

CHARACTER NAME

Primary Specialty + lvl

Prime EXP

Move

Jump

Speed

Tome Specialty + lvl

Tome EXP

Sig Crystals

Stat Pt

Spirit Release

Strength pATK: Carry: Throw: ☐ HA Penalty ☐ Medium Lift ☐ Large Lift ☐	Agility Dodge: 1 to ____ deRES: +SPD: +Move: +Jump: ☐ Extra Attack ☐ Endless Haste	Vitality pRES: pDEF: deRES: Breath: Sleep: Regen: ☐ 50% RES ☐ Endure	Intelligence mATK: deRES: ☐ Triple Sensor ☐ 2x Reading SPD ☐ 3x Reading SPD ☐ ☐	Wisdom mRES: mDEF: deRES: +Heal: ☐ Mount Tamer ☐ 50% Trap Vision ☐ Void Opener ☐ 100% Trap Vision	Charisma +Hit: deRES: Discount: +Gold: ☐ Swap Target ☐ Biggest Fan ☐ ☐	Spirituality deRES: SM Range: ☐ Spirit Vision ☐ Soul Gem Usage ☐ Spirit Mode ☐ Spirit Mode Plus ☐	Luck Crit: ____ to 100 deRES: ☐ ☐ ☐ ☐
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CONSUMABLES

SOUL GEMS

The diagram is a circular chart titled "Tome of Outerah" in the center. Below the title is "Elemental Affinity". The chart is divided into eight segments, each with a symbol and a label: "Light" (sun), "Shadow" (moon), "Spirit" (flame), "Creation" (starburst), "Destruction" (explosion), "Earth" (leaf), "Wind" (cloud), and "Water" (droplet). Surrounding these are four larger symbols with labels: "Neutral" (star), "Elementhonal" (flower), "Corruption" (trident), and "Blight" (skull). Arrows indicate a clockwise flow from Neutral to Elementhonal, and a counter-clockwise flow from Blight to Corruption.

RACIAL ABILITIES

Base HP:	Free Space:	Base MP:
VIT Mod:		INT Mod:
HP Gear:		MP Gear:
HP Item:		MP Item:
Temp HP:		Temp MP:
Total HP:		Total MP:

Weapon Main

Weapon Offhand

Head

Armor

Foot

Accs.

EQUIPMENT

Affinity Enchanting

Weather

Elemental Luck

AFFINITY PERKS

PET STABLE