

# III — MONSTER CREATION SYSTEM

魔物

“Hmph. I've fought worse!”

Gilgamesh  
FINAL FANTASY XII

The old adage maintains that good cannot exist without evil. Nowhere is this more true than in the worlds of *Final Fantasy*, where the road to one's destiny is paved with the bones of evil, ravaging, and outright bizarre foes.

**Appendix II** is home to the *Monster Creation System (MCS)*, an in-depth toolkit for assembling monsters of all stripes. Whether great, small, annoying, or outright world-threatening, the guides in this Appendix allow you to create all of them with ease. Designing a monster is not significantly different from designing a character; both use a systematic step-by-step process which may seem overwhelming at first, but will become increasingly familiar over time. As with character creation, it may take a few attempts before the process 'clicks.' Because of this, you should take the time to throw together a few practice monsters before creating opponents for your players in earnest.

## MONSTER PROFILE

Monster designs begin with a basic outline of the creature, called its 'profile.' Like a character's background, the profile helps to establish the monster's 'personality' and basic characteristics through ten separate headings: Category, Monster Family, Location, Appearance, Size, Intelligence, Behavior, Frequency, Encounter Size, Reaction, and Senses. Each of these ten will be explained in detail over the next few pages.

### CATEGORY

Begin by selecting one or more of the fourteen Monster Categories below. Aside from establishing what *[Enemy Type]* Killer Weapons and Advantages harm your creature, the Category also offers a broad template from which the finer details of the monster can be worked out. Categories are not mutually exclusive; dual-category monsters such as Demon/Beast, Machina/Aerial and Dragon/Undead are all perfectly plausible. If the Category is not immediately obvious, skip this step and come back once the monster's other characteristics have been determined.

#### ABNORMAL

'Generic' monsters that fit in no other category, including unique or one-of-a-kind creatures.

**Examples:** Chimera, Presenter, Turtapod

**Recommended Abilities:** Any

#### AERIAL

Monsters with the power to defy gravity, usually through wings, but occasionally through more exotic means, such as inflated bladders, gas sacs, or magic.

**Examples:** Bats, Hell Divers, Zuus

**Recommended Abilities:** *Elemental Weakness (Wind)*, *Move-Flight*

#### AMORPH

Shapeless monsters with no discernible anatomy that are all but impervious against conventional weapons. Some Amorphs may be capable of shifting from one form to another.

**Examples:** Blobras, Flans

**Recommended Abilities:** *Heavy Armor*

#### AQUAN

Water-dwelling monsters. Though usually only encountered in their native element, they may occasionally venture onto dry land to terrorize its denizens.

**Examples:** Caribes, Sahagins, Sharks

**Recommended Abilities:** *Elemental Weakness (Lightning)*, *Elemental Resistance (Water)*, *Move-Water*

#### ARCANA

Monsters created of raw magic, typically as a result of a Spell.

**Examples:** Bombs, Elementals, Summons

**Recommended Abilities:** Any

#### BEAST

The 'natural' inhabitants of the world. Includes monstrous animals and other fauna twisted by magic.

**Examples:** Fangs, Mu, Snow Lions

**Recommended Abilities:** Any

#### CONSTRUCTS

Lifeless constructs of stone, wood, or other material, animated by magic or technology.

**Examples:** Golems, Sol Cannons, Warmechs

**Recommended Abilities:** *Elemental Immunity (Bio)*, *Drain Proof*, *Status Immunity (Mystify)*, *Status Immunity (Toxin)*, *Status Immunity (Transform)*.

#### DRAGON

Monstrous reptiles with a serpentine bent. Covers the classic winged dragons as well as their groundbound relatives.

**Examples:** Dragons, Hydras, Wyverns

**Recommended Abilities:** Any

## FIEND

Supernatural opponents serving the cause of evil. Fiends are generally highly adept with the use of magic.

**Examples:** Ahrimans, Buers, Imps

**Recommended Abilities:** *Elemental Weakness (Holy)*, *Elemental Resistance (Shadow)*

## HUMANOID

Creatures of humanoid proportions and modest intelligence.

**Examples:** Humans, Elves, Gigases, Gnolls, Goblins, Orcs, Yagudo

**Recommended Abilities:** *Elemental Weakness (Bio)*

## INSECT

Insects come in countless shapes and sizes, and are typically protected by tough, chitinous shells.

**Examples:** Antlions, Grand Mantises, Sand Scorpions

**Recommended Abilities:** *Elemental Weakness (Ice)*

## LIZARD

Reptiles who don't readily fall into the 'Dragon' category. They typically rely more on natural means of offense than magical ones.

**Examples:** Anacondaurs, Basilisks

**Recommended Abilities:** *Elemental Weakness (Ice)*

## PLANT

Animated and mutated plant matter as well as natural hazards such as carnivorous plants.

**Examples:** Cactuars, Malboros, Ochu

**Recommended Abilities:** *Elemental Weakness (Fire)*

## UNDEAD

The living dead are creatures reanimated by foul sorcery or supernatural circumstance.

**Examples:** Ghosts, Skeletons, Zombies

**Recommended Abilities:** *Auto-Zombie*, *Elemental Weakness (Fire)*, *Elemental Weakness (Holy)*

### ! Why Recommended?

Anybody who's had some familiarity with the **Final Fantasy** games may wonder why Categories don't have firmly defined Abilities attached to them. In many of the e-games, certain monster categories do have standardized weaknesses and properties, but these are not consistent throughout the series.

**Final Fantasy X**, for instance, introduced Undead opponents resistant to Fire, in stark contrast to previous games. For this reason, idiosyncrasies typically found in given Monster Categories are recommended rather than required.

