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Welcome to the Public Vension of the COVIET's system Cheart sheet. This sheet will help you keep track of everything that is going on with the system during combat (or even non-combat.)	
It is strongly recommended you make a COPY of this sheet, rather than use this sheet.	
New versions of the system (and sheets) will be available via the COMETRP Discord, and members will be pinged when they are available.	
This sheet automatically calculates damage and outgoing healing, as well as having quick references for CMs and players allie.	4
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Use the tabs at the bottom of this sheet for references and tracking. If you have multiple events that need tracking, simply make a copy of the COUBAT TRACKER tab below.	4
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Client that this shared as unique to prior group, or twean created by your group and result in your recording your right to use it. Whive released this publicly in good both.	4
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## Stances are considered a Passive Action (PA)

Each player / boss's turn takes 5 seconds in Eorzean time. (So folks aren't moving at the speed of sound when running away / towards something.) Longer distances would take more than 5 seconds, therefore more turns. Adding saving rolls -- When a status effect comes off a boss, and another one is applied, the DM may roll to "save" against it. If over 500, the status is resisted.

DoTs, Regens, ect -- Happen on the effected player's turn

Bad stuff happens before good stuff -- if you shield up before you get hit, you take damage and then get your HP shield, not the other way around. Cooldowns begin after an ability has gone off, or when an effect ends. (Abilities, Buffs, Debuffs, ect.)

DMG+ Is maxed out at +4 from outside sources in all instances unless stated otherwise. Internal self buffs do not factor into this.

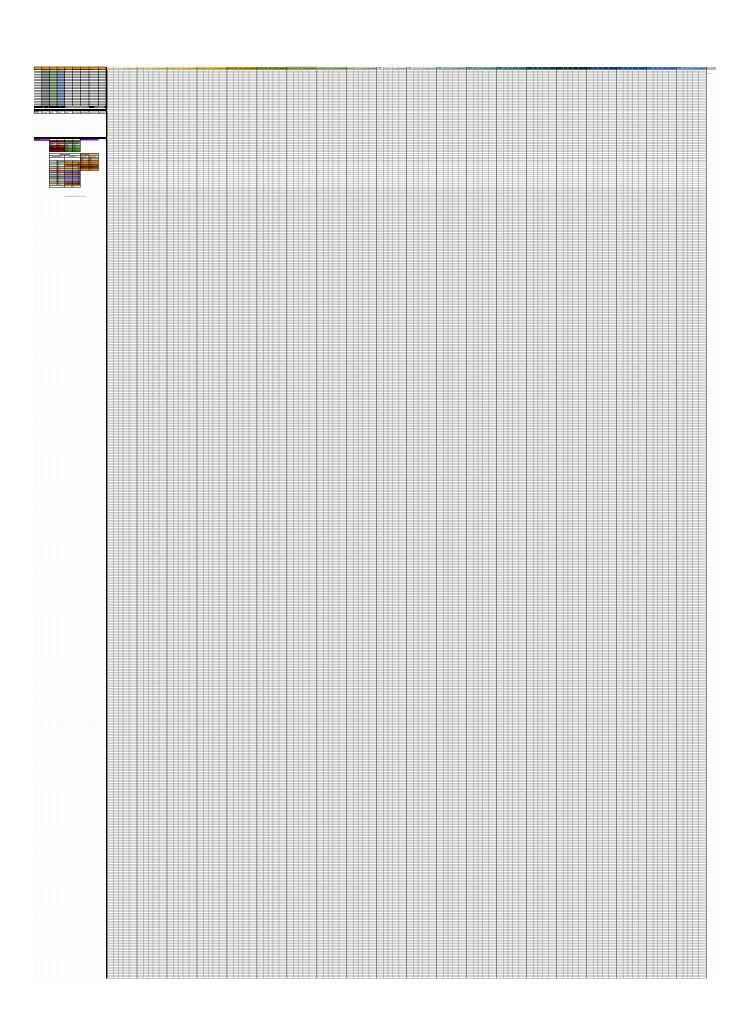
Reflect does not work on AoEs

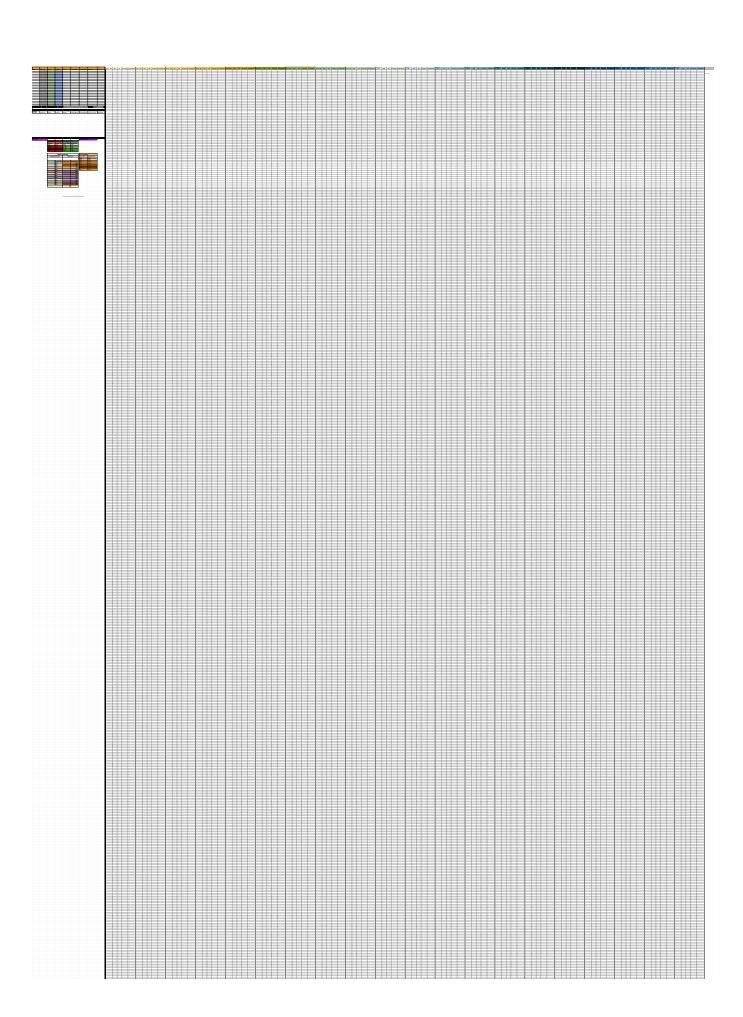
 $\label{eq:maximum amount} \mbox{Maximum amount of damage that any class can do without outside buffs is $\pm 9$. We did the math.}$ 

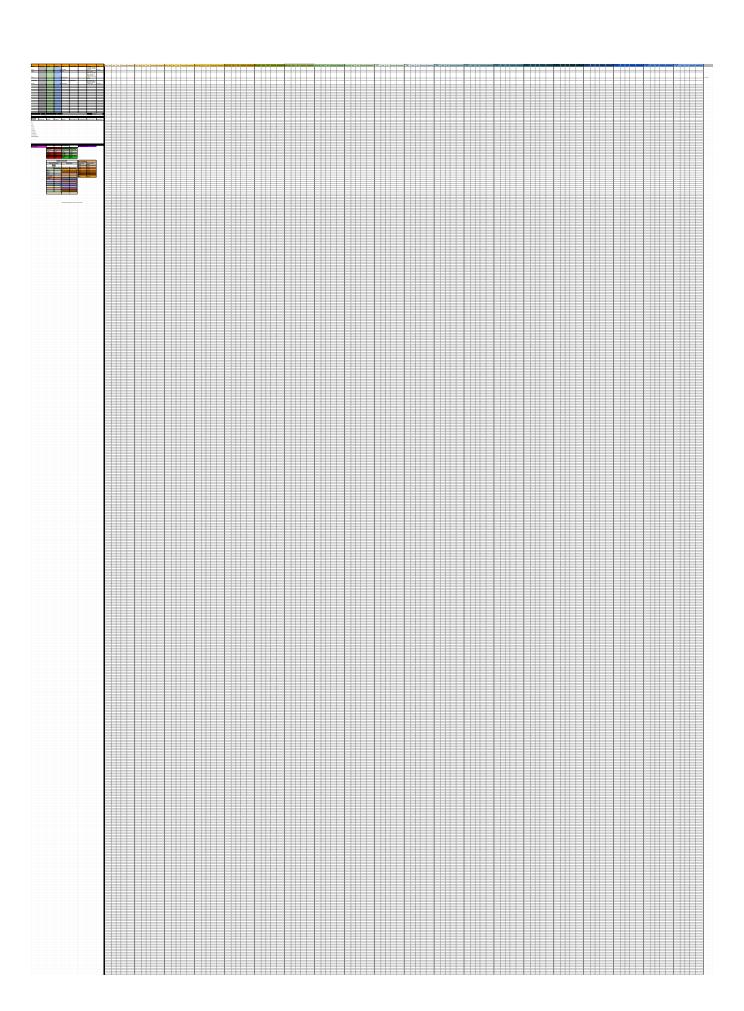
The damage cap for any one player-controlled entity is 15, and cannot exceed 15, with the exception of BOUND JOBS.

