

















Warrior		8 LP	
	MP	Rank Bonus	Total
ATT 8-	<input type="text"/>	-	<input type="text"/>
DEF 3+	<input type="text"/>	+	<input type="text"/>
LP			
20HP	+	<input type="text"/>	x 3 = <input type="text"/>
ABSORPTION (P) (Quip down 1)			
3	+	<input type="text"/>	= <input type="text"/>
BONUS DAMAGE (P) (Quip up 1)			
3	+	<input type="text"/>	= <input type="text"/>
Bonus Damage = <input type="text"/>			
<div>     </div>			

Barbarian		8 LP	
	MP	Rank Bonus	Total
ATT 8-	<input type="text"/>	-	<input type="text"/>
DEF 2+	<input type="text"/>	+	<input type="text"/>
LP			
20HP	+	<input type="text"/>	x 3 = <input type="text"/>
BERSERK (T) (3-or-some)			
2	+	<input type="text"/>	= <input type="text"/>
HOWL (G) (B)			
12	+	<input type="text"/>	= <input type="text"/>
<div>     </div>			

Paladin		8 LP	
	MP	Rank Bonus	Total
ATT 7-	<input type="text"/>	-	<input type="text"/>
DEF 3+	<input type="text"/>	+	<input type="text"/>
LP			
20HP	+	<input type="text"/>	x 3 = <input type="text"/>
HOLY LIGHT (T) (all-or-none)			
3	+	<input type="text"/>	= <input type="text"/>
AID (T) (D) (all-or-some)			
3	+	<input type="text"/>	= <input type="text"/>
<div>     </div>			

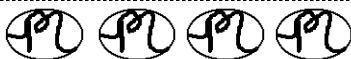
Ranger		8 LP	
	MP	Rank Bonus	Total
ATT 8-	<input type="text"/>	-	<input type="text"/>
DEF 3+	<input type="text"/>	+	<input type="text"/>
LP			
20HP	+	<input type="text"/>	x 3 = <input type="text"/>
COUNTER (O) (D)			
12	+	<input type="text"/>	= <input type="text"/>
CALLED SHOT (T)			
5	+	<input type="text"/>	= <input type="text"/>
<div>     </div>			

		MP	Rank	Bonus	Total	DMG
ATT	7-	<div></div>	-	<div></div>	= <div></div>	D10
DEF	3+	<div></div>	+	<div></div>	= <div></div>	4 Kjs

	LP	Total	
20HP	+ <div></div> x 3	= <div></div>	HP
VIGILANTE (D) (O) (PP)	<div></div> x 2	= <div></div>	HP
CHARGE (G)	9 + <div></div>	= <div></div>	VC

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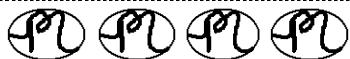


		MP	Rank	Bonus	Total	DMG
ATT	10-	<div></div>	-	<div></div>	= <div></div>	D6
DEF	2+	<div></div>	+	<div></div>	= <div></div>	4 Kjs

	LP	Total	
20HP	+ <div></div> x 2	= <div></div>	HP
STEAL (T) (all-or-some)	8 + <div></div>	= <div></div>	VC
	1 + <div></div>	= <div></div>	LP
DIVVY (T) (all-or-some)	1 + <div></div>	= <div></div>	LP

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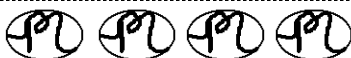


		MP	Rank	Bonus	Total	DMG
ATT	9-	<div></div>	-	<div></div>	= <div></div>	D6
DEF	2+	<div></div>	+	<div></div>	= <div></div>	4 Kjs

	LP	Total	
20HP	+ <div></div> x 2	= <div></div>	HP
HIDE (T) (B)	12 + <div></div>	= <div></div>	VC
BACKSTAB (T) (F) (3-or-some)	3 + <div></div>	= <div></div>	+2

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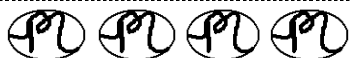


		MP	Rank	Bonus	Total	DMG
ATT	9-	<div></div>	-	<div></div>	= <div></div>	D6
DEF	2+	<div></div>	+	<div></div>	= <div></div>	4 Kjs

	LP	Total	
20HP	+ <div></div> x 2	= <div></div>	HP
ASSASSINATE (T) (quip down 2/miss 1/hit)	1 + <div></div>	= <div></div>	VC
GUISE (T) (F)	8 + <div></div>	= <div></div>	VC

