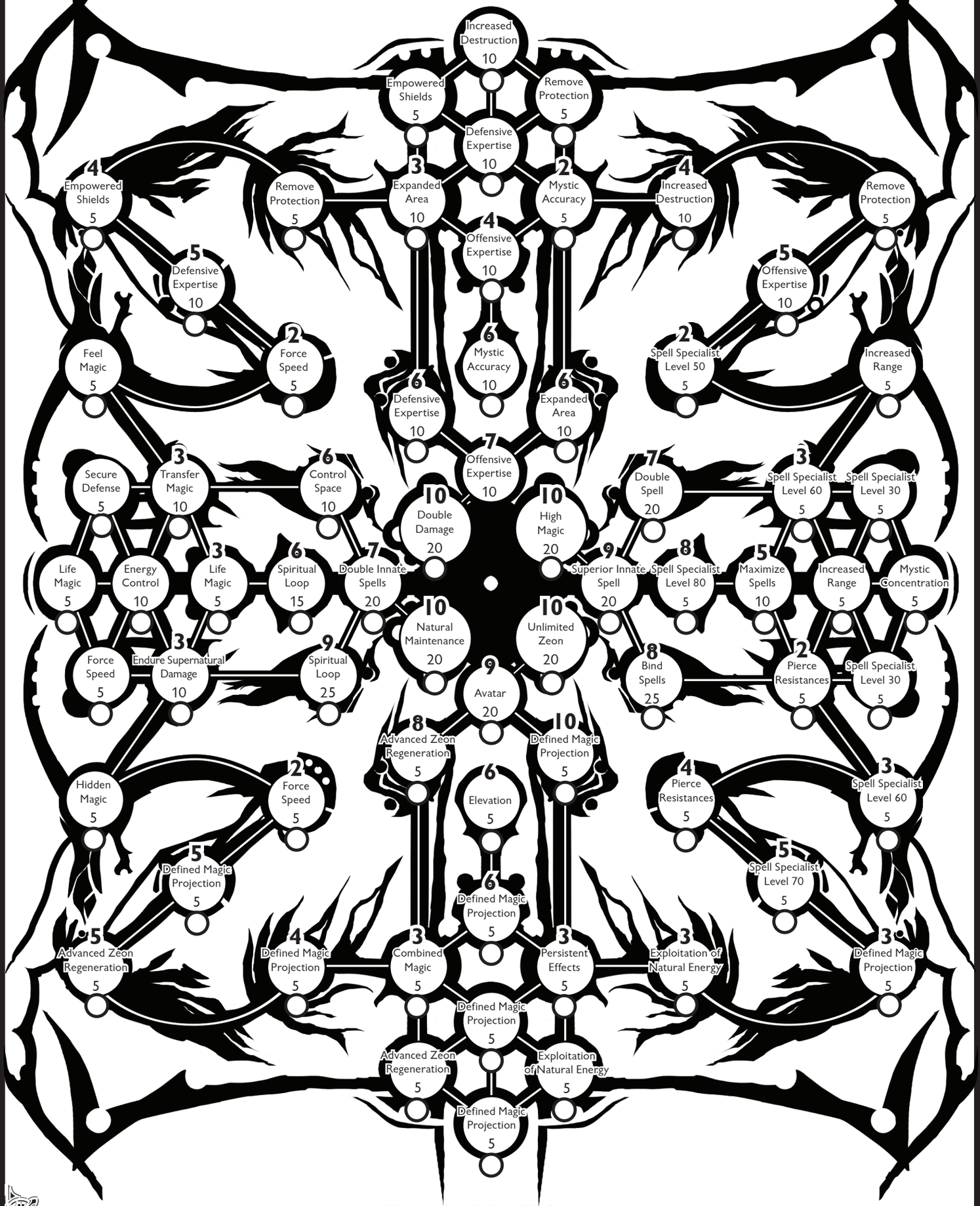
ARCANA SEPHIRAH



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Psychic Potential

Base:	
Bonus:	
Special:	
Final:	

Special Abilities / Modules

	Cost

Resistances

	Base	Cha	Bon	Spe.	Final
Base Presence					
Physical		Con			
Disease		Con			
Poison		Con			
Magic		Pow			
Psychic		Wp			

Psychic Disciplines

1.		3.	
2.		4.	

Psychic Points

Base PP:	
Free PP:	

Psychic Projection

Base:	
Dex. Bonus:	
Special:	
Final:	

Innate Psi. Power

Innate Psi. Power	Effects	Value

Advantages

Disadvantages

Innates Slots

Mental Powers

Power ____ Level ____

20	Routine	
40	Easy	
80	Medium	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impossible	
280	Impossible	
320	Inhuman	
440	Zen	

Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
80	Medium	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impossible	
280	Impossible	
320	Inhuman	
440	Zen	

Action ____ Maint ____ Bonus ____

Mental Patterns

	Cost

Modifiers

Power ____ Level ____

20	Routine	
40	Easy	
80	Medium	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impossible	
280	Impossible	
320	Inhuman	
440	Zen	

Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
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Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
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Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
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Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
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120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impossible	
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440	Zen	

Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
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Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
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Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
80	Medium	
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Action ____ Maint ____ Bonus ____

Power ____ Level ____

20	Routine	
40	Easy	
80	Medium	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impossible	
280	Impossible	
320	Inhuman	
440	Zen	

Action ____ Maint ____ Bonus ____

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Equipment

Of

Combat Equipment	Location

Varied Equipment	Location

Clothing / Accessories

Special Objects	Description / Abilities

Possessions / Titles

Notes

Contacts	Description / Characteristics

Character Illustration

Money

Gold	Jewellery
Quantity	Quantity
Silver	
Quantity	Quantity
Copper	
Quantity	Quantity

Rations

Food

Drink

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Active Spells	Daily Zeon	Creatures Bound
Total Cost		Final Regeneration

Invocations	Cost	Dif.

Damage

Base
10%
20%
30%
40%
50%
60%
70%
80%
90%
100%
110%
120%
130%
140%
150%
160%
170%
180%
190%
200%
210%
220%
230%
240%
250%
260%
270%
280%
290%
300%
310%
320%
330%
340%
350%
360%
370%
380%
390%
400%

Innate Magic

Base:

Special:

Final:

Maximum Zeon Value

Intelligence

x10
x20
x30
x40
x50

Innate Psi. Power	Value	Effects Description

Level	Free Access Spells	Req

Elan		Entity	

Background

Languages

Base:
1:
2:
3:
4:
5:

Max. Languages

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