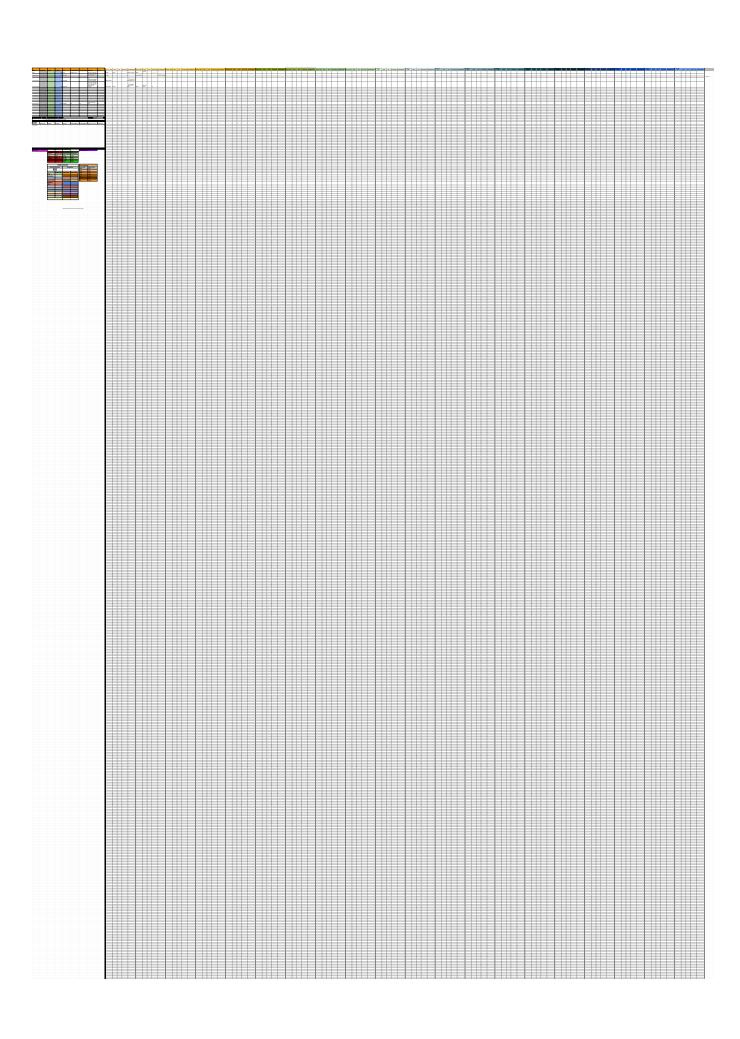
Shi	t you can do on your turn:
Standard Action	A Standard Action (StA) is any Job ability, attack, ect. This takes up your turn.
Reaction	A Reaction (RA) can be used aswell a reaction to an ally or enemy ability, even if it isn't your turn.
Swift Action	A Swift Action (SwA) can be used in-tandem with either a Movement Action, or a Standard Action.
Charge	(StA) Charge up an attack, generating more power the more turns you use this command in a row.
Item	(SwA) Use a Normal or Creation item.
Heal	(StA) Try and recover the HP of yourself or your allies.
Movement Action	Move around the battlefield up to a distance = to 2 IRL seconds. If this takes more than 2 seconds, it will use your turn.
Scan	(StA) Scan for information. Max 3 times per use per enemy.
Flee	(STA) Run from the fight. Enemies may strike at you if you decide to run!

DM's, don't forget that							
Your bosses have RESISTANCE to status effects							
BAD things happen BEFORE GOOD							
If they fuck around, they need to find out							
Legendary Actions Exist on enemies over T6							











		8	Nee	d to find something	? It's as simple as CTRL+	F (or Command+	·F)	<b>&amp;</b>		
		Arcanist		Black Mage			Schol	ar		
Physick (SwA)		Roll to heal a single target.		Umbral Stance		Lustrate (StA / SwA)		therflow lat HP. (May be used as a Sv heals for 4 Flat HP)	ift Action, but only	
Reform (RA)		ge to a single target and heals you for 1 Flat HP. eroll any roll you have just made.	Thunder		xing (Fire) to Fire attacks. (Lightning) to Lightning/Levin	Indomitability (StA)		heals for 4 Flat HP) al all allies for 2 Flat HP.		
iteloilii (los)	150	eror any ron you have just made.	Blizzard	ar Grants Elemental W	ttacks. axing (Ice) to Ice attacks.	Energy Drain (StA)		single target and heal one tar	get for 3 Flat HP.	
		strologian				Sacred Soil (StA)	Up to 5 targets take -1 dan stack	nage from all sources for 3 ro is of Advanced Aetherflow.	unds. Requires two	
0-200 201-300	The Bole The Balance	Ally gets a 2 HP Shield.  Ally's next attack has +2 damage.	Slap	Blue Mage Make an attack that deals -2	damage and generates 1 Action s 0 action points.					
		7		Point. Costs Make an attack that hits up	to 3 targets. If the Raw Roll for					
301-400	The Spear	Ally's next attack has +2 damage and counts as a True Strike.	Bomb Toss		to 3 targets. If the Raw Roll for hit are also inflicted with Daze. Action Points.					
401-500	The Arrow	Ally can make a Basic Attack on their next turn as a Free Action.	Mighty Guard	and immune to damage for instead only reduces dam	une to Negative Status Effects, or 1 turn. If used consecutively, age taken by half for one turn. Action Points.					
501-600	The Ewer	Reduces an ally's CDs by 1.	White Wind	(max 6 HP). Co	ed equal to 1/2 your Current HP osts 4 Action Points.					
601-700	The Spire	Ally has +50 on next roll.	Triple Trident	F	-2 damage each. Costs 4 Action Points.					
701-800	The Lord	Ally gets +3 dmg to next attack.	Bad Breath	Below). Cost	hree targets in a 15 yalm frontal egative Status Effects based on all previous tiers. (See Chart is 4 Action Points.					
801-900 901-950	The Lady The Chariot	Ally gets +3 to next healing on them.  Heals 1 ally to full.	1000 Needles	Inflict up to 15 Flat damage, foes within melee range of yi a single target. ( Bad Breath Chart	spread between any number of ou. Cannot exceed 7 damage on Costs 7 Action Points.		Summo Egi Assi			
950+	The Charlot	Grants all allies haste this turn.	1-200		Poison	Defensive	Wall: The first 2 dams	ge you take each round is	taken by your	
			201-400		Blind	Ranged	Vortex: Your Egi makes	Egi instead. Lasts 3 turns a single target attack that Bleed and Poison if succe	deals no damage	
		Dragoon	401-600	Pa	aralyze	Melee		e to your Egi's next succes		
High Jump (StA)	lake to the skies, beco land, making a	oming untargetable. At the start of your next turn, you single target attack that deals Raw Damage.	601-800		illence		Enhanced Aeth		torget in officer	
Mirage Dive (RA)		Make a single target attack.	801-1000	Co	nfusion	Fester	Make a single target atta by both Bleed an	ick with +1 damage. If the d Poison, deals +2 damag	larget is afflicted e instead.	
Nastrond (StA)		2 damage on up to 5 targets in a 15 yalm line in front of you.				Painflare		n attack on up to 3 targets		
Stardiver (SwA)	Make a True Strike or	up to 5 targets that inflicts Elemental Waxing (Fire) for 3 turns.				Bane	Spread a single Negative to	Status Effect from one ta 3 additional targets.	rget to others, up	
		Sage				Trance of Rites	A single target Basic At	e tack that counts as a True asic Attack, but doing so i the Trance.	Strike. You can nmediately ends	
	Eul	krasia Chart				Trance of Catastrophes	A Basic Attack that hea can make a Basic A	ls all allies for 1 Flat HP if tack that heals all allies fo	successful. You r 2 Flat HP if	
							Egi Enki		ds the Trance.	
Basic Attack -> Eukrasian Dosis	Make a single target Bas 1 damage per turn and la you have	ic Attack that applies Dosis (an Unaspected DoT that deals asts 3 turns). Whenever this DoT deals damage, the target marked with Kardion is healed for 1 Flat HP.		Dancer		Enkindle Element	Enkindle Element Enkindle Effect  Your Egi makes an attack on up to three targets that deals no damage but applies Elemental Waxnig (Fire) if successful.			
Basic Heal -> Eukrasian Prognosis	Make a single target B	Basic Heal with +100 to the roll and the target gains a 2 HP Shield.	Dance Partner			Earth				
Kardia -> Soteria	You gain 3 stacks of removed an	Soteria. Whenever you trigger Kardion, one stack is d the target is healed for an extra 1 Flat HP.	1-400	79		Wind	Your Egi deals 1 Flat damage to 3 targets, then pull them towards you or pushes them away from you (they move for 2 seconds in the chosen direction).			
Haima -> Panhaima	lasts 3 turns, When	ain a 1 HP Shield and 2 stacks of Haimatinon, which ever this ally does not have a Shield, one stack of	401-800	401-800 Ally gains +100 to all rolls.  801-950 Ally gains +150 to all rolls.		Water Your Egi applies Regen on up to 3 targets.  Lightning Your Egi makes an attack on up to three targets that deals no				
	Haimatinon is consi duration of Haimatinor equal to the numb	umed and they gain a new 1 HP Shield. When the nends, the ally affected by it is healed for an amount ber of stacks of Haimatinon that remain on them.	951-1000		+200 to all rolls.	damage but applies Elemental Waxing (Lightning) if successful.  Your Egi makes an attack on up to three targets that deals no damage but applies Bind if successful.				
						Dark		tack on up to three targets ut applies Blind if success		
	So	Bard ngs (SwA)		Mammeteer Mammet Passives	s	Light Unaspected		ies Stoneskin on up to 3 to target attack with +2 Una		
Mage's Ballad Army's Peon	All	All allies get +50 to all MP rolls. allies get +50 to all STR/DEX rolls.	King Bishop	You and your Ma You and your Mam	ammet gain +100 HC. met have +1 to healing.			Beastmaster		
Wanderer's Minuet	Grants 1 sta	ick of "Requiem" per turn this song is sung.	Queen		nmet deal +1 damage.			s Bounty (Pick Two)		
Foe Requiem	your turns, you lose or "Requiem	healing and deal +1 damage. At the end of each of ne stack of "Requiem". If you have no more stacks of ", automatically switch to another Song.	King	Command (SwA)	houlder to Shoulder action.	Beast Type	Bravery, Faith, Libra, Sto	neskin, Shell, Protect, Has	te, Inspired	Misc Mod
Mage's Ballad		Grants +1 to all magic damage.	Bishop	<del> </del>	eal one target.	Small	2 points	3	50	Your attacks and heals +50
Army's Peon	G	Frants +1 to all physical damage.	Queen	Single target att	ack with +2 damage.	Medium	3 points	5	100	Your attacks +100
Wanderer's Minuet		nts 1 additional stack per turn sung.		Grace (RA)		Large	4 points	7	150	Your HC +100
Foe Requiem		Extends duration by one turn.	King Bishop		nder - Blink action. et and heal them for 2 Flat HP.	Epic Beast Type	5 points	10 Untamed Spirit Eff	200	All your rolls +100
	G	eomancer	Queen		nalty to roll, up to 3 targets	Small		ponent, causing their next	attack against you	
0-200		Volcanic Inferno (Fire)		Decree (StA)	immune to damage for 2 turns.	Medium		target, also lowers their H turn.		
201-400		Icy Tundra (Ice)  Levin Plains (Lightning)	King	Reduces damage taken	by -1 and increases healing vo targets for three turns.	Large Epic		ative Status Effect on up to		
501-600		Windy Meadows (Wind)	Queen		by you and your Mammet that True Strikes instead.	Beast Type	Chart). Yo	u may split the damage ac	ious manipie targel	
601-700		Arid Desert (Earth)	Queen	would miss are	True Strikes instead.	Small		Deals +1 damage & 4 Sta	tus Effects	
701-800 801-900		Swampy Deluge (Water) White Auracite Sea (Light)		Transfigurist		Medium Large	Medium Deals +2 damage & 3 Status Effects			
901-949		Black Auracite Sea (Dark)	Form	Raze (StA)	Restore (SwA)	Large Deals +3 damage & 2 Status Effects  Epic Deals +5 damage & 1 Status Effect				
950+	Blessing of the Ea	rth (All allies gains +100 HC and +1 damage and healing)	Attacker (MP/STR/DEX)	Make a Basic Attack with +2 damage.	Roll to heal yourself and cleanse one Negative Status Effect you have. Roll to heal a target and give	Beast Type Beast Negative Status Effects:				
			Defender (DEF/EVA)	Provoke a single target	Roll to heal a target and give them Regen.	Beastkin	Flemental Waying (W	Bleed, Daze, Knocki		faxing (Wind)
	Ri	une Knight				Cloudkin	Elemental Practing (We	iter), Elemental Waning (V Elemental Waning (Wind	, Confuse	eng (Finito),
Enchant Rune	Deal Fire C	Effect Damage & Inflict Elemental Waning (Fire).		Thief Pilfer T0-T5		Scalekin Seedkin		Burn, Bleed, Knocks Poison, Sleep, Bleed, (		
Ice: Gelus	Deal Ice E	Damage & Inflict Elemental Waning (Ice).	0-100	Weak Vigor Potion ([SwA]	2 Flat HP heal on any target.)	Vilekin		Poison, Bleed, Para	lyze	
ightning: Sulpor Wind: Flabra		mage & Inflict Elemental Waning (Lightning). Damage & Inflict Elemental Waning (Wind).	101-150 151-250	Throwing Dagger ([SwA]	u gain 1 Commendation) Make a ranged DEX attack.)	Wavekin Chimera	Elemental Waxing	(Water), Elemental Wanir All Available to Oth		e, Silencé
Earth: Tellus		Damage & Inflict Elemental Waning (Earth).	251-350	Antidote ([SwA] Cleanse 1 I	Negative Status Effect from any arget.)	Dragon		All Available to Oth	ers	
Water: Unda Light: Lux		Damage & Inflict Elemental Waning (Water).	351-450 451-500	Chunk of Armor (You gain Failed attempt to steal enem	+25 to your HC for two rounds) ny weapon (Enemy disarmed for 00 to their attacks)		Chemi			
Light: Lux Dark: Tenebrae		Damage & Inflict Elemental Waning (Light).  Damage & Inflict Elemental Waning (Dark).	451-500 501-650		00 to their attacks) 1 damage to your next attack)	Roll		ve Effect	Positive Effect	
Unaspected: Rayke		Damage & Inflict Elemental Waning (Unaspected).	651-750		utomatically Scan the target)	0-200		ind	Bravery, Faith, or Libra	
			751-850	Smoke Bomb ([SwA] Infli	icts up to 5 targets with Blind, croll but does no damage, +200	201-400	Addle, Silenc		2 HP Shield	