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		MP		Rank	Bonus	Total	DMG
ATT	9-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D6
DEF	2+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	X 2 =	<input type="text"/>
HP				
<i>SNEAK ATTACK (T)</i>				
12	+	<input type="text"/>	=	<input type="text"/>
VC				
<i>TRAP (T) (F)</i>				
9	+	<input type="text"/>	=	<input type="text"/>
VC				










		MP		Rank	Bonus	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	2+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	X 2 =	<input type="text"/>
HP				
<i>JOKE (T)</i>				
10	+	<input type="text"/>	=	<input type="text"/>
VC				
<i>PRANK (T)</i>				
8	+	<input type="text"/>	=	<input type="text"/>
VC				










		MP		Rank	Bonus	Total	DMG
ATT	10-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	1+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	X 1 =	<input type="text"/>
HP				
<i>FIREBALL (T) (T) (3-or-some)</i>				
8	+	<input type="text"/>	=	<input type="text"/>
VC				
2	+	<input type="text"/>	=	<input type="text"/>
D6				
<i>FIREWALL (T) (quip down 1)</i>				
5	+	<input type="text"/>	=	<input type="text"/>
VC				
1	+	<input type="text"/>	=	<input type="text"/>
D6				










		MP		Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	1+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	X 1 =	<input type="text"/>
HP				
<i>ICE BOLT (T) (4-or-some)</i>				
3	+	<input type="text"/>	=	<input type="text"/>
D6				
<i>FREEZE (T)</i>				
9	+	<input type="text"/>	=	<input type="text"/>
VC				










		MP	Rank	Bonus	=	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

	LP	x	Total	
20HP	<input type="text"/>	1	<input type="text"/>	HP
FLY(G)	<input type="text"/>		<input type="text"/>	VC
12	<input type="text"/>		<input type="text"/>	
1	<input type="text"/>		<input type="text"/>	D4
AIR BOLT (T) (4-or-some)	<input type="text"/>		<input type="text"/>	D8





		MP	Rank	Bonus	=	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	1+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

	LP	x	Total	
20HP	<input type="text"/>	1	<input type="text"/>	HP
EARTHQUAKE (T) (quip down 1)	<input type="text"/>		<input type="text"/>	LP
2	<input type="text"/>		<input type="text"/>	
METEOR SHOWER (G) (F)	<input type="text"/>		<input type="text"/>	VC
9	<input type="text"/>		<input type="text"/>	
1	<input type="text"/>		<input type="text"/>	D6

quip down 1 per shower










		MP	Rank	Bonus	=	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	1+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

	LP	x	Total	
20HP	<input type="text"/>	1	<input type="text"/>	HP
LIGHT (T) (F)	<input type="text"/>		<input type="text"/>	VC
9	<input type="text"/>		<input type="text"/>	
heal	<input type="text"/>	3	<input type="text"/>	HP
SHADOWS (T) (B)	<input type="text"/>		<input type="text"/>	VC
8	<input type="text"/>		<input type="text"/>	
hurt	<input type="text"/>	2	<input type="text"/>	DMG










		MP	Rank	Bonus	=	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	4 Kis

	LP	x	Total	
20HP	<input type="text"/>	1	<input type="text"/>	HP
PEACE PIPE (T) (F)	<input type="text"/>		<input type="text"/>	VC
8	<input type="text"/>		<input type="text"/>	
DANCE (O)	<input type="text"/>		<input type="text"/>	VC
10	<input type="text"/>		<input type="text"/>	










		MP	Rank	Bonus	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	1+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 1	= <input type="text"/>	HP
RETRIBUTION (G) (B)			
10	+ <input type="text"/>	= <input type="text"/>	VC
PROTECTION (T) (F)			
10	+ <input type="text"/>	= <input type="text"/>	VC
1	+ <input type="text"/>	= <input type="text"/>	DEF










		MP	Rank	Bonus	Total	DMG
ATT	13-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 1	= <input type="text"/>	HP
SUMMON DEAD (T)			
8	+ <input type="text"/>	= <input type="text"/>	VC
Hit Points	= <input type="text"/> x 4	= <input type="text"/>	HP
DISINTEGRATION (T) (all-or-none)			
2	+ <input type="text"/>	= <input type="text"/>	D4










		MP	Rank	Bonus	Total	DMG
ATT	10-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D8
DEF	2+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 2	= <input type="text"/>	HP
RESSURECT (T)			
9	+ <input type="text"/>	= <input type="text"/>	VC
HEAL (T) (All-or-some)			
3	+ <input type="text"/>	= <input type="text"/>	D8