## MONSTER FAMILY

A creature's **Monster Family** acts as sub-category for the Monster Category, and serves as a convenient way to group together monsters with similar characteristics. If your monster is an entirely new creation, the Monster Family will usually be named after it; if you are just adding a monster to an existing Monster Family, use the name already in place.

## LOCATION

Where the monster is most likely to be encountered; usually its preferred habitat, or range of habitats. Basic concept and Category will take most of the guesswork out of this — *Aquan* monsters will be found in Rivers, Lakes, and Oceans, while *Plants* are more at home in places like Jungles and Forests. The environment a monster lives in also provides a starting point for assigning things like Elemental Resistances and Immunities later on — obviously, a glacier-dwelling monster is more likely to be able to brave *Blizzard* Spells than one inhabiting a volcano. The thirteen types of Location are:

**Desert.** Hot, arid, sandy regions.

**Dungeons.** A catchall term for the towers and fortresses inhabited by evil masterminds. Unlike ruins, dungeons are still in active use, and are significantly nastier as a result.

**Forests.** Dense temperate forests and woodlands made up of timber trees. Not to be confused with jungles.

**Hills.** Grassy or wooded highlands.

**Jungles.** Hot and humid areas of tropical rainforest, with heavy rainfall and even heavier vegetation.

**Marshes.** Alternately known as *swamps*. Fetid wetlands notorious for their muddy, unstable ground.

**Mountains.** Rocky highlands characterized by sparser, tougher vegetation and colder temperatures.

**Plains.** Also called *steppe* or *veldt*. Typically large, unbroken stretches of rolling grassland.

**Oceans.** The open sea.

**Rivers/Lakes.** Large, natural bodies of flowing or standing freshwater located inland.

**Ruins.** Disused and abandoned buildings or areas of habitation. Unlike dungeons, ruins are claimed by nobody, and have fallen into an advanced state of disrepair as a result.

**Towns.** Areas of civilization. Though the term 'town' is used, this category applies to settlements of any size, from tiny hamlets to large cities.

**Tundra.** 'Cold deserts' marked by sparse vegetation, periodic snowfall and extreme temperatures.

**Underground.** Caves, caverns, tunnels, mines, and any other areas characterized by persistent lack of sunlight and cool, damp environs.

Like Categories, Locations are not mutually exclusive — a monster can be found in two or more Locations if their physiology supports it. If you are creating a monster for a campaign world, generic Location types can be replaced with specific locations in that world.

## APPEARANCE

In short, what the monster looks like. Again, the Category will take most of the guesswork out of this — Dragons will be vaguely reptilian in appearance, Amorphs blobs and oozes, Machina tough and composed of inorganic materials. Even within a type, however, there's tremendous potential for diversity. A dragon can just as

easily be a nine-headed monstrosity covered with golden scales or a polychromatic serpent, have six wings, chitinous armor, or shining feathers. Don't be afraid to take a few risks and mix things up; many of the most memorable creatures inhabiting the **Final Fantasy** universe are ones that stray more than just a little from the norm.

Habitat, too, plays a role in shaping appearance. Creatures living in extreme heat or cold will typically have bodies adapted to these conditions — shaggy fur and other natural insulation in the case of cold-dwellers, heat-resistant and water-retaining features for those making their homes in deserts. Remember that appearance is primarily a visual calling card. A short, vivid set of details that stick in your players' minds long after the encounter ultimately will pay greater dividends than a long-winded description cataloging the size of every claw and talon.

## SIZE

The monster's overall size measured in meters. More of a cosmetic consideration than a practical one; whilst size does give some indication as to the monster's overall resilience and power, small monsters are just as capable of dealing out grievous damage as large ones, if not moreso.

## INTELLIGENCE

In the **FFRPG**, a character's intelligence is measured by their MAG Attribute as well as their *Lore\** and *Language\** Skills. Because monsters do not have Skills to fall back on, a monster's intellect is instead summed up by an Intelligence rating. Pick one of the six ratings below:

**None** simply means the monster is not capable of independent action or thought; monsters of this type rely entirely on another monster or NPC for guidance. This kind of intelligence tends to be characteristic of more primitive *Machina* and some types of *Undead*.

**Animal** intelligence indicates a creature driven almost exclusively by its instincts; their actions and aggressions are motivated more by where their next meal is coming from than any kind of higher purpose.

**Primitive** creatures display a spark of sentience, and may even be capable of speaking an actual language, albeit reluctantly — a club is always far more efficient at getting the message across.

**Average** intelligence puts a monster at roughly human level in terms of reasoning capacity. Demi-human races such as Goblins and Orcs fall under this category.

**High** intelligence usually designates mages and other scholars of a particular species. They can match wits with almost any member of the party, and have a more-than-fair chance of winning the resulting battle of minds.

Monsters with **Elder** intelligence are rare indeed, displaying the kind of fierce intellect normally reserved for the wisest of Sages. Such creatures usually have the benefit of centuries of learning behind them, and may even be immortal.

If it necessary to reflect monsters who are slightly above or below

average for their Intelligence rating — say, the difference between a Goblin Mugger and a Goblin Mage — add a plus (+) or minus (-) after the Intelligence rating. Obviously, a monster's Intelligence will also have a bearing on its strategy as well as its interactions with the Party — see **Reaction** and **Behavior** below.

## REACTION

The monster's Reaction gauges how the monster will react to the players when the inevitable encounter takes place, and offers a useful yardstick for how the encounter develops from there.

### “Damned imbeciles. Why do you wish to fight?”

Bahamut  
FINAL FANTASY VIII

For **FFRPG** purposes, Reactions are broken up into categories. Pick one of the four categories below:

**Friendly** monsters offer advice, directions, items, or healing, depending on the circumstances. Some may expect compensation for their troubles, while others help the party for free.