Riftcaller						
Contract Summon Type Summon Passive						
Melee	For the next two turns, every attack you make, your Minion makes an attack with a +50 to hit. These attacks can copy your attack's elemental sspect. Pact effect: Your first successful attack each round causes your Minion to attack an additional time.					
Defensive	For the next two turns, you gain +50 HC. If an attack misses you, your Minion attacks back at a +0 to hit. Pact effect: The first time you are attacked each round, your Minion will counter with a True Strike.					
Ranged	For the next two turns, your Minion locks onto an ally and rolls to heal them at the end of your turn with no bonuses. They cannot change targets until resummoned. Pact effect: The first time you heal a single target each round, your Minion also rolls to heal them.					

0.100	
0-100	Weak Vigor Potion ([SwA] 2 Flat HP heal on any target.)
101-150	Pouch of coins (You gain 1 Commendation)
151-250	Throwing Dagger ([SwA] Make a ranged DEX attack.)
251-350	Antidote ([SwA] Cleanse 1 Negative Status Effect from any target.)
351-450	Chunk of Armor (You gain +25 to your HC for two rounds)
451-500	Failed attempt to steal enemy weapon (Enemy disarmed for one round, -100 to their attacks)
501-650	Strength Tonic (You gain +1 damage to your next attack)
651-750	Written Battle Tactics (Automatically Scan the target)
751-850	Smoke Bomb ([SwA] Inflicts up to 5 targets with Blind, requires a successful attack roll but does no damage, +200 to your next Hide roll.)
851-950	Fine Alcohol (You gain a +50 bonus to STR/DEX, but -50 to your HC for three rounds)
951+	Weapon Steal (Enemy disarmed (-100 to their attacks), +100 to your offensive rolls when using the weapon, enemy may steal back their weapon on a successful attack roll against you.)
	Pilfer T6+
0-100	Vigor Pollon ([SwA] 3 Flat HP heal + Regen on any target.)
101-150	Hefty Coin Pouch (You gain 2 Commendations)

Chemist									
Roll	Negative Effect	Positive Effect							
0-200	Bind	Bravery, Faith, or Libra							
201-400	Addle, Silence, or Paralysis	2 HP Shield							
401-500	Poison or Bleed	Vanish or Reflect							
501-600	Slow	Inspired							
601-700	Knockdown	Hidden							
701-800	Disable	Grant ally 2 extra secs movement next turn							
801-900	(+1 elemental, non-Unaspected damage taken (3 tums)	Stoneskin							

Pets and Summons (Arcanist, Summoner, Mammeteer)			
Pet Role	нс	HP	Bonuses
Melee	300	10	STR +50
Ranged	250	8	DEX or MP +100
Defensive	400	12	ATK -50

Green Mage				
Buffs		Debuffs		
Bravery [3]	Grants one target +100 to STR rolls	50% chance to hit (Odd number hit, even miss)		
Faith [3]	Grants one target +100 to MP rolls	Bind [3]	Target cannot move	
Haste [1](3 CD)	Allows for two actions in a single turn.	Confusion [3]	50% chance to attack ally, or foe (Odd Foe, Even Ally)	
2 HP Shield [3]	Target gains a 2 HP Shield. [5]	Curse [3]	Prevents LIMIT BREAKS	
Inspired [3]	Inspired by ally, +2 damage.	Disable [1] (6 CD)	Cuts target's HC in half.	
Reflect [1][6 CD]	Bounces attacks back at the caster for one turn	Frenzy [3]	Gain +100 to ATK rolls, 50% hit ally or foe	
Regen [3]	Heals +1 HP per round.	Oil [3]	+2 to Fire DMG taken	
Stoneskin [3]	Clears 1 status effect on party, prevents more.	Paralyze [3]	Prevents STR Attacks	
Vanish [1][6 CD]	Negates attacks for 1 round.	Silence [3]	Prevents MP Attacks	
Protect [3]	Take 1 less damage from physical attacks	Sleep [3]	Sleeps target, wake upon being struck100 HC	
Shell [3]	Take 1 less damage from magical attacks.	Sap [NPC] [3]	Prevents healing for 3 rounds.	
Neutral Status Effects				
Hidden	Untargetable,opposed INV every turn,fall unshrouded.			
Spread	Spread 1 status effect amongst 3 targets			

Reaper		
	Avatar Abilities:	
Guillotine	Make a Basic Attack with +1 damage. Uses 1 Voidtouched Stack.	
Gibbet	Until the start of your next turn, you take -1 damage from all sources. Uses 1 Voidtouched Stack.	
Gluttony	Make a Basic Attack with -1 damage. You are healed equal to half the damage it deals. Uses 2 Voidtouched Stacks.	
Enshroud Abilities:		
Unviled Guillotine	Make two Basic Attacks with +1 damage. Uses 2 Voidtouched Stack.	
Unveiled Gibbet	Until the start of your next turn, attacks against you deal half the damage, rounded down. Uses 3 Voidtouched Stack.	
Unviled Gluttony	Make a Basic Attack that heals you equal to the damage dealt. If successful, the target is also afflicted with Elemental Waxing (Dark). Uses 2 Voldtouched Stacks	

Machinist			
Gadget	Gadget Effect	Tinker Effect	
Targeting Goggles	+50 to Attack rolls	Your next attack this turn counts as a True Strike.	
Reactive Armor	+50 to HC	Become untargettable for the next attack made against you this turn.	
Experimental Compounds	+1 to healing received	Roll to heal yourself.	
Gel Packs	-1 damage taken	Create a 3 HP Shield upon yourself.	