		MP	Rank	Bonus	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D6
DEF	1+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 2	= <input type="text"/>	HP
WALL OF THORNS (G) (F)			
9	+ <input type="text"/>	= <input type="text"/>	VC
damage	= <input type="text"/> x 2	= <input type="text"/>	HP
SUMMON WOLF (T) (B)			
9	+ <input type="text"/>	= <input type="text"/>	VC
2	+ <input type="text"/> x 2	= <input type="text"/>	D4
(all-or-some)			










		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 2	= <input type="text"/>	HP
<i>SUMMON DEMON (G) (B) (F)</i>			
8	+ <input type="text"/>	= <input type="text"/>	VC
<i>DEMON ATTACK (T) (F)</i>			
8	+ <input type="text"/>	= <input type="text"/>	VC
Sacrifice		= <input type="text"/>	+ 1

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		MP	Rank	Bonus	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	1+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 1	= <input type="text"/>	HP
<i>AURA (T) (B)</i>			
10	+ <input type="text"/>	= <input type="text"/>	VC
<i>NEW (G) (F)</i>			
10	+ <input type="text"/>	= <input type="text"/>	VC

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		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 1	= <input type="text"/>	HP
<i>DISGUISE (0) (quip down 1)</i>			
12	+ <input type="text"/>	= <input type="text"/>	VC
<i>FLOWER (T)</i>			
7	+ <input type="text"/>	= <input type="text"/>	VC

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		MP	Rank	Bonus	Total	DMG
ATT	8-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D10
DEF	3+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

	LP	Total	
20HP	+ <input type="text"/> x 3	= <input type="text"/>	HP
<i>GRAPPLE (T)</i>			
11	+ <input type="text"/>	= <input type="text"/>	VC
1	+ <input type="text"/>	= <input type="text"/>	DMG
<i>DODGE (0)</i>			
9	+ <input type="text"/>	= <input type="text"/>	VC

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		MP	Rank	Bonus	Total	DMG
ATT	8-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D12
DEF	3+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	x 3 = <input type="text"/>	HP
<i>ARENA (T)</i>				
2	+	<input type="text"/>	= <input type="text"/>	LP
<i>LEAP (T)</i>				
10	+	<input type="text"/>	= <input type="text"/>	VC

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		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	x 1 = <input type="text"/>	HP
<i>LIGHTNING STRIKE (T) (all-or-some)</i>				
2	+	<input type="text"/>	= <input type="text"/>	D6
<i>MAGIC MISSILE (T) (0) (quip down 1)</i>				
2	+	<input type="text"/>	= <input type="text"/>	D4

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		MP	Rank	Bonus	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	x 1 = <input type="text"/>	HP
<i>ENTROPY (T)</i>				
11	+	<input type="text"/>	= <input type="text"/>	VC
<i>TIME SLIP (T) (F) (B)</i>				
10	+	<input type="text"/>	= <input type="text"/>	VC

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		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis

		LP	Total	
20HP	+	<input type="text"/>	x 1 = <input type="text"/>	HP
<i>DISSENSION (T)</i>				
8	+	<input type="text"/>	= <input type="text"/>	VC
<i>BALLS (T) (all-or-some)</i>				
10	+	<input type="text"/>	= <input type="text"/>	VC
1	+	<input type="text"/>	= <input type="text"/>	D6

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**Samurai**

**8 LP**

	MP	Rank	Bonus	=	Total	DMG
ATT 7-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D10
DEF 3+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

20HP

+

x 3

=

HP

*SWORD SING (T)*

7

+

=

VC

*PROPER STANCE (G)(B)*

2

+

=

MAX

Roll 15 for Proper Stance (LP) =  ATT

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**Monk**

**8 LP**

	MP	Rank	Bonus	=	Total	DMG
ATT 7-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D10
DEF 3+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

20HP

+

x 2

=

HP

*SPIRIT WALK (G)(F)*

7

+

=

VC

1 +  =  ATT

*quip down 1 per ATT*

*SPIRIT HEALING (G)(B)*

8

+

=

VC

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**Conjurer**

**8 LP**

	MP	Rank	Bonus	=	Total	DMG
ATT 12-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4
DEF 0+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

20HP

+

x 1

=

HP

*ICON OF IMPULSE (G)(F)*

5

+

=

VC

*PIGEON (0) (quip down 1 per plop)*

1

+

=

D4

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**Enchanter**

**8 LP**

	MP	Rank	Bonus	=	Total	DMG
ATT 12-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4
DEF 0+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	=	<div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