**Neutral** monsters are passive, and will retaliate only if threatened themselves. While they won't go out of their way to help the players, they won't attempt to hinder them either. If not attacked or otherwise intimidated and intelligent enough, they may be willing to barter or offer their assistance in exchange for payment or some other small favor.

**Wary** monsters won't pounce on the players outright, but it won't take much to provoke their ill-will. If they feel threatened by the Party, they will almost certainly be the first to attack.

**Hostile** monsters will attack PCs on sight, regardless of the circumstances and odds. This may be for a wide variety of reasons, ranging from territorial considerations to simple hunger.

## BEHAVIOUR

Now we add a touch of color. A monster's behavior can potentially encompass everything from feeding and mating habits to social mores — How do they react to potential threats? What do they feed on? Do they travel in packs or alone? Do they attack ferociously or strategically, letting the battle come to them?

This section should also cover the monster's strategies in combat, if any. Magic-using monsters may prefer to cast debilitating Spells like *Poison* or *Sleep*, or systematically target front-line warriors with offensive magics, while their physical counterparts might be more interested in going after that unprotected Mage or bulking up their defenses via *Mighty Guard*. Others, such as the Cactuar, may be inveterate cowards who run away at the first sign of trouble — usually after making sure any possible pursuers are thoroughly incapacitated.

## FREQUENCY

For the purpose of arranging random encounters and encounter

tables, the monster should be given a Frequency rating. This rating simply determines how common the monster is in its native habitat. There are five possible Frequency ratings: *Common*, *Uncommon*, *Rare*, *Very Rare* and *Unique*. This last grade is usually reserved for Boss monsters and their ilk, and means the monster will never be encountered unless the encounter is premeditated by the GM.

## ENCOUNTER SIZE

In order to make it easier for GMs to plan encounters, monster entries should have a recommended Encounter Size to show how many monsters are needed to provide a reasonably challenging encounter for a party of equivalent Level. Encounter Size is expressed in terms of values like '1/5' – the first number is the recommended number of monsters and the second the number of PCs needed to fight it. 1/6, for instance, means 'one monster per six characters if of equivalent Level.' 2/1, on the other hand, reads 'two monsters for every one character.' On average, a party will go through four encounters before gaining a level, so encounter size should be adjusted with that in mind.

Note that these numbers are likely to be rough at best; even with trial and error, the GM's mileage may vary. For parties with excessively powerful equipment and a healthy stock of recovery items, even higher-level monsters won't be as much of a challenge as they should be, while cash-strapped groups will find the inverse to be true. Job choice also affects encounter effectiveness. If a monster is primary weak against physical attacks and the party composed primarily of Mages, the resulting challenge will increase exponentially. Aim for the middle ground and assume a mixed party of physical and magical attackers; this gives a better margin of error than skewing the numbers towards either extreme.

### ! Mixing and Matching

Encounter Size can be used to put together mixed encounters composed of several different monster types. Assume that a GM is setting up a battle for their four-strong party. The first monster they pick, the Rock Hound, has an Encounter Size rating of 2/1, meaning that the 'balanced' Group would comprise eight Rock Hounds. However, for variety's sake, the GM also wants to include at least one additional monster type. Looking through their notes, they find another 2/1 monster, the Blade Guard. They could now opt to use any mix of Rock Hounds and Blade Guards, up to a total of eight – four Hounds and four Guards, six Guards and two Hounds, one Guard and seven Hounds...

But the GM also has a 1/2 monster, the Zombie Basilisk. If they wanted to add a third monster to the mix, they could build a Group out of one Zombie Basilisk, two Rock Hounds and two Blade Guards. Alternatively, they could substitute another 1/2 monster in – the possibilities are literally endless.

## SENSES

Because FFRPG monsters have no Skills, they cannot use *Awareness* to spot or track a party. Instead, they use Senses as a

substitute. Monsters have six total Senses at their disposal:

**Day Vision** is the default Sense for most monsters. If it is their primary means of locating an opponent, they may have unusually keen eyesight and the capacity to spot targets over long distances.

**Night Vision** allows monsters to see opponents in dark or dim lighting conditions with increased clarity.

Monsters that detect based on **Sound** can either hear normal sounds or – in the case of burrowing monsters – detect vibrations created by movement.

**Smell** is generally used by Beasts to track their prey. Because scents left by a target usually last longer than other sensory cues, monsters that rely heavily on this sense can be highly persistent opponents.

Undead monsters and some types of Fiend and Construct use a **Life** Sense to 'smell' out living creatures. Because of this, they usually have trouble locating artificial constructs.

**Magic** sense is common amongst Arcana. In this case, the monster can 'see' the aura given off by natural magic-users – read: all Jobs with an MP die – as well as items imbued with magic, including Accessories, Weapons and Armor with Equipment Abilities, Battle Items, and Support Items.

When creating the monster, give each of these Senses a Rating from 0 to 100. If a situation arises where one or more party members are using *Stealth* to sneak by the monster, use the highest-rated Sense in place of an Awareness Rating for the Opposed Skill Test to see whether the monster notices. Conditional Modifiers imposed on the characters sneaking by should be appropriate to the monster's primary sense. Wearing camouflage will do nothing to fool a creature using Life sense, for instance – the only way to completely disguise yourself is to cast *Zombie*.

## ATTRIBUTES AND STATISTICS

Now that the background material is complete, the number-crunching begins in earnest. Every option given over the next few pages has specific Gil and XP values attached to it. As you create your monster, keep track of the modifiers listed for every choice you make – these will be particularly important at the end of the design process.