Samurai		
Sen and Ability	Effect	
1: Higanbana	Make a single target attack. If successful, the target is inflicted with the effect "Higanbana" - Suffer 1 damage every turn for 6 turns.	
2: Hissatsu: Shinten	Make two single target Basic Attacks with +1 damage.	
3-4: Tenka Goken	Make an attack with +2 damage on up to 3 (if 3 Sen is spent) or 5 (if 4 Sen is spent) targets.	
5: Midare Setsugekka	Make a single target attack with +5 damage.	

151-250	Leystone Grenade ([SwA] Make a DEX+MP attack on up to 5 targets.)
251-350	Reflex Booster (You gain a +50 bonus to your DEX and HC for two rounds.)
351-450	Pouch of Coated Daggers ([SwA] Your next successful attack inflicts Paralyze or Addle.)
451-550	Written Battle Tactics (Automatically Scan the target)
551-650	Pouch of Mysterious White Powder ([SwA] Inflicts one target with Frenzy and Bravery.)
651 - 750	Vial of Vile Liquid ([SwA] Inflicts one target with Poison and Sap for two rounds, requires a successful attack roll but deals no damage.
751 - 850	Unknown Script (Adds +100 to any target's next attack roll)
851 - 950	Enhanced Strength Tonic (You gain +1 damage for three rounds)
951+	Ethereal Key (???) Can only be received once.

Hour	Active	Passive
Halone: 1st Hour	Driven by the Fury, gain +1 to damage and +100 to attack rolls.	Make two True Strikes, or make an ally's next two attacks count as True Strikes.
Menphina: 2nd hour	Cared by the Lover, attacks against you are at -100.	Afflict up to two targets with Slow and reduce their HC and bonus to hit by 100 for one turn.
Thaliak: 3rd Hour	Taught by the Scholar, gain +150 to MP.	Grant up to two targets the effect "Foresight" - you automatically dodge/block the next attack made against you.
Nymeia: 4th Hour	Garbed by the Spinner, gain +150 to HC.	Reverse up to two target's HP to the HP value they had at the start of their last turn.
Lymlaen: 5th Hour	Guided by the Navigator, gain an additional second of movement.	Warp space around two allies, switching their positions and increasing their next attack or heal by +200 and any damage or healing by +2.
Oschon: 6th Hour	Freed by the Wanderer, at start or end of this turn, reduce all your CDs by one turn.	Grant up to two targets the effect "Float" - You move just above the ground, increasing your movement by one second and HC by +100 for 3 turns.
Byregot: 7th Hour	Forged by the Builder, educe damage taken by 1.	Grant up to two targets Haste.
Rhalgr: 8th Hour	Powered by the Destroyer, gain +150 to STR.	Crush an enemy with gravity, make a STR + MP attack with +4 damage if the target is above 50% HP, or +2 otherwise.
Azeyma: 9th Hour	Balanced by the Warden, gain +100 to your rolls.	Summon a specter of an ally to make two single target Basic Attacks or Basic Heals using their stats.
Nald Thal: 18th Hour	Paid by the Traders, automatically damage an enemy equal to half the damage they deal to you.	Inflict an enemy with Countdown for 3 turns, a 3 damage DoT status effect that does 1 additional damage for each turn it is active.
Nophica: 11th Hour	Tended by the Matron, gain +1 to healing and +100 to healing rolls.	Grant one target the effect Undo for 3 turns, a Regen-like status effect that does 1 more healing for each turn it is active and starts by healing 3 HP.
Althyk: 12th Hour	Seasoned by the Keeper, the next ability used this turn has no CD (Does not work	Select an ally to repeat the StA + SwA from their last turn, using the same rolls and

901-949	Winded	Grant ally 1 extra SwA next turn
950+	Haste (all allies)	

Gambler / Corsair			
Take A Chance Chart			
0-100	That's Not Good	Applies Haste to all enemies	
101-200	Mysidian Rabbit	Until the end of your next turn, when anyone (allies and enemies) fails to hit with an attack roll the Mysidian Rabbit deals 2 Flat damage to them. For AoE attack rolls, every target it fails to hit activates this effect.	
201-300	3 Card Monte	Pick 2 allies. They may each make one Basic Attack immediately.	
301-400	Prismatic Flash	All allies and enemies suffer -150 to their rolls for one round.	
401-500	Chocobo Stampede	If even, all enemies take 4 Flat damage. If odd, all allies take 4 Flat damage.	
501-600	Joker's Death	You are immediately reduced to -3 HP.	
601-700	Loaded Dice	The next time you use your Luck Points to aid an ally, you may spend them as though you had extra Luck Points equal to half the last number in the roll that triggered this effect, rounded up.	
701-800	Joker's Doom	You gain Inspired, Shell, Protect, and Stoneskin, but also a two turn Doom that cannot be cleansed or removed.	
801-900	Royal Flush	Immediately make another Take a Chance roll. If you get Royal Flush again, you may immediately make 3 single target attacks that deal Raw Damage.	
901-949	Lucky Break	Applies Regen and a 1 HP Shield to everyone on the field (including enemies).	
950	Jackpot!	Applies Haste to all allies & deals 3 Flat damage to all opponents on the field.	

Elementalist			
Element	Bolt	Burst	
Lightning	Discharge: Make a single target Lightning- aspected attack and inflict Daze if successful.	Thunderclap: Make a Lightning-aspected attack on up to three enemies and inflict Paralyze if successful.	
Fire	Fire Whip: Make a single target Fire-aspected attack and inflict Elemental Waxing (Fire) if successful.	White Flame: Up to three targets take 1 Flat Fire-aspected damage, but are healed for 3 Flat HP at the start of their next two turns.	
Earth	Earth Heal: Roll to heal a single target and grant them Stoneskin.	Heavy Dust: Make an Earth-aspected attack on up to three enemies and inflict Bind if successful.	
Ice	Ice Knife: Make a single target loe-aspected attack and inflict Disable if successful.	Glaciate: Make an Ice-aspected attack on up to three enemies and inflict Silence if successful.	
Water	Sliprain: Make a single target Water-aspected attack and inflict Sleep if successful.	Downpour: Make a Water-aspected attack on up to three enemies and inflict Elemental Waxing (Water) if successful.	
Wind	Shining Air: Make a single target Wind- aspected attack and inflict Blind if successful.	Miasmic Wind: Make a Wind-aspected attack on up to three enemies and inflict Poison if successful.	

Ninja				
Sign	Ability	Ninjutsu Effect	Taijutsu	Taijutsu Effect
Ten, Chi, Or Jin	Fuma Shuriken	Make a single target True Strike.	N/A	N/A
Ten/Jin → Chi	Raiton	Make a single target Lighting- aspected attack with +2 damage.	Fleeting Raiju	Close the distance between you and a target, making a single target Levin-aspected attack with +1 damage on them.
Chi/Jen -> Ten	Katon	Make an Fire-aspected attack with +1 damage on up to 5 targets.	Hellfrog Medium	Make a Fire-aspected attack on up to 5 targets that inflicts Elemental Waxing (Fire) if successful.
Chl/Ten -> Jin	Hyoton	Make a single target lce-aspected attack with +1 damage that inflicts Slow if successful.	Hyosho Ranryu	A single target takes 2 Flat Ice-aspected damage and is inflicted with Elemental Waxing (Ice).
Ten/Jin -> Ten/Jin -> Chi	Doton	Make an attack on up to 5 targets in melee range that inflicts Elemental Waxing (Earth) if successful.	Hollow Nozuchi	When Doton's Elemental Waxing (Earth) effect ticks, enemies afflicted have -50 to attack rolls for one round.
Chi/Jin -> Chi/Jin -> Ten	Huton	Grant yourself Haste and +50 to hit on your next turn.	Phantom Kamaitachi	Extend your +50 to 2 turns instead of 1.
Chi/Ten -> Chi/Ten -> Jin	Suiton	Make a single target Water- aspected attack and grant yourself Hidden if successful.	Dream Within A Dream	Grant yourself Haste and +50 to hit on your next turn.

Monk Spiritual Fist:			
Chakra Combo Ability Name		Effect	
3 Chakra: 1 Type	Elixir Field	Make a True Strike on up to 5 targets in melee range. Grants 1 Lunar Chakra.	
3 Chakra: 2 Types	Celestial Revelation	Make a single target True Strike with +1 damage. Grants either 1 Solar or Lunar Chakra (your choice).	
3 Chakra: 3 Types	Rising Pheonix	Make a single target attack that deals Raw Damage. Grants Solar Chakra	
5 Chakra: 5 Types	Phantom Rush	Make three single target True Strikes.	

