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This sheet **REQUIRES** you to have a Google account, preferably [gmail.com](mailto:).

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SHEETS

There are 3 sheets to this spreadsheet: this README sheet, the Character Template, and the Useful Links, which is a list of helpful links from the site.

See the tabs below to access them.

CUSTOMIZING

The sheet does not have any formulas that you need to be wary of. You may edit colors/format and customize your own character sheet as you wish as long as the information contained is legible and easily read.

CHANGES AND UPDATES

Again, feel free to make your own personal changes or adjustments to your copied sheet. DM me on Discord if you want to share ideas or changes for this template.

Change Log:

Version: 2.3

- Introduction of newly designed sheet.
- Players create their own sheet instead of staff making them one.
- Updates to sheet template will be marked here.

Version: 2.2

- [Old Template](#). No longer used.

CHARACTER NAME	FACTION	Independent	RACE		GENDER		AGE		HEIGHT	5'10"	HAIR COLOR	Crimson
Lazarus Jaeger	RANK	None	Quincy	Male	27	195 lbs.			WEIGHT		EYE COLOR	Amber

CORE INFORMATION

MASTERY LEVELS		SKILLS		STATS		EXPERIENCE		RENOUN		
POTENTIAL	5	FIGHTING	45 +0	HIT POINTS	140 +0	XP	20	RM	73	
FOCUS	5	FOCUS	30 +5	ARMOR	10 +0	SPENT XP	224	SPENT RM	65	
TRAIT	5	REFLEXES	30 +0	REISHI	230 +0					
COMBAT	6	RESILIENCE	45 +0	DEFENSE	80 +0	REIATSU LEVEL	278,000			x100%
RELEASE	1			DAMAGE TIER DIE	d10 +0	RENOUN LEVEL	Remarkable			

TRAITS

NAME	DESCRIPTION
Endure	Activate: None (Passive) Effect: Start each combat thread with +15 Armor.
Indomitable	Effect: After accounting for armor reduction and any other damage negations or reductions, you negate 25% of the total summed up damage of all attacks that would hit you and reduce your HP. (Halve the summed up damage, then halve it again, then round up to the nearest whole number. This reaction is immune to the Minor Effect rule.)
Cleverness	Activate: None (Passive) Effect: You have a passive +15% bonus to inflict a status effect from any source.
Remedy	Effect: Whenever you use a technique that gives a target ally HP, you and the ally gain 50% of the initial amount as bonus HP (rounded up to nearest whole number). For example, if you heal someone for 30 HP, you both gain 15 bonus HP.
Talented	as Strategist's Prepared or Shadow's Honed Senses. You can only use Talented on a technique which hasn't been given an extra use by any other means. Limit: Once per battle.
Efficiency(Racial)	less Reishi Release, Advanced, & Forbidden Techs/Spells cost -3 less Reishi. The minimum cost for any Tech or Spell (whose base cost is not already 0) is 1 Reishi.

ARTIFACT

NAME	DESCRIPTION

CLASS

STARTING		Caster
PERK	DESCRIPTION	
ATTUNED	As a passive effect, your max Reishi is increased by 50, you regain 3 Reishi at the end of your turn, and all non-basic Kido spells cost -5 less Reishi. The minimum cost for any Tech or Spell (whose base cost is not already 0) is 1 Reishi.	
POTENT	Start with Enhanced Byakurai	
SPECIALIZED		Healer
PERK	DESCRIPTION	
TRANSMUTE	your choosing. Each removal costs -5 Reishi (Specials cost -10), but each Status Effect removed grants +10 Accuracy with all attacks and increases the target's Defense by +10 for that turn	
REVITALIZE	of all techniques specifically labeled as a Healing Technique. Also, as a passive effect, on the turn you cast a healing technique/spell that recovers HP, you take 50% less damage from all sources on the following turn. This includes direct and status damage.	

RELEASE

STAGE	SKILL	BONUS	ENHANCEMENTS
FIRST	Focus	+5	REBOUNDING
SECOND		+10	

ATTACK TECHNIQUES

NAME	TYPE	MAJOR EFFECT	MINOR EFFECT
Gae Bolg	Single	Piercing	Wound

DEFENSE/UTILITY TECHNIQUES

NAME	DESCRIPTION
Bleed	attacks (and/or 25% of the total HP damage of advanced/release attacks) this turn is recovered as healing at the beginning of your next turn. HP gained is added before any reductions from a foe's attack damage. This is considered

TECHS & SPELLS

STANDARD	
NAME	DESCRIPTION
REIYOKU ABSORPTION	Effect: As an at-will action, choose two attacks that hit you during your turn. Siphon 3 Reishi from the attacker per damage die rolled on each attack.
BAKUDŌ #33: SŌEIGEKI (BLUE SLEET ATTACK)	Effect: As a bonus action, you have a 40% chance to inflict the Cripple status effect on your target. If Cripple is successful, also inflicts a stack of special status effect Frostbite. Frostbite drains for 5 Reishi per turn and lasts for two more turns after Cripple is removed. The effect: As a bonus action, you can choose to inflict the Wound, Burn, or Poison status for the duration. You must designate which status at the beginning of combat. The max chance to inflict with any effect is 95%.
BAKUDŌ #14: SHIMOKU (PURPLE TREE)	Duration: 5 turns Activate: Bonus Action - Reactive
BAKUDŌ #11: TSUZURI RAIDEN (BOUND LIGHTNING)	Effect: As a bonus action, choose two attacks that hit you during your turn. Deal 3 direct damage back to the attacker per damage die rolled on each attack. This damage bypasses all armor.
BAKUDŌ #44: SEKISHO (BARRIER)	Effect: You gain 30 Armor and are immune to non-special status effects inflicted by attacks. Duration: Until the 30 Armor is gone.
BAKUDŌ #6: KIYOMERU (CLEANSE)	Effect: As a bonus action remove a single stack of one non-special status effect on yourself or an ally.
UTSUSEMI (CICADA SHELL)	Action: Bonus Action - Reactive
GENSHITSU (PHANTOM PAIN)	Effect: As a bonus action, you avoid two non-critical attacks that would have hit you during your turn. You cannot use Phantom Pain on yourself.
BAKUDŌ #7: KEIKATSU (OPENING REVIVAL)	Special Effect: You can spend an extra 5 Reishi to grant a 40% chance to apply the special status Mend to your target. Mend increases total healing from this spell to 60 HP instead of 30.

ADVANCED

NAME	DESCRIPTION
Ginto	GRITZ: You create a dome around your foe of choice. They cannot escape or attack you unless they break the dome. No one can enter it while it's activated and no one can attack the foe within. The dome has 20 HP. The dome can be attacked directly to break it. Cannot be used to protect as a standard action, you make a single attack with 3 dmg dice that deals only the Slashing major effect.
TESSHŌ (IRON PALM)	Special Effect: When using this technique, you may choose to increase its cost by 5 Reishi to add +6 bonus damage. In a maximum of +20 damage added. Activate: Standard Action
HADŌ #33: SŌKATSUI (PALE FIRE CRASH)	Effect: As a standard action, you make a single attack with 3 dmg dice that deals the Charging major effect and Burn minor effect. The max chance to inflict with any effect is 95%. Special Effect: Does bonus damage equal to the highest rolled damage dice against users who

FORBIDDEN

NAME	DESCRIPTION

NOTES

Spirit Badge: +2000 RL per Thread.

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