### ! Multiple Forms (1)

Monsters with multiple incarnations are a time-honored **Final Fantasy** traditions, particularly for final battles; defeat one form, and your opponent promptly shifts to another, even more powerful one. There are two ways of representing this in the FFRPG:

If a monster can change forms at will, assume that doing so requires a standard Ability Action to carry out. Create each 'alternate' form as a separate monster, but do not generate Hit Points and Magic Points for the alternate forms; they will use the current and maximum HP and MP values of the 'base' form even after they change over.

## ! Multiple Forms (2)

Calculate the Gil and XP values for the 'base' form, then add the Gil and XP values for every Ability and Attack used by an alternate form but not present on the 'base' form. Once this has been calculated, multiply both by 1.1; this is the final Gil and XP value of the monster.

For monsters that shift forms only after the previous form has been defeated in combat, treat each form as a completely independent monster. The total Gil and XP value for the monster will be equal to the sum of all of its incarnations' values.

## TYPE

Begin by selecting a Type for the monster from the list below. This will determine its overall power level as well as its full capabilities.

**Regular** monsters are cannon fodder, and should make up around 75% of the opponents the Party runs into during the course of their adventures. However, this does necessarily not mean that the players will have an easy time with them.

**Notorious** monsters are a step up, representing grizzled veterans, favored minions, and one-of-a-kind creatures. Notorious monsters are usually encountered at the end of every other session; the average adventure will usually have several of these to give the players grief. Unlike normal monsters, Notorious monsters and their superiors can have quite developed personalities, and should make for a memorable encounter if handled correctly.

**Bosses** usually appear during an adventure's climax, and should be constructed as a typically epic showdown requiring a good deal of the Party's resources and wit to overcome.

**End Bosses** are the players' most powerful archenemies. These are typically only encountered after a series of adventures, if not the end of a full-fledged campaign, and tend to be an integral part of the game's ongoing storyline.

In game terms, Notorious, Boss, and End Boss monsters will have significantly higher Hit Points and possess certain Abilities at no additional cost. Several restrictions on attacks and attack modifiers are also waived for monsters of this kind, allowing them to deal significantly more damage to opponents. These are discussed in more detail in the relevant sections further along. Once you have chosen a Type, note down the Base XP and Gil Value given for it below and continue.

TYPE	BASE XP VALUE	BASE GIL VALUE
Regular	40	15
Notorious	100	25
Boss	225	55
End Boss	350	90

## LEVEL

Once a Type has been chosen, the next consideration is the monster's Level. As with PCs, monsters have a Level from 1 to 99, reflecting their overall experience and toughness. A higher Level

affects all of the monster's abilities – it increases the number of Attribute Points available to it, increases its Combat Statistics, and improves the damage it can cause with each attack. It also increases the number of Experience Points and Gil the monster is worth if defeated in battle. As a rough rule of thumb, the higher the Level, the harder – and more rewarding – the monster will be to defeat.

Under most circumstances, the monster's Level will be equal to the average Level of the Party it is intended for; a Level 28 Party, for instance, will generally be best off facing monsters ranging from Level 26 to Level 30. For an additional challenge, set the monster's Level 5 to 10 Levels above the Party's average.

## ATTRIBUTES

Like characters, monsters have a total of six Attributes: Strength, Vitality, Speed, Agility, Magic, and Spirit. Every monster has a total of **(35 + Level)** Attribute Points to split between these six, raising Attribute ratings at a rate of 1 Point per 1 point in the relevant Attribute. The monster's basic concept will have some bearing on how these are allocated – small, fast monsters will have high SPD and AGI, but low VIT and STR, while large, lumbering ones will be just the opposite. All Attributes must have a minimum value of 1; other than that, there are no restrictions on allocation.

## COMBAT STATISTICS

Barring one exception, monsters have the exact same Combat Statistics PCs do. Where they differ is in the fashion in which they are generated.

## HIT POINTS

A monster's Hit Points determine how much damage it can soak up before being defeated. As a general rule of thumb, the larger and tougher a monster is, the more HP it will have at its disposal. Unlike Jobs, monsters have no Hit Die, but a fixed value called a **Hit Base**; the higher the Hit Base, the higher the monster's final HP value. Select a Hit Base from the table below and note down the relevant modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
1	Leaf Bunny	-16	-6
1.5	Goblin	-8	-3
2	Sergeant	0	0
4	Ochu	+18	+8
6	Behemoth	+40	+19
8	Tonberry	+60	+30

Once the monster's Hit Base has been decided on, use the appropriate formula from the following list to calculate the monster's total HP:

Type	HP Formula
Regular	(Hit Base x VIT x Level)
Notorious	(Hit Base x VIT x Level) x 2
Boss	(Hit Base x VIT x Level) x 4
End Boss	(Hit Base x VIT x Level) x 6

## MAGIC POINTS

Spellcasting Monsters will need at least some amount of MP to power their magic; the more MP they have at their disposal, the greater the power and extent of their spellcasting ability. Unlike the Hit Base, a **Magic Base** is purely optional; if the monster has no Spells to speak of, this step may be skipped entirely. Otherwise, select a Magic Base from the table below and note down the relevant modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
---	Leaf Bunny	0	0
0.5	Goblin	+8	+3
1	Black Mage	+15	+7
1.5	Dark Force	+22	+10
2	Black Waltz	+35	+16
4	Magic Master	+50	+28

Provided the monster has been given a Magic Base, use the appropriate formula from the following list to calculate the monster's total MP:

Type	HP Formula
Regular	(Magic Base x SPR x Level)
Notorious	(Magic Base x SPR x Level) x 1.5
Boss	(Magic Base x SPR x Level) x 2
End Boss	(Magic Base x SPR x Level) x 3