Aether Manipulator					
Redirection Effects:					
Number	Effect				
1	You move one target to a spot within 2 seconds of movement of their current location.				
2	You may redirect a single attack in a single designated direction in a straight line with a width of 2 yalms and a length of 10 yalms. Attacks directed in this fashion will hit whatever targets are in the line. This line must be pointed at a target it can hit, and it cannot be the one making the attack.				
3	You may switch your position with that of another ally. The next time that ally would take damage from an attack, you take the damage instead.				
	Tarrach				

	White Mage	
Lily Cost	Ability Name	Effect
1 Lily	Afflatus Solace (StA)	Make a single target Basic Heal and roll with Advantage.
2 Lilies	Afflatus Rapture (StA)	Spread 8 HP worth of healing among 3 targets. Each target must be healed for at least 1 HP in this way.
3 Lilies	Afflatus Misery (StA)	Deal 8 Raw Damage to a single target.

Support	Allies standing on this Tarrach take -1 damage from all sources.  The first time they take damage while standing on this Tarrach, they are healed for 2 Flat HP.	
Move	Alles standing on the Tarrach take -1 damage from all sources. The first time they take damage with standing on this Tarrach, they are healed for 2 Flat HP. Pick a direction as you place this Tarrach. Any target that stands or or moves ower this Tarrach is forced to move for one second in the chosen direction. This effect only works once on each target.	

Type Effect
Allies standing on this Tarrach take -1 damage from all sources.















Attack Damage	[STR/DEX/MP - Hit Class]	Healing Potency [W/ Ap	propriate Stat]	Conscious	ness [K/O]
1-200	-1 HP	1-200	+1 HP	о нр	Injury + Winded
201-600	-2 HP	201-600	+2 HP	-3 HP	Disabled/Knockout
601-800	-3 HP	601-800	+3 HP	-5 HP	Severe Injury
801-1000	-4 HP	801-1000	+4 HP	-7 HP	Removed from Scene
1000+	-5 HP	1000+	+5 HP	Winded [5]	- 100 to all rolls

Stalwart Barrier [Tanks]	(Reaction) Shields allies from a single instance of DMG
Miracle Weapon	ATK roll of 4+ raw damage. SINGLE target
Forbidden Chant	ATK roll of 4+ raw damage to up to 5 enemies.
Touch of Life [Healers]	(Reaction) Grants all allies +3 HP, revives KO'd allies to +1, removes 1 status effect.

ULTIMATE BARRIER [2]	(Reaction) Complete immunity for the entire party to both damage and status effects for 2 turns.
ULTIMATE MIRACLE	(Reaction) Grants all allies +9 HP, revives KO'd allies to +3 HP, removes all negative status effects.
ULTIMATE ATTACK	Each party member above -3 HP executes 1 attack on enemy for 4 DMG, enemies beneath T3 = auto-KO'd.

	Positive Status Effects:		Negative Status Effects:
Bravery [3]	Grants one target +100 to STR rolls	Addle [3]	Prevents DEX rolls.
Dedication (PA)	Decreases the amount needed to roll a Limit Break from 950 to 900	Bar(?) [Barfire, BarAero, ect]	Prevents the casting of abilities, status effects, or elements.
Faith [3]	Grants one target +100 to MP rolls	Bind [3]	Target cannot move
Haste [1](3 CD)	Allows for two standard actions in a single turn.	Bleed [3]	Deals 1 DMG per round (Unaspected), Can Stack up to 3 times.
Hidden	You are untargetable, but enemies will INV check every turn. If you fail your check, you become unshrouded.	Blind [3]	50% chance to hit (Even number hit, odd miss)
Inspired [3]	Inspired by ally, +2 damage.	Confusion [3]	Whenever you attack an enemy or heal an ally, make an END roll, if you roll under 900, then your atack will be used on the you inseed to and you heal will be used on he enemy closest to you instead.
Multi-target	Up to 5 targets, -50 per added target, -100 per added target if healing.	Curse [3]	Prevents LIMIT BREAKS
Nul(?) [Nulfire, Nulaero, ect]	Grants immunity to a type of damage or status effect.	Daze [1]	Cannot use standard actions.
Protect [3]	Take 1 less damage from physical attacks	Disable [1] (6 CD)	Cuts target's HC in half.
Regen [3]	Heals 1 HP per round.	Elemental Affliction[3]	The chosen element deals DoT (Damage Over Time).
Reflect [1][6 CD]	Bounces attacks back at the caster for one turn	Elemental Weakness[3]	Gives a weakness of an element onto a target. Damage of the afflicted element deals an additional +1 damage on top of its usual damage.
Shell [3]	Take 1 less damage from magical attacks.	Frenzy [3]	Gain +2 damage but -100 to affack rolls. For the duration, you may only use your StA, SWA, and RA to either affappt to deal damage or enhance your own damage. (You canded to a clions to heal, offend, etc., occloses to heal,
Shield [3]	Grants temporary Hit Point Shield	Knockdown	Knocks to ground, 1 turn to return to feet [6]
Spread	Spread a single status effect to 3 targets.	Oil [3]	Take +2 DMG from Fire-aspected attacks.
Stoneskin [3]	Clear 1 status negative affect from the target and prevent the next applied.	Paralyze [3]	Prevents STR rolls
Trance [3]	(Special) +4 damage.	Poison [3]	Deals 1 DMG per round (Unaspected).
Vanish [1]	You temporarily cease to exist. You are immune to everything, cannot be targetted or affected by anything, and cannot act until your next turn.	Silence [3]	Prevents MP rolls.
Libra [3]	Increases DEX rolls by +100	Sleep [3]	Sleeps target, wake upon being struck100 HC
	NPC Status Effects:	Unshrouded [6]	Recently spotted, -400 rolls to stealth again
Break [NPC] [X]	Petrification after timer reaches 0	Winded [5]	- 100 to all rolls
Disease [NPC] [3]	Max HP reduced to 4.		
Doom [NPC] [X]	Reduced to -1 HP after timer reaches 0. Cannot be removed normally, but cleansing effects raise the timer by 1.		
Fear [NPC] [3]	Target cannot move or act		
Mini [NPC] [3]	Halves all rolls, shrinks target.		
Reverse [NPC][2]	Reverses status effects. [7]		
Sap [NPC] [3]	Prevents healing for 3 rounds.		
Slow [NPC] [CD3]	Your movement is halved, and you cannot use SwA or RA for 1 round.		
Stop [NPC] [CD3]	Prevent all actions for a turn.		

Original Character Sheet by: Emeric Moreaux
GM notes, player roll sheets, and CONSTANT edits by Joyful Song of COMET [Mateus]
Idea for SCAN ability / fixing Limit breaks Doctor "JoJo" Weary
Restructured Combat System Louinaut Lafayette
Original breaker of systems so we can hotfix things Chiaki Okada
6.0.0 Rework of the Sheet/Damage Calculator by Davian Vrost
Public Version of System + Sheet generated by Joyful Song