20HP

+

x 1

=

HP

*ENCHANTMENT (G)(B)*

8

+

=

VC

1 +  =  ATT

*SLEEP (T)(F)*

7

+

=

VC

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*Soothsayer*

8 LP

	MP	Rank	Bonus	Total	DMG
ATT 12-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4
DEF O+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

	LP	Total	
20HP + <div style="border: 1px solid red; width: 30px; height: 30px;"></div> X 1	= <div style="border: 1px solid purple; width: 30px; height: 30px;"></div>	HP	
<i>HERB (T) (quip down 1)</i>			
3 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4	
<i>CHARM (T)</i>			
9 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	

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*Diviner*

8 LP

	MP	Rank	Bonus	Total	DMG
ATT 12-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4
DEF O+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

	LP	Total	
20HP + <div style="border: 1px solid red; width: 30px; height: 30px;"></div> x 1	= <div style="border: 1px solid purple; width: 30px; height: 30px;"></div>	HP	
<i>FORECAST (G)</i>			
12 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	
<i>CALL (O)</i>			
8 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	

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*Thaumaturgist*

8 LP

	MP	Rank	Bonus	Total	DMG
ATT 11-	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4
DEF 1+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

	LP	Total	
20HP + <div style="border: 1px solid red; width: 30px; height: 30px;"></div> X 1	= <div style="border: 1px solid purple; width: 30px; height: 30px;"></div>	HP	
<i>AMPLIFY (O)</i>			
1 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	LP	
9 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	
<i>ATTENUATION (G)(B)</i>			
8 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	
(-LP)	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	LP	

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*Beggar*

8 LP

	MP	Rank	Bonus	Total	DMG
ATT 12+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	-	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	D4
DEF O+	<div style="border: 1px solid blue; width: 30px; height: 30px;"></div>	+	<div style="border: 1px solid yellow; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	4 Kis

	LP	Total	
20HP + <div style="border: 1px solid red; width: 30px; height: 30px;"></div> X 1	= <div style="border: 1px solid purple; width: 30px; height: 30px;"></div>	HP	
<i>BEG (T)</i>			
10 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	
<i>PLEAD (T)</i>			
9 + <div style="border: 1px solid red; width: 30px; height: 30px;"></div>	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	VC	
Stock LP	= <div style="border: 1px solid green; width: 30px; height: 30px;"></div>	LP	

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		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	2+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis
		LP		Total		
20HP	+	<input type="text"/>	X 1	=	<input type="text"/>	HP
<i>ECHO (0)</i>						
9	+	<input type="text"/>	=	<input type="text"/>		VC
<i>DELAY (TXO)</i>						
9	+	<input type="text"/>	=	<input type="text"/>		VC
6	+	<input type="text"/>	=	<input type="text"/>		VC

		MP	Rank	Bonus	Total	DMG
ATT	11-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	2+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis
		LP		Total		
20HP	+	<input type="text"/>	X 2	=	<input type="text"/>	HP
<i>ELEMENTAL BLAST (GXT)</i>						
7	+	<input type="text"/>	=	<input type="text"/>		VC
<i>COUNTER BALANCE (0)</i>						
7	+	<input type="text"/>	=	<input type="text"/>		VC

fire (LPD6+LP); air (LPD6 +(@7+LPVC) LPD6); ice (LPD6 +(stuck)); earth (LPD6 +(mobs active=inactive))

		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis
		LP		Total		
20HP	+	<input type="text"/>	X 1	=	<input type="text"/>	HP
<i>Runecast (G) (T) (B)</i>						
6	+	<input type="text"/>	=	<input type="text"/>		VC
	+	<input type="text"/>	d4	=	<input type="text"/>	VC
use this box for damage						
<i>Magic Circle (G) (F)</i>						
6	+	<input type="text"/>	=	<input type="text"/>		VC
1	+	<input type="text"/>	=	<input type="text"/>		D6
quip down 1 on G0						

		MP	Rank	Bonus	Total	DMG
ATT	12-	<input type="text"/>	-	<input type="text"/>	= <input type="text"/>	D4
DEF	0+	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>	4 Kis
		LP		Total		
20HP	+	<input type="text"/>	X 1	=	<input type="text"/>	HP
<i>CURSE (GXB)</i>						
2	+	<input type="text"/>	LP	=	<input type="text"/>	LP
<i>KARMA (0)</i>						
7	+	<input type="text"/>	=	<input type="text"/>		VC
6	+	<input type="text"/>	=	<input type="text"/>		VC