## ACCURACY

Accuracy serves the same purpose in monsters as it does in a player character, determining how accurate the monster's Attacks are. However, as the monster does not have a Weapon Skill, ACC is the sole deciding factor in whether or not its attacks hit. Use the following formula to calculate the monster's ACC:

$$(80 + \text{Level} + (\text{AGI} \times 2))$$

## MAGIC ACCURACY

The Magic Accuracy Combat Statistic works for monsters as it does for players, determining the likelihood of the monster's Spells affecting their intended target. Use the following formula to calculate the monster's M. ACC:

$$(100 + \text{Level} + (\text{MAG} \times 2))$$

## DEXTERITY

Dexterity is used to determine the accuracy of certain attacks, typically used in cases where the monster is inflicting a negative status. Use the following formula to calculate the monster's DEX:

$$(50 + \text{Level} + (\text{AGI} \times 2))$$

## MIND

Mind is used to determine the accuracy of certain attacks, typically used in cases where the monster is inflicting a negative status. Use the following formula to calculate the monster's MND:

$$(50 + \text{Level} + (\text{MAG} \times 2))$$

## ARMOR

Unlike the players, monsters don't wear individual pieces of protective gear. For this reason, their Armor rating is measured by a single overall value called the **Armor Base**. Monsters with a high Armor Base are typically protected by shells, thickened hides or outright sheets of metal, but may also sport a larger Armor Base simply because they are difficult to damage with conventional attacks — Amorphs are one example of this. Select an ARM Base from the table below and note down the modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
0.5	Leafer	-5	-2
1	Goblin	0	0
2	Dark Knight	+10	+5
4	Golem	+19	+9
6	Iron Giant	+26	+18

Once the monster's Armor Base has been decided on, use the following formula to calculate the monster's ARM:

$$(\text{Armor Base} \times \text{Level} + (\text{VIT} / 2))$$

Generally speaking, monsters with a high ARM value should have a comparatively low M. ARM, and vice versa.

## MAGIC ARMOR

As with Armor, Magic Armor in monsters is based on a single value — the monster's **Magic Armor Base** — rather than many separate pieces of armor. Select an Magic Armor Base from the table below and note down the modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
0.5	Goblin	-5	-2
1	Ghost	0	0
2	Black Mage	+10	+5
4	Dark Force	+19	+9
6	Magic Master	+26	+18

Once the monster's Magic Armor Base has been decided on, use the following formula to calculate the monster's M. ARM:

$$(\text{Magic Armor Base} \times \text{Level} + (\text{SPR}/2))$$

Generally speaking, monsters with a high M. ARM value should have a comparatively low ARM, and vice versa. Spellcasting monsters will typically have a higher Magic Armor Base than those who rely primarily on physical attacks.

## EVASION

As with PCs, a monster's Evasion value represents its ability to dodge or intercept physical attacks. Use the following formula to calculate the monster's EVA:

$$(\text{Level} + \text{SPD} + \text{AGI})$$

## MAGIC EVASION

Magic Evasion represents the monster's resistance to the players' Spells and Status Conditions. Use the following formula to calculate M. EVA:

$$(\text{Level} + \text{MAG} + \text{SPR})$$

# ATTACKS

With the basic properties of the monster settled, it's time to move onto its offensive capabilities. Attacks are the first and simplest of these; offensive, damage-dealing maneuvers carried out as Attack Actions in combat, and are sealed by the Status Condition *Disable*. Regardless of its range of abilities, every monster will have at least one or two 'natural' melee attacks to fall back on, typically in the form of a bite, punch, claw or horn. The exact form of the attack is largely dependent on the monster's type. A Human-type monster, for instance, might have a sword or spear, whilst a Plant-type monster would attack with thorns or vines.

## NAME THE ATTACK

Each attack has its own name for purposes of identification, usually depending on what the monster does. A simple physical attack could be called *Swipe* or *Beak*, for instance, while a more elaborate one might have a name like *Paean of the Heavens* or *Megiddo's Flame*. To help further establish a monster's personality, the attack's entry can include a short description of its visual effects, such as 'the monster lunges at the target, raking it with its talons.'

## DETERMINE ACTION TYPE

Now decide what kind of Action the attack is: **Attack**, **Ability**, or **Magic**. This will determine which Status Condition seals the attack – *Disable* will seal an Attack Action, *Curse* an Ability Action, and *Silence* a Magic Action. In addition, only Attack Actions can score Critical Hits, though this requires the monster to have the *Critical Attack* Support Ability.

## DETERMINE ATTACK TYPE

Once the attack has been named and described, you must decide what kind of attack it is. Select one of the options below and make a note of the XP and Gil modifiers for your choice before proceeding, keeping them separate from any other modifiers you have been keeping track of.

### STANDARD ATTACK

**Effect:** Standard attacks do damage and require you to select a Damage Die – d6, d8, d10 or d12. The higher the Damage Die, the more powerful the monster's attack will be. When choosing which Die to use, it may help to consider the size and purpose of the monster. A large, physically oriented monster like an Iron Giant is more likely to be a d10 or d12 than a Flan that only attacks with its tendrils when its spellcasting abilities aren't doing the trick.

DAMAGE DIE	XP MODIFIER	GIL MODIFIER
d6	+8	+3
d8	+20	+8
d10	+30	+10
d12	+60	+20

### NO DAMAGE

**Effect:** Attacks that deal no damage are usually used for *Charge Breakers*, *Dispel Attacks*, *Near-Fatal Attacks*, or *Status Attacks* – see below for more details.

XP MODIFIER	GIL MODIFIER
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## DETERMINE TARGET

Now determine the attack's target by selecting the appropriate options from the list below. Note down the relevant modifiers with the attack's basic XP and Gil costs.