	Enduran				Strength(STR)		Defe	nse/Evasion (DEF/EVA)
General Perks	Recover	(RA): Make an END roll. If it is 700+ you may cleanse a single Negative Status Effect from yourself.	General Perks	Tougher Stuff	(SwA): Make a STR roll. If it is 700+, you may cleanse a Negative Status Effect from yourself. [6 turn CD]	General Perks	Inner Guard	Every Tier, your Hit Class (HC) increases according to archetype.
	Defense Up	(PA): You take -1 damage from the first attack made against you each round.		Target	(PA): Whenever you make a (not specifically "single target") STR-based Basic Attack or Basic Heal, you may choose up to 5 targets before rolling. Once the damage or healing is determined by the roll, you must split the damage or healing among all chosen targets as evenly as possible. Initial damage is rolled against only a single targets HC, but you cannot apply damage split this way to a chosen target if your roll did not surpass ther HC.		Defend	(SIA): You gain +100 HC and take -1 damage from all sources until the start of your next turn.
	Rampart	(SwA): You gain a shield with HP equal to your END Tier which lasts for 1 round. [5 Turn CD]		Resistance Mastery	(PA): You gain an extra +100 to your Tougher Stuff rolls.	Defender Perks	Provoke	(SIA): All enemies within melee range of you must target only you with their next action or face a -100 modifier to rolls for each tier of DEF/EVA you have. This is not a status effect and does not require a roll to apply. [4 turn CD]
	Still Standing	(PA): When you are reduced to half your HP, gain +1 to the next heal that is cast upon you and receive -1 damage from the nest attack made against you. [5 turn CD]	Defender Perks	Defensive Training	(PA): When you use the Defend ability, it grants you an extra +50 HC.		Shoulder to Shoulder:	(SwA): Link yourself to an ally with less Max HP or HC than you, taking half of all damage directed at them. If both their Max HP and HC are less than yours, the damage you take on their behalf is reduced by -1. Lasts 2 turns. [5 turn CD]
	Resilient Soul	(PA): Your body can withstand the fiercest punishments, granting you Max HP beyond what any other Archetype offers.		Heavyweight	(SwA): You gain the effect "Heavy", reducing your movement speed by 1 second per turn but granting you immunity to Slow, Bind, Knockdown, and any knockback effects and increasing your HC by 50 for 2 turns. [5 turn CD]		Guardian's Gift	(PA) If you would gain HC greater than the HC cap allows (650 HC), you may "give" any excess HC you would gain to an ally within melee range of you. The HC given this way lasts only one round.
Assailant Perks	Accuracy Up	(PA): Your first Basic Attack each round gains +50 to hit.		Bulwark	(SIA): On either this turn or your next, you lose your Movement Action. You use the Defend action, and until the end of your next turn whenever an ally in melee range of you is attacked you can take up to 2 damage from that attack in their stead. Damage taken on behalf of allies in this way cannot be reduced. [4 turn CD].		Defender's Blink	(RA): Dive between an ally and incomming damage and make a Raw Roll. If the roll is 700+, negate the damage. Otherwise, take the damage intended for them. [7 turn CD].
	Bloodbath	(SwA): For the next 2 turns, heal yourself for 1 Flat HP on each successful attack you make. [5 turn CD]		Perpetual Protect	(PA): You permanently gain the Positive STatus Effect "Protect". If you would be granted Protect by some other ability, item, or effect, you may give an ally within melee range of you Protect Instead.		Stoic Heart	(PA): Given your stalwart fortitude your hit class exceeds that capable by others at 600 HC.
	Relentless	(PA): On your turn, when you would otherwise be unable to act due to an ability or status effect (like Fear) you may choose to make a Basic Atlack on a single target. (Does not affect Silence,		Immovable Fortress	(PA): You may use the Defend, Tougher Stuff, Heavyweight, or Bulwark abilities by giving up your Movement Action on your turn (cooldowns still apply).	Assailant Perks	Best Defense	(PA): Whenever you use the Defend ability, you also use
	Revenge	Paralyze, or Addle).  (PA): When an enemy does 4 or more damage to you in one round, your next attack against that enemy counts as a True Strike with +1 damage.	Assailant Perks	Focused	(PA): When you use the Concentrate ability, instead of gaining +1 damage, you gain +1 damage and +50 to hit on your next attack. If your STR is Tier 5, this increases to +1 damage and +100 to hit.		Good Offense	the Concentrate ability at the same time.  (Ski): Make a single target Basic Attack with up to +500 to hit. For every +100 added to this attack's roll, you lose 100 HC until the start of your next turn. You cannot spend more HC than you have in this way. [4 turn CD]
Healer Perks	Healing Up	(PA): Your first heal each round gains +1 healing. (SwA): On your next heal, gain a +X		Leg Sweep	(MA): Make a single target melee Basic Attack. If your STR Tier is 1 or 2, this attack cannot deal more than 1 damage. If your STR Tier is 3 or 4, this attack cannot deal more than 2 damage. If your STR Tier is 5, this attack cannot deal more than 3 damage. [3 turn CD]		Reversal	(SwA): Use the Defend ability. If you are successfully attacked before the start of your next turn, your next attack against the attacker will gain +100 to hit. [OPC] (RA): Move between an ally and incomming damage,
	Prolong	(Swn, J. Orly volin et in early gain a YA bonus to healing where X is half the amount of your last heal. [4 turn CD] (PA): On your turn, when you would otherwise be unable to act due to an ability or status effect (like Fear) you may choose to make a Basic Heal on a single		Empowered Blow	(SIA): Make a single target melee Basic Attack with +1 damage. If this tattck gains a bonus from the Concentrate ability, it gains an additional +1 damage and counts as a True Strike. [5 turn CD]		Assailant's Blink	(RA): Move between an any and incomming damage, taking whatever damage they would have taken in their stead. You gain a damage bonus to your next attack equal to the damage that ally would have taken (up to +3). [OPC]
	Surecast	target. (Does not affect Silence, Paralyze, or Addle). (SwA): Sacrifice your own HP in increments of 1 to add +1 to your next heal, capping at 6 HP spent/+6 to heal. Your next heal cannot target yourself. The target(s) of this heal also have their		Double-Down	(PA): Activate at the start of any of your turns. Use the Concentrate ability without using an action. [OPC]		Bend and Break	(MA): You take 1/2 damage from the next successful attack made against you and then immediately make an attack that deals Raw Damage against the attacks. [6 turn CD]
Support Perks	Relinquish	Max HP increased by 2 for 3 rounds. [4 turn CD]  (PA): Whenever you use the Help ability you may use it on two targets instead of		Fury Forged	(PA): You may use the Concentrate ability as a Reaction or by giving up your Movement Action on your turn, and			
		one.  (SwA): The target of this ability (cannot be yourself) receives an extra +X HP the next time they are healed by another target (cannot be yourself). [3 turn CD] If your END Tier is 1 or 2, X=2. If your END Tier is 3 or 4, X=3. If your END Tier is 3 or 4, X=5.			you may use the Concentrate ability without using an action at the end of any turn in which you dealt damage.			
	Preperation  Shared Vigor	(SwA): One target has the same Max HP as you for 3 rounds. This does not restore their HP. [5 tum CD]	Healer Perks	Healing Stockpile	(PA/SwA (to use)): You begin each Leve with a number of consumable items equal to your STR Tier that either heal one target for 2 Flat HP or cleanse one Negative Status Effect from one target. AT fier 5, this effect is upgraded to: either heal one target for 3 Flat HP, or the status Effect from one target and the status flat of the status flat of the status flat of the status flat on them.			
	Reawakening	(SwA): Cleanse Winded and up to two Negative Status Effects from a single target (cannot target yourself) and they make their next three rolls with Advantage. [4 turn CD]		Thickening Agent	(PA): The target of your Stockpile items also gains a 1 HP Shield. [2 turn CD]	Healer Perks	Hallowed Bastion:	(PA): Whenver you use the Defend ability, you gain +1 to your next heal.
				Alter Terrain	(RA): Grants one target a 3 HP Shield. If this target moves, the Shield is immediately lost. [5 turn CD]		Guarded Heal	(StA): Make a single target Basic Heal and then use the Defend ability. [4 turn CD]
	Dexterit	ty(DEX)		Double Dosage	(PA): When using one of your Stopckpile items, you may use two at the same time instead of one. Each of these can affect a different target.		Union	(SwA): Choose a single target (cannot be yourself). For three rounds, you and the chosen target gain the effect "Union." - Whenever you directly heal another target (not yourself) that has the effect "Union." they are healed for an additional 2 Flat HP. (6 turn CD]
General Perks	Second Chance		Cumpart Darks	Sundries Galore	(PA): The total number of Stockpile items you begin each Leve with is now 8.  (PA/SWA (to use)): You begin each Leve with a number		Healer's Blink  Aetheric Transfer	(RA): Move between an ally and incoming damage, taking whatever damage they would have taken in their stead. You gain a bonus to your next heal equal to the damage that ally would have taken (up to +3). [OPC]
		(RA): Activate only after you missed with an attack that required a roll. Reroll that attack, (6 turn Call	Support Perks	Support Stockpile	consumable items equal to your STR. Tier that either grant a target (not yourself) 24 damagehealing for two rounds or cleanse one Negative Status Effect from one target. AT let 5 STR, this effect is upgraded to: either grant a target (not yourself) -3 damagehealing for two target or the status of the status o		Addienc Transier	(RA). Negate all damage you would take from a single attack, then heal a single target equal to the damage you would have taken. [6 tum CD]
	DEX Multi- Target	(PA): Whenever you make a not specifically 'anigot larget') DEV-based basic Altack or Basic Heal, you may choose up to 5 targets before colling. Once the damage or healing is determined by the roll, you must split the damage or healing among all chosen targets as eventy as possible. Initial damage is rolled against only a single target's HC, but you cannot apply damage split this way to a chosen target if you crnlid and surpass their HC.		Something Extra	CPA) Whenever you use the Help ability, you may use one of your Stockpile items set the same time. Stockpile items used in this way can only target those being targeted by your Help ability.	Support Perks	Dirge	(SwA): The willing target of this ability (cannot target yourself) gains +50 HC for each tier of DEF,EVA you (DM discretion) for one round. Cannot coexist with Provoke and smilliar effects. (4 turn C)
	Agility Mastery	(PA): Activate at the start or end of any one of your turns. Immediately move up to one second in any direction. [OPC]		Momentous Effort	(SwA/RA): Move an ally within melee range (cannot be yourself) up to 10 yalms away. This amy be used as a Reaction to negate a single attack against that target. If the attack negated is an AoE you have no HC against this attack. [6 turn CD]		Forewarning	(PA): Instead of its normal effects, you may use your Help ability to allow a willing target (cannot target yourself) to immediately use the Defend ability.
Defender Perks	Saw That Coming	(PA): Your HC is increased by +100 against the first attack made against you by each enemy in a combat encounter.		Toughen Up	(SwA): The target of this ability (cannot be yourself) gainst the effect "Tough" - If you would be unable to act normally during one of your turns (due to effects such as Frenzy or Daze), you may instead act as normal. "Tough" is removed once this effect has been triggered. [6 turn CD]		Sirvente	(SIA): The willing target of this ability (cannot target yourself) immediately uses Provoke (See DEF/EVA - Defender Perks) whether or not they inherently have this ability, and ignoring its CD if they do. [4 turn CD]
	Quick Maneuver	(StA): Use both the Dash and Defend actions. For every second you move this turn, you gain +25 HC until the start of your next turn. [3 turn CD]		Special Delivery	(PA): Activate at the start of any of your turns. Immediately use one of your Stockpile items without spending your Swift Action. Twice per Level		Supporter's Blink	(RA); Move between an ally and incoming damage, taking whatever damage they would have taken in their stead. They gain a bonus to their next attack or heal equal to the damage they would have taken (up to +3). [OPC]

