

Warrior		D10	
	MP		Total
ATT 8	-	<input type="text"/>	= <input type="text"/>
DEF 3	+	<input type="text"/>	= <input type="text"/>
	LP		Total
20HP (+	<input type="text"/> X 3)	= <input type="text"/> HP
<i>ABSORBTION (P)</i>			
3	+	<input type="text"/>	= <input type="text"/> QT
<i>BONUS DAMAGE (P)</i>			
3	+	<input type="text"/>	= <input type="text"/> MAX
Bonus Damage	=	<input type="text"/>	DMG
Level Points =		<input type="text"/>	

Barbarian		D10	
	MP		Total
ATT 8	-	<input type="text"/>	= <input type="text"/>
DEF 2	+	<input type="text"/>	= <input type="text"/>
	LP		Total
20HP (+	<input type="text"/> X 3)	= <input type="text"/> HP
<i>BESERK (T)</i>			
2	+	<input type="text"/>	= <input type="text"/> +1
<i>HOWL (G) (B)</i>			
12	+	<input type="text"/>	= <input type="text"/> VC
Level Points =		<input type="text"/>	

Paladin		D10	
	MP		Total
ATT 7	-	<input type="text"/>	= <input type="text"/>
DEF 3	+	<input type="text"/>	= <input type="text"/>
	LP		Total
20HP (+	<input type="text"/> X 3)	= <input type="text"/> HP
<i>HOLY LIGHT (T)</i>			
3	+	<input type="text"/>	= <input type="text"/> D8
<i>AID (T) (D)</i>			
3	+	<input type="text"/>	= <input type="text"/> LP
Level Points =		<input type="text"/>	

Ranger		D8	
	MP		Total
ATT 8	-	<input type="text"/>	= <input type="text"/>
DEF 3	+	<input type="text"/>	= <input type="text"/>
	LP		Total
20HP (+	<input type="text"/> X 3)	= <input type="text"/> HP
<i>COUNTER (O) (D)</i>			
12	+	<input type="text"/>	= <input type="text"/> VC
<i>CALLED SHOT (T)</i>			
5	+	<input type="text"/>	= <input type="text"/> VC
Level Points =		<input type="text"/>	

Cavalier		D10	
ATT	7 -	MP	Total
DEF	3 +		
20HP (+ LP X 3) = HP			
VIGILANTE (D) (O) (PP)			
less DMG		X2	HP
CHARGE (G)			
9	+		VC
Level Points =			

Thief		D6	
ATT	10 -	MP	Total
DEF	2 +		
20HP (+ LP x 2) = HP			
STEAL (T)			
8	+		VC
1	+		LP
DIVVY (T)			
1	+		LP
Level Points =			

Thug		D6	
ATT	9 -	MP	Total
DEF	2 +		
20HP (+ LP x 2) = HP			
HIDE (T) (B)			
12	+		VC
BACKSTAB (T) (F)			
3	+		+2
Level Points =			

Assassin		D6	
ATT	9 -	MP	Total
DEF	2 +		
20HP (+ LP x 2) = HP			
ASSASSINATE (T)			
1	+		VC
GUISE (T) (F)			
8	+		VC
Level Points			

Rogue		D6			
ATT	9	-	MP	=	Total
DEF	2	+	MP	=	Total
20HP (+	LP	X 2) =	Total HP
<i>SNEAK ATTACK (T)</i>					
	12	+	LP	=	VC
<i>TRAP (T) (F)</i>					
	9	+	LP	=	VC
Level Points =					

Joker		D4			
ATT	11	-	MP	=	Total
DEF	2	+	MP	=	Total
20HP (+	LP	X 2) =	Total HP
<i>JOKE (T)</i>					
	10	+	LP	=	VC
<i>PRANK (T)</i>					
	8	+	LP	=	VC
Level Points					

Fire Mage		D4			
ATT	12	-	MP	=	Total
DEF	1	+	MP	=	Total
20HP (+	LP	X 1) =	Total HP
<i>FIREBALL (T) (T)</i>					
	8	+	LP	=	VC
	2	+	LP	=	D6
<i>FIREWALL (T)</i>					
	5	+	LP	=	VC
	1	+	LP	=	D6
Level Points =					

Ice Mage		D4			
ATT	12	-	MP	=	Total
DEF	1	+	MP	=	Total
20HP (+	LP	x 1) =	Total HP
<i>ICE BOLT (T)</i>					
	3	+	LP	=	D6
<i>FREEZE (T)</i>					
	9	+	LP	=	VC
Level Points =					

Air Mage		D4	
ATT 12	-	MP	Total
DEF 0	+		
20HP (+	LP	Total
	x 1)		
FLY (G)			HP
12	+		VC
1	+		D4
AIR BOLT (T)			D8
3	+		
Level Points =			