### SINGLE

**Effect:** The attack can only target a single combatant.

XP MODIFIER	GIL MODIFIER
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### GROUP

**Effect:** The attack can target a Group of combatants.

XP MODIFIER	GIL MODIFIER
x 2	x 2

### RANDOM TARGET

**Effect:** *Random Target* is not a standalone choice, but must be combined with one of the other options listed here. If used in conjunction with *Single*, the attack targets a random opponent by default. If used in conjunction with *Group*, the attack strikes the targeted Group a number of times equal to the number of active combatants in that Group, targeting a random member every time. If combined with *Unfocused*, an attack with *Random Target* hits one randomly-determined combatant on the battlefield.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

### UNFOCUSED

**Effect:** The monster's Attack damages everything on the battlefield, changing its Target from Single to All. Pricing for an *Unfocused* Attack depends on whether or not a monster is immune to its effects. For instance, an *Unfocused* attack inflicting *Sleep* would incur the x 2/x 2 modifier if the monster had *Status Immunity (Seal)* or *Status Immunity (Sleep)*.

TYPE	XP MODIFIER	GIL MODIFIER
Vulnerable to attack	x1	x1
Immune to attack	x2	x2

## ADD MODIFIERS

A **Modifier** is a special property attached to a basic attack to enhance its effects. Any number of Modifiers can be added to an attack; a handful have been given below, though the GM is at liberty to add and price their own if needed. Not every Modifier will apply to every attack type — attacks that do no damage cannot benefit from Modifiers that involve damage in their effects. Be sure and note down the XP and Gil modifiers of any properties added to the Attack before proceeding to the next step.

## AUTO-HIT

**Effect:** The attack is precise enough that no ACC or M. ACC roll is needed to see if it hits, though it may still be affected by Reaction Abilities such as *Evade & Counter*. Any Modifiers attached to the attack must still be rolled for as normal.

XP MODIFIER	GIL MODIFIER
x 2	x 2

## CHARGE BREAKER

**Effect:** The monster has the ability to interrupt its opponents' attacks with its own. If used against an opponent in the process of executing a Slow Action — or any other Action with a Charge Time — an attack with the *Charge Breaker* Modifier automatically cancels the Action; the target is instead considered to be in a Defense Action once the attack's effects have been resolved, and will remain in a Defense Action until it can choose its next Action.

XP MODIFIER	GIL MODIFIER
+18	+10

## COUNTDOWN

**Effect:** The monster's attack takes a number of Rounds — 1 to 6 — to execute, usually as a result of requiring a significant amount of power to be built up and released. For all intents and purposes, treat this as a specialized Charge Time — the same considerations given to interrupting Slow Actions in **Chapter 7** also apply here. An Attack with *Countdown* usually gives its victims some kind of visual signifier at the start of each Round to let them know where the countdown is currently at. XP and Gil values are static regardless of how long the *Countdown* takes, though every Round spent charging the attack increases its final damage by **25%**.

XP MODIFIER	GIL MODIFIER
x 0.8	x 0.8

## DELTA ATTACK

**Effect:** The attack requires several sources of power to execute. Designate *Slave Parts* or any number of other monsters when selecting this Modifier — all of these must be active combatants on the battlefield in order for the *Delta Attack* to be used. Only the monster initiating the *Delta Attack* needs to have the attack and

Modifier, and requires just one Action to carry it out; anybody else participating in it is just pouring additional energy into it, and does not have to spend any Actions to do so. *Delta Attack*'s XP and Gil modifiers depend on whether one or several additional combatants needed to execute the Attack.

REQUIRED	XP MODIFIER	GIL MODIFIER
One Part/Monster	x 0.75	x 0.75
Multiple Parts/Monsters	x 0.5	x 0.5

## DELAY ATTACK

**Effect:** The attack has a limited CoS of reducing the target's Initiative by a certain amount. This CoS will be determined later in the attack's creation process. XP and Gil values are determined by how much the target's Initiative is reduced by if *Delay Attack* is successful.

INITIATIVE LOST	XP MODIFIER	GIL MODIFIER
25%	+5	+2
50%	+10	+3
75%	+20	+6

## DELAY STRIKE

**Effect:** The attack has a CoS of **60%** of reducing the target's Initiative by a certain amount. XP and Gil values are determined by how much the target's Initiative is reduced by if *Delay Strike* is successful.

INITIATIVE LOST	XP MODIFIER	GIL MODIFIER
25%	+6	+2
50%	+11	+3
75%	+21	+6

## DELAY TOUCH

**Effect:** The attack has a CoS of **30%** of reducing the target's Initiative by a certain amount. XP and Gil values are determined by how much the target's Initiative is reduced by if *Delay Touch* is successful.

INITIATIVE LOST	XP MODIFIER	GIL MODIFIER
25%	+3	+2
50%	+8	+2
75%	+16	+5

## DISPEL ATTACK

**Effect:** The attack has a limited CoS of removing all Enhance and Barrier-type Status Conditions save *Shield* from the target. This CoS will be determined later in the attack's creation process.

XP MODIFIER	GIL MODIFIER
+48	+16



## DISPEL STRIKE

**Effect:** The attack has a **60%** CoS of removing all Enhance and Barrier-type Status Conditions save *Shield* from the target.

XP MODIFIER	GIL MODIFIER
+51	+18

## DISPEL TOUCH

**Effect:** The attack has a **30%** CoS of removing all Enhance and Barrier-type Status Conditions save *Shield* from the target.

XP MODIFIER	GIL MODIFIER
+25	+8

## ELEMENTAL AFFINITY

**Effect:** The attack has an affinity towards one of the nine Combat Elements, and counts as inflicting damage of that Element for purposes of Weaknesses, Resistances, Immunities, Absorbances, and any other situation where the Attack's Element would have an impact.