	Fool Me Once				
		(SwA): Choose a single target. For two rounds you gain +50 HC against attacks made by that target and you automatically dodge the second successful attack that target makes against you. [5 turn CD]			
	Nice Try	(RA): Avoid any attack against you that requires a roll to hit and does not deal			Magical Power(MP)
	Flowing Steps (PA)	Raw Damage. [OPC]	General Perks	Aether Eye	(SWA): Choose a single target and make an MP roll. If you roll 200 or less, you suffer from Winded until the end of your turn. If you roll 201-899, your next single target attack or heal roll on the chosen target gains +100. If you roll 700+, your next single target attack or heal roll on the chosen target is made with Advantage. [3 turn of the cho
		(PA): Whenever you successfully dodge an attack you gain 1 extra second of movement on your next turn, and -1 damage taken to the next successful attack made against you. These effects cannot stack.		Multi-Target	(PA). Whenever you make a (not specifically 'single target') MP-based Basic Altako to Basic Heak , you may choose up to 5 targets before rolling. Once the damage or healing a determined by the roll, you must split the damage or healing among all chosen targets as evenly as possible. Initial damage is rolled against only a single targets HC, but you cannot apply damage split this way to a chosen target if your roll did not surpass ther HC.
Assailant Perks	Third Chance	(PA) Whenever you use Second Chance, instead of rolling once, you roll with Advantage.		Visual Mastery	(PA): You gain an extra +100 to your Aether Eye rolls. [OPL]
	Sudden Strike	(SwA): Make a single target Basic Attack. If your DEX Tier is 2, this attack cannot deal more than 2 damage. If your DEX Tier is 3 or 4, this attack cannot deal more than 3 damage, If your DEX Tier is 5, this attack cannot deal more than 4 damage. [3 turn CD]			
	Follow Up	(RA): you may attack an enemy that has just been dealt damage with a single target Basic Attack. Damage dealt by this attack cannot be greater than your DEX Tier. [6 turn CD]	Defender Perks	Datamined Defense	(PA): When you use the Aether Eye ability, if you roll 700+, you also gain +100 HC against attacks made by the chosen target for 2 rounds.
	Super Speed	(PA): Activate at the start of any of your turns. You gain an extra Swift Action on this turn, but may only use that Swift Action to either attempt to deal damage or enhance your own damage/attacks (such as with Concentrate). However, you will have one less second of movement and -1 to all damage dealt on your next turn. (DPC)		Elemental Barrier	(SA). Choose an element. For the rest of this combat encounter, or unit you use this ability again, you take -1 damage from that element. [2 turn CD]
	Fierce and True	(PA): Whenever you hit a target, your next attack against that target gains +1 damage. This stacks, but caps at +2. Missing an attack or attacking a different target resets this effect. Whenever you miss a target, your next attack against that target counts as a True Strike (this effect has a 2 turn CD).		Veil	(SwA): Create a small, stationary "Veil" around yourself (the size of your melee range) which lasts 5 rounds. Allies statinctip, into "Veil" either gain the Recover Allies statinctip, and the Proceedings of the Proceedings
Healer Perks	Second Heal	(PA): You may use the Second Chance ability to reroll a healing roll you make that is 200 or less.		Seamless Shell	(PA): You permanetnly gain the Positive Status Effect "Shell". If you would be granted Shell by some other ability, item, or effect, you may give an ally within melee range of you Shell isntead.
	Touch Up	(SwA): Make a single target Basic Heal. If your DEX Tier is 2, this cannot heal more than 3 Hr. If your DEX Tier is e or 4, this cannot heal more than 4 HP. If your DEX Tier is 5, this cannot heal more than 5 HP, 44 tum CDI		Counterspell	(RA: Negate an MP attack, preventing all damage and effects, and cause the target making that attack to take damage equal to the damage that would have been dealt (for AG attacks, only counts the damage dealt to one target). This can be used on a non-MP attack, but will instead only reduce the damage dealt by half while preventing all effects and force the enemy to take half the damage. (DPL]
	Hands On	(PA): When healing targets within melee range of you, you gain +1 to healing and +50 to your healing rolls.	Assailant Perks	Assailant Analytics	(PA) When you use the Aether Eye ability, if you roll 700+, your next attack against the chosen target will also deal +2 damage.
	Ephemeral Aegis	(SwA): Make a roll with any healing bonuses you have, granting up to 3 targets a Shield equal to the amount they would have been healed. This shielld lasts until the start of your next turn, and cannot exceed 5 HP. [6 turn CD]			
	Efficient Application	(PA): Whenever you directly heal a target, all healing they would receive past their Max HP is converted into a Shield equal to 1/2 the amount of overheal. When you directly heal a target that has 1 HP or less, they are healed for an additional 2 Flat HP.		Elemental Adept	(PA): When you deal elemental damage to a target that matches their elemental weakness, you deal an extra +1 damage. If the target has no elemental weaknesses, all of your attacks against them gain +50 to hit (this secondary effect can only apply once you have revealed the target's fact of elemental weaknesses through something like Scan). At Tier 5 MP, this effect is increased to +100 to hit.
Support Perks	Second Hand	(PA): You may use the Second Chance ability to allow an ally to reroll an attack they missed instead of yourself.		Expose Weakness	(SIA). Nate a single target Basic Attack. You may freely Aspect his attack to any element it successful. He target gains a Weakness ("I diamage taken) to the target gains a Weakness ("I diamage taken) to the attack's element until the end of your next turn. This cannot give a target a Weakness to an element it has Resistance to. If the target already has a Weakness to this chosen element, this attack deals an extra *2 damage (or *3 damage at Ter \$ MP). [4 turn CD]
	Swift Assistance	(SwA): You may use the Help ability as a S	eff Actio	Power Surge	(Swit). You gain up to +4 damage for your next three burns. At the end of each of these burns, you must make a Rew Roll. If you coil under the threshold you suffer damage equal to half the damage you dealt that turn. For every +1 damage added when this ability was initiated. Her roll gains a 200 threshold up to 800 at +4. You way end this effect at the start of any of your turns. (6 turn CDI)
	Peloton	(SwA): All allies within melee range of you can immediately move up to 2 seconds, as if using their Movement Action on their turn. [4 turn CD]		Doublecast	(StA): Make two True Strikes. You may feely aspect these attacks to any element. [4 turn CD]
	Timely Assistance	(RA): Use the Help ability. This can be used to aid a target that has just rolled, allowing them to roll again. [6 turn CD]	Healer Perks	Ally Analytics	(PA): When you use the Aether Eye ability, if you roll 700+, your next heal on the chosen target will heal them for an additional 1 Flat HP.
	Emergency Alacrity	(MA): Move to a single target within 30 yalms, then use the Help ability on that target and all other allies within melee range of them (besides yourself). [OPL]		Elemental Medicine	(SwA): You may aspect your next heal to a single element. When you make an elementally aspected heal on an ally, they gain Resistance (-1 damage taken) to the element of your heal's element is strong against for two rounds (See FFXIV elemental chart). [4 turn CD] (StA): Make a multi-target Basic Heal on at least 2
				Expansive Treatment	targets but no mroe than 5. If your MP is Tier 3 or 4, those targeted are healed for an additional 1 Flat HP. If your MP is Tier 5, those targeted are healed for an additional 2 Flat HP. [5 Turn CD]
Nobody's Fool		ate (INV) if you are looking to identify a person		Esuna Reraise	(RA): Cleanse a Negative Status Effect from a single target. [5 turn CD]
noscay 5 7 co.	through a disquise	tell if they are lying, or look to see if they ng. [Once Per Leve]		Keraise	(SwA): Grant one target the effect "Reraise." - When your HP reaches -3, you are instantly restored to 1/2 of your Max HP. This effect lasts until it is triggered. [OPL]
Danger Sense	When using Invest or object will cause may use this to gai	igation to determine if a person, situation, e danger to yourself or your party, you in +100. [OPL]	Support Perks	Support Systemics	(PA): When you use your Aether Eye ability, if you roll 700+, you also use the Scan ability on the chosen target.
Scene of the Crime	When using Invest	igation to comb through a room or area up to three people (yourself included) gain		Enspell	(SwA): Choose a single element and a single target (cannot be yoursel). For one round, that target can freely aspect all of their attacks to that element, deals +2 damage with the first attack they make of that element, and takes -1 damage from the first attack they receive of
Eagle Eye	traps that you can	bility to automatically uncover hidden reasonably notice or gain +100 to find and/or remove Shrouded from another		Debilitate	that element. [2 turn CD]  (SA): Mate a single target Basic Attack which deals no damage. If successful, the target gains a Weakness (+1 damage taken) to the element of your choice for 3 rounds. This cannot give a target a Weakness to an element it has Resistance to. If the target already has a Weakness to this chosen element, they take +1 damage from all sources for one round, (5 turn CD)
Clear Sight	NPC. [Once Per Le			Enchanter's Touch	(PA): Whenever you use the Help ability, the target also gains the effects of your Enspell ability
Sharp Intuition	trying to percieve a	u may double your final INV roll when hidden danger or to disarm/prevent the This can stack with other abilities. [OPL]		Grand Arcana	(SwA): Completely reset all cooldowns of one ally (cannot target yourself) save for OPC and OPL cooldowns. [OPL]

(SWA): The target of this ability (cannot target yourself) gains the effect "Vejlatin". At any time, you may use a OPL/OPC abilities) if this Fies Action is used to take damage in place of an ally, the damage received is reduced by 2. Vejlatin't is removed once this effect has been triggered. (OPL)