Earth Mage		D4	
ATT 11	-	MP	Total
DEF 1	+		
20HP (+	LP	Total
	x 1)		
EARTHQUAKE (T)			HP
2	+	LP	LP
METEOR SHOWER (G) (F			VC
9	+		
1	+		D6
Level Points =			

Mystic		D4	
ATT 12	-	MP	Total
DEF 1	+		
20HP (+	LP	Total
	x 1)		
LIGHT (T) (F)			HP
9	+		VC
heal	=		HP
	x 3		
SHADOWS (T) (B)			VC
8	+		
hurt	=		DMG
	x 2		
Level Points =			

Shaman		D4	
ATT 12	-	MP	Total
DEF 0	+		
20HP (+	LP	Total
	x 1)		
PEACE PIPE (T) (F)			HP
8	+		VC
DANCE (O)			VC
10	+		
Level Points =			

Theurgist		D4	
ATT 11	- <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
DEF 1	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
20HP (+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 1) =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> HP
<i>RETRIBUTION (G) (B)</i>			
10	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> VC
<i>PROTECTION (T) (F)</i>			
10	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> VC
1	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> DEF
Level Points =			

Necromancer		D4	
ATT 13	- <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
DEF 0	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
20HP (+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 1) =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> HP
<i>SUMMON DEAD (T)</i>			
8	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> VC
Hit Points	= <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 4 =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> HP
<i>DISINTEGRATION (T)</i>			
2	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> D4
Level Points =			

Cleric		D8	
ATT 10	- <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
DEF 2	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
20HP (+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 2) =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> HP
<i>RESSURECT (T)</i>			
9	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> VC
<i>HEAL (T)</i>			
3	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> D8
Level Points =			

Druid		D6	
ATT 11	- <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
DEF 1	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>
20HP (+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 2) =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> HP
<i>WALL OF THORNS (G) (F)</i>			
9	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> VC
damage	= <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 2 =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> HP
<i>SUMMON WOLF (T) (B)</i>			
9	+ <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	=	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> VC
bite	= <div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div>	x 2 =	<div style="border: 1px solid black; width: 30px; height: 20px; margin: 0 auto;"></div> D4
Level Points =			

Warlock		D4	
ATT 12	-	MP	Total
DEF 0	+		
20HP (+ LP X 2) = HP			
<i>SUMMON DEMON (G) (B) (F)</i>			
8	+		VC
<i>DEMON ATTACK (</i>			
8	+		VC
Sacrifice			+ 1
Level Points =			

Light Mage		D4	
ATT 11	-	MP	Total
DEF 1	+		
20HP (+ LP X 1) = HP			
<i>AURA (T) (B)</i>			
10	+		VC
<i>NEW (G) (F)</i>			
10	+		VC
Level Points =			

Illusionist		D4	
ATT 12	-	MP	Total
DEF 0	+		
20HP (+ LP x 1) = HP			
<i>DISGUISE (O)</i>			
12	+		VC
<i>FLOWER (T)</i>			
7	+		VC
Level Points =			

Fighter		D10	
ATT 8	-	MP	Total
DEF 3	+		
20HP (+ LP X 3) = HP			
<i>GRAPPLE (T)</i>			
11	+		VC
1	+		DMG
<i>DODGE (O)</i>			
9	+		VC
Level Points =			

Gladiator		D12			
ATT	8	-	MP	=	Total
DEF	3	+		=	
20HP (+ LP X 3) = Total HP					
<i>ARENA (T)</i>					
	2	+		=	LP
<i>LEAP (T)</i>					
	10	+		=	VC
Level Points =					

Evoker		D4			
ATT	12	-	MP	=	Total
DEF	0	+		=	
20HP (+ LP X 1) = Total HP					
<i>LIGHTNING STRIKE (T)</i>					
	2	+		=	D6
<i>MAGIC MISSILE (T) (O)</i>					
	2	+		=	D4
Level Points =					

Time Mage		D4			
ATT	11	-	MP	=	Total
DEF	0	+		=	
20HP (+ LP x 1) = Total HP					
<i>ENTROPY (T)</i>					
	11	+		=	VC
<i>TIME SLIP (T) (F) (B)</i>					
	10	+		=	VC
Level Points =					

Dark Mage		D4			
ATT	12	-	MP	=	Total
DEF	0	+		=	
20HP (+ LP X 1) = Total HP					
<i>DISSENSION (T)</i>					
	8	+		=	VC
<i>BALLS (T)</i>					
	10	+		=	VC
	1	+		=	D6
Level Points =					