XP MODIFIER	GIL MODIFIER
x 1	x 1

## GROUND BASED

**Effect:** The Attack travels along – or through – the ground, limiting its effectiveness against flying opponents. As a result, combatants under the effects of the Status Conditions *Float* and *Flight* are immune to its effects.

XP MODIFIER	GIL MODIFIER
x 0.8	x 0.8

## HP DRAIN

**Effect:** In addition to inflicting damage, the monster's attack restores the monster's Hit Points by an amount equal to **50%** of the damage done after modifying for ARM or M. ARM. Thus, an *HP Drain* attack that inflicts 150 damage will restore 75 HP to the monster. *HP Drain* cannot be combined with *HP Siphon*.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

## HP SIPHON

**Effect:** In addition to inflicting damage, the monster's attack restores the monster's Hit Points by an amount equal to the damage done after modifying for ARM or M. ARM. Thus, an *HP Siphon* attack that inflicts 150 damage will restore 150 HP to the monster. *HP Siphon* cannot be combined with *HP Drain*, and should not be combined with *Power Strike* unless the monster is of Boss level or higher.

XP MODIFIER	GIL MODIFIER
x 1.5	x 1.5

## MELTING

**Effect:** The monster's attack ignores even the toughest armor. Neither ARM nor M. ARM are applied when calculating damage for a *Melting* attack.

XP MODIFIER	GIL MODIFIER
x 1.75	x 1.75

## MP COST

**Effect:** The monster must spend Magic Points to use this attack. The attack's MP cost is equal to:

$$(\text{Attack's XP Value before MP Cost} / 2) + \text{Monster Level}$$

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

## MP DAMAGE

**Effect:** Rather than inflict physical damage, the attack affects its target's mana reserves instead. Upon a successful strike, the target loses a number of Magic Points equal to the damage inflicted by the attack; no other damage is done.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

## MP DRAIN

**Effect:** The monster's attack damages the target's mana. All damage dealt by an *MP Drain* attack – after modifying for ARM or M. ARM as normal – is subtracted from the target's Magic Points rather than Hit Points, restoring **50%** of that MP to the monster. Thus, an *MP Drain* attack that inflicts 150 damage to the target's MP would restore the monster's MP by 75 points. This Modifier cannot be combined with the *MP Siphon*.

XP MODIFIER	GIL MODIFIER
x 1.5	x 1.4

## MP SIPHON

**Effect:** The monster's attack damages the target's mana. All damage dealt by an *MP Siphon* attack – after modifying for ARM or M. ARM as normal – is subtracted from the target's Magic Points rather than Hit Points, restoring an equal quantity of MP to the monster. Thus, an *MP Siphon* attack that inflicts 150 damage to the target's MP would restore the monster's MP by 150 points. This Modifier cannot be combined with *MP Drain*, and should not be used in conjunction with the *Power Strike* or *Group* Modifiers unless the monster is a Boss or End Boss.

XP MODIFIER	GIL MODIFIER
x 1.75	x 1.6

## NEAR-FATAL ATTACK

**Effect:** *Near-Fatal Attack* has a limited CoS of reducing a target to 1 HP regardless of its current HP, ARM or M. ARM values, or the Damage Cap. This CoS will be determined later in the attack's

creation process. It is generally recommended that *Near-Fatal* Modifiers be reserved for Boss monsters and above, and combined with as few other Modifiers as possible.

XP MODIFIER	GIL MODIFIER
+46	+22

### NEAR-FATAL STRIKE

**Effect:** *Near-Fatal Touch* has a CoS of **60%** of reducing a target to 1 HP regardless of its current HP, ARM or M. ARM values, or the Damage Cap. It is generally recommended that *Near-Fatal* Modifiers be reserved for Boss monsters and above, and combined with as few other Modifiers as possible.

XP MODIFIER	GIL MODIFIER
+49	+25

### NEAR-FATAL TOUCH

**Effect:** *Near-Fatal Touch* has a CoS of **30%** of reducing a target to 1 HP regardless of its current HP, ARM or M. ARM values, or the Damage Cap. It is generally recommended that *Near-Fatal* Modifiers be reserved for Boss monsters and above, and combined with as few other Modifiers as possible.

XP MODIFIER	GIL MODIFIER
+24	+11

### PIERCING

**Effect:** The monster's attack is capable of piercing reinforced armor. Only **50%** of the target's ARM and M. ARM is applied when calculating damage for a *Piercing* attack.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

### POWER STRIKE

**Effect:** The monster's attack strikes with unusual power. When calculating the damage inflicted by a *Power Strike* attack, increase the Damage Scale by **(2 + (Monster's Level / 10))**. For balance reasons, *Power Strike* should not be combined with *Group* or *Unfocused* unless the monster is of Boss level or higher.

XP MODIFIER	GIL MODIFIER
x 2	x 2

### RANGED

**Effect:** Not all monsters confine themselves to melee. With projectiles like rocks, arrows, energy balls or even saliva, a monster with a *Ranged* attack can hit opponents even at a distance.

XP MODIFIER	GIL MODIFIER
x 1.1	x 1.1

### SLOW

**Effect:** The attack requires additional time to prepare, resulting in a Charge Time. Charge Time is equal to **(Monster's Level / 4)**; a Level 40 monster with a *Slow* attack would thus have a CT of 10. The lowest CT a *Slow* attack can have is 2; round up to compensate if necessary.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

### SOS-GAIN

**Effect:** The attack this Modifier is tied to cannot be used until the monster reaches **25%** or fewer of its maximum Hit Points. Cannot be used in conjunction with *SOS-Lose*.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

### SOS-LOSE

**Effect:** The attack this Modifier is tied to is no longer usable when the monster reaches **25%** or fewer of its maximum Hit Points. Cannot be used in conjunction with *SOS-Gain*.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

### SPLIT DAMAGE

**Effect:** The monster's attack splits damage evenly between physical and magical. **50%** of the damage inflicted by a successful Attack — after modifying for ARM — is subtracted from the target's HP; the remaining **50%** is subtracted from its MP.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

### STATUS ATTACK

**Effect:** The monster's attack has a limited CoS of inflicting a harmful Status Condition on the target. This CoS will be determined later in the attack's creation process. XP and Gil modifiers depend on the actual Condition inflicted; for purposes of calculating these values, Status Conditions are organized into one of four 'classes.'