Distraction	When using Charisma to create a distraction or divert attention you may gain +100 to that roll. [OPL]	Thoughtful	When recalling information from prior experience, you may use this ability to add an additional +100 to your next Reason roll. [OPL]
Social Trickery	When trying to disguise yourself or convince someone that you're someone else, you may gain +100 to Charisma.	Well-Read	Even if you aren't a master of the subject, you're well- read enough to help figure it out. When rolling a RSN check that you don't have a specialty in, you gain +100 to the roll. Alternatively you can grant this +100 to another player using their General Specialty in a RSN roll. [OPL]
Silver Tongue	Add +100 to your CHA roll when speaking to an NPC. [Once Per Leve]	Critical Thinking	Many situations require more than your senses or guile. You may use this ability to grant half your base Reason bonus to a non-combat roll of your choice. This cannot stack with other abilities or items. [OPL]
Collected Countenance	(SwA in combat): With soothing mannerisms, you gain +100 to Charisma to calm down another character. Alternatively you can use this ability to remove Fear, Berserk, or Confusion from another character. [OPL]	Research Assistance	If someone is making a roll using a Specialty in which you are also proficient, you can grant them an additional +50 to that roll, twice per leve.
People's Person	Your allies help with your persuasion, making you more convincing. Grant a +50 to CHA per willing ally in the party to either yourself or an ally (max +300). The alleis used as part of this perk must be taking part of the conversation or be close enough to do so. [OPL]	Group Analysis	Many heads are better than one! Grant +50 to Reason per willing member of the party to either yourself or an ally when trying to put your heads together over a problem (max +300). They must be reasonably close-by or actively assisting with the analysis. [OPL]
Smooth Negotiator	Knowing your way around people, you can quickly fix any social blunders from yourself or an ally. You may reroll a CHA check made by yourself or an ally. [OPL]	Scholarly Pursuits	You cain two additional Specialties
Lead by Example	Your charismatic presence inspires your teammates. You gain 3 stacks of PReence at the start of a Leve. When out of combat, you may remove a stack of Presence to give a party member +50 to their next roll. This must be used BEFORE they make their check. Party members can only receive Presence from the same ally once per leve. [PA]	Masterful Researcher	When you or another player are making a non-combat roll where they have Advantage, you can assist them, making that player roll three times and take the highest result instead of twice. [OPL]

THE RECUPY PASTING TO THE COM	BAT TRACKER, SI	ELECT AT	THROUGH.	J, DO NOT COPY THE FULL R	OW FROM THE NUME	BER ON THE LEFT OF	R PASTING WILL OVERWR	ITE THE TURN TRACKER AND LOOK HORRIBLE.	
ame eneric Stats:	Current HP	HP Total	Hit Class	Job	Positive Status Effects	Negative Status Effects	Roll Bonuses	Echo?	Gearsets
IALL GENERIC BEASTS									
eneric Beastkin (Small)	3	3	300	Beastkin (Bleed/Daze/Knockdown)	Owner has +50 to atk/heal		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
				Cloudkin (Elemental Waxing (Water)/Elemental Waning					
				(Water)/Elemental Waxing (Wind) /Elemental Waning (Wind)	Owner has +50 to				
eneric Cloudkin (Small)	3	3		/Confuse) Seedkin	atk/heal Owner has +50 to		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
eneric Seedkin (Small)	3	3	300	(Poison/Sleep/Bleed/Confuse)	atk/heal Owner has +50 to		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
eneric Vilekin (Small)	3	3	300		atk/heal		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
eneric Wavekin (Small)	3	3		Wavekin (Elemental Waxing	Owner has +50 to Owner has +50 to		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
eneric Chimera (Small)	3	3		Chimera (All available to others.)	atk/heal Owner has +50 to		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
eneric Dragon (Small) EDIUM GENERIC BEASTS	3	3	300	Dragons (All available to others.)	atk/heal		.+50 to hit	Wild Hunt: Deals +1 damage & 4 Status Effects	
eneric Beastkin (Medium)	-		250	Beastkin (Bleed/Daze/Knockdown)	Owner has +100 attacks		.+100 to hit	Wild Hunt: Deals +2 damage & 3 Status Effects	
enenc Beastkin (Medium)	5	5	250	Cloudkin (Flemental Waxing	Owner has +100 attacks		.+100 to nit	Wild Hunt: Deals +2 damage & 3 Status Effects	
				(Water)/Elemental Waning (Water)/Elemental Waxing (Wind)					
eneric Cloudkin (Medium)	5	5	250	/Elemental Waning (Wind) /Confuse)	Owner has +100 attacks		.+100 to hit	Wild Hunt: Deals +2 damage & 3 Status Effects	
eneric Seedkin (Medium)	5	5	250	Seedkin (Polson/Sleep/Bleed/Confuse)	Owner has +100 attacks		.+100 to hit	Wild Hunt: Deals +2 damage & 3 Status Effects	
eneric Vilekin (Medium)	5.	5	250	Vilekin (Poison/Bleed/Paralyze)	Owner has +100 attacks		.+100 to hit	Wild Hunt: Deals +2 damage & 3 Status Effects	
				Wavekin (Elemental Waxing (Water)/Elemental Waning					
eneric Wavekin (Medium) eneric Chimera (Medium)	5	5	250 250		Owner has +100 attacks Owner has +100 attacks		.+100 to hit .+100 to hit	Wild Hunt: Deals +2 damage & 3 Status Effects Wild Hunt: Deals +2 damage & 3 Status Effects	
eneric Dragon (Medium)	5	5	250	Dragons (All available to others.)			.+100 to hit	Wild Hunt: Deals +2 damage & 3 Status Effects	
RGE GENERIC BEASTS				Beastkin					
neric Beastkin (Large)	7	7	350	(Bleed/Daze/Knockdown) Cloudkin (Elemental Waxing	Owner has +100 to HC		.+150 to hit	Wild Hunt: Deals +3 damage & 2 Status Effects	
				(Water)/Elemental Waxing (Water)/Elemental Waxing (Water)/Elemental Waxing (Wind)					
neric Cloudkin (Large)	7	,	350	/Elemental Waning (Wind)	Owner has +100 to HC		.+150 to hit	Wild Hunt: Deals +3 damage & 2 Status Effects	
	- /			Seedkin					
neric Seedkin (Large) neric Vilekin (Large)	7	7	350 350	(Poison/Sleep/Bleed/Confuse) Vilekin (Poison/Bleed/Paralyze)	Owner has +100 to HC Owner has +100 to HC		.+150 to hit .+150 to hit	Wild Hunt: Deals +3 damage & 2 Status Effects Wild Hunt: Deals +3 damage & 2 Status Effects	
				Wavekin (Elemental Waxing (Water)/Elemental Waning				-	
eneric Wavekin (Large)	7	7	350	(Water)/Paralyze/Silence)	Owner has +100 to HC		.+150 to hit	Wild Hunt: Deals +3 damage & 2 Status Effects	
neric Chimera (Large) neric Dragon (Large)	7	7		Chimera (All available to others.) Dragons (All available to others.)	Owner has +100 to HC Owner has +100 to HC		.+150 to hit .+150 to hit	Wild Hunt: Deals +3 damage & 2 Status Effects Wild Hunt: Deals +3 damage & 2 Status Effects	
IC GENERIC BEASTS									
neric Beastkin (Epic)	10	10	400	Beastkin (Bleed/Daze/Knockdown)	Owner has +100 to all rolls		.+200 to hit	Wild Hunt: Deals +5 damage & 1 Status Effect	
				Cloudkin (Elemental Waxing (Water)/Flemental Waning					
				(Water)/Elemental Waxing (Wind) /Elemental Waning (Wind)	Owner has +100 to all				
neric Cloudkin (Epic)	10	10	400	/Confuse)	rolls Owner has +100 to all		.+200 to hit	Wild Hunt: Deals +5 damage & 1 Status Effect	
eneric Seedkin (Epic)	10	10	400	Seedkin (Poison/Sleep/Bleed/Confuse)	rolls		.+200 to hit	Wild Hunt: Deals +5 damage & 1 Status Effect	
neric Vilekin (Epic)	10	10	400	Vilekin (Poison/Bleed/Paralyze)	Owner has +100 to all rolls		.+200 to hit	Wild Hunt: Deals +5 damage & 1 Status Effect	
				Wavekin (Elemental Waxing (Water)/Elemental Waning	Owner has +100 to all				
neric Wavekin (Epic)	10		400	(Water)/Paralyze/Silence)	rolls Owner has +100 to all			Wild Hunt: Deals +5 damage & 1 Status Effect	
neric Chimera (Epic)	10	10	400	Chimera (All available to others.)	rolls		.+200 to hit	Wild Hunt: Deals +5 damage & 1 Status Effect	
eneric Dragon (Epic)	10	10	400	Dragons (All available to others.)	Owner has +100 to all rolls		.+200 to hit	Wild Hunt: Deals +5 damage & 1 Status Effect	

- [1] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.
- [2] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.
- [3] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.
- [4] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.
- [5] The amount of HP granted depends on the difference between the caster's roll, and the Hit Class of their target. Any damage the target takes if the shield is successful will instead hit the HP shield instead of theirs.
- [6] Rolling over a certain threshold will knock enemies equal or lower to your STR tier down to the ground, forcing them to take a turn to return to their feet if their END is not T3 or higher.
- [7] Reverses status effects: Regen becomes Poison, Fear becomes Bravery, damage becomes healing, and vice versa. Status effects with no opposite are nullified. [Lasts 2 turns for players -- Lasts 4 for bosses]