

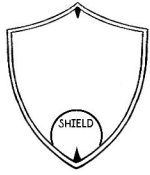




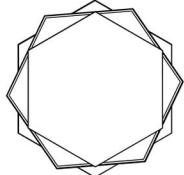
NAME \_\_\_\_\_

ROLL TO RESIST PROFICIENCY \_\_\_\_\_

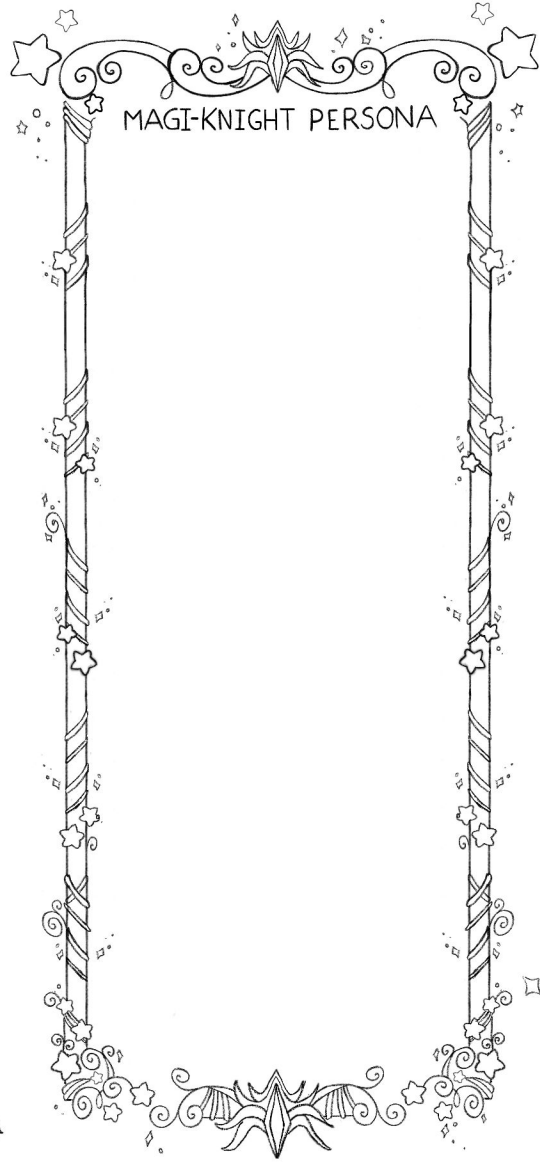
MAGIC STYLE



ARMOR

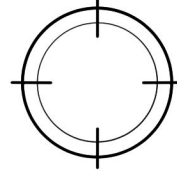


MOVE



MAGI-KNIGHT PERSONA

ELEMENTAL AFFINITY



ATTACK



DAMAGE

COMBAT FORMS

SOUL ARMOR WEAVE

SOUL ARMAMENT RUNES

SOUL WEAPON

QUALITIES

RELIC



SPELL  
ATTACK



MAM



SPELL  
DC

|     | SPELL PATH | SPELL PATH | SPELL PATH | SPELL PATH |
|-----|------------|------------|------------|------------|
| I   |            |            |            |            |
| II  |            |            |            |            |
| III |            |            |            |            |
| IV  |            |            |            |            |
| V   |            |            |            |            |
| VI  |            |            |            |            |