**Class I:** *Berserk* (4), *Blind* (4), *Curse* (4), *Disable* (4), *Immobilize* (4), *Poison* (∞), *Silence* (4), *Sleep* (4), *Slow* (4)

**Class II:** *Condemned* (4), *Confuse* (4), *Petrify* (4), *[x] Down* (6), *Sap* (4), *Unaware* (1)

**Class III:** *Eject*, *Mini* (4), *Toad* (4), *[x] Break* (6), *Stop* (4), *Venom* (4), *Zombie* (∞)

**Class IV:** *Charm* (4), *Death*, *Frozen* (2), *Heat* (2), *Meltdown* (2), *Stone* (∞)

STATUS	XP MODIFIER	GIL MODIFIER
Class I	+18	+6
Class II	+33	+11
Class III	+48	+16
Class IV	+64	+21

## STATUS STRIKE

**Effect:** The monster's attack has a CoS of **60%** of inflicting a harmful Status Condition on the target. XP and Gil modifiers depend on the actual Condition inflicted; for purposes of calculating XP and Gil values, Status Conditions are organized into one of four 'classes.' Generally best used on monsters of Level 30 and up.

**Class I:** *Berserk (4), Blind (4), Curse (4), Disable (4), Immobilize (4), Poison (∞), Silence (4), Sleep (4), Slow (4)*

**Class II:** *Condemned (4), Confuse (4), Petrify (4), [x] Down (6), Sap (4), Unaware (1)*

**Class III:** *Eject, Mini (4), Toad (4), [x] Break (6), Stop (4), Venom (4), Zombie (∞)*

**Class IV:** *Charm (4), Death, Frozen (2), Heat (2), Meltdown (2), Stone (∞)*

STATUS	XP MODIFIER	GIL MODIFIER
Class I	+21	+7
Class II	+35	+13
Class III	+51	+18
Class IV	+67	+22

## STATUS TOUCH

**Effect:** The monster's attack has a CoS of **30%** of inflicting a harmful Status Condition on the target. XP and Gil modifiers depend on the actual Condition inflicted; for purposes of calculating XP and Gil values, Status Conditions are organized into one of four 'classes.'

**Class I:** *Berserk (4), Blind (4), Curse (4), Disable (4), Immobilize (4), Poison (∞), Silence (4), Sleep (4), Slow (4)*

**Class II:** *Condemned (4), Confuse (4), Petrify (4), [x] Down (6), Sap (4), Unaware (1)*

**Class III:** *Eject, Mini (4), Toad (4), [x] Break (6), Stop (4), Venom (4), Zombie (∞)*

**Class IV:** *Charm (4), Death, Frozen (2), Heat (2), Meltdown (2), Stone (∞)*

STATUS	XP MODIFIER	GIL MODIFIER
Class I	+10	+3
Class II	+17	+6
Class III	+25	+8
Class IV	+34	+12

## UNSEALABLE

**Effect:** The attack cannot be sealed by *Curse*, *Disable*, *Immobilize*, or *Silence*. For balance reasons, it is recommended this Modifier be used relatively rarely.

XP MODIFIER	GIL MODIFIER
x 3	x 3

## DETERMINE ATTRIBUTE

Once all Modifiers have been added, decide which Attribute the attack uses for damage codes — **STR**, **AGI**, or **MAG**. STR is typically used by Physical melee attacks, AGI by Physical ranged attacks, and MAG for Magical ones. Attacks that deal no damage can skip this step.

## SELECT DAMAGE TYPE

Decide whether the attack deals **Physical** or **Magical** damage. This determines whether the attack is reduced by ARM or M. ARM. Attacks that deal no damage can skip this step.

## CALCULATE DAMAGE

The next step is to start pinning down the hard numbers. If the attack deals damage, consult **Table AII-1** and note down the appropriate Damage Code for the monster's Level and Damage Die. Once this is done, precalculate the damage by factoring in the Attribute you chose for the attack at the beginning of the design process. Assuming the attack doesn't have the *Melting* Modifier, finish your calculations by writing out the full Damage Code, noting whether the attack is modified by ARM or M. ARM. A Level 12 monster's MAG-based d8 attack would thus have a final Damage Code of **(3 x MAG) + d8, M. Armor**.

**Table AII-1: Attack Damage**

MONSTER'S LEVEL	d6 DAMAGE DIE	d8 DAMAGE DIE	d10 DAMAGE DIE	d12 DAMAGE DIE
1 - 4	2 x [Attribute] + d6	2 x [Attribute] + d8	2 x [Attribute] + d10	2 x [Attribute] + d12
5 - 9	2 x [Attribute] + d6	3 x [Attribute] + d8	3 x [Attribute] + d10	3 x [Attribute] + d12
10 - 14	3 x [Attribute] + d6	3 x [Attribute] + d8	4 x [Attribute] + d10	4 x [Attribute] + d12
15 - 19	4 x [Attribute] + 2d6	4 x [Attribute] + 2d8	5 x [Attribute] + d10	6 x [Attribute] + d12
20 - 24	5 x [Attribute] + 3d6	5 x [Attribute] + 2d8	6 x [Attribute] + d10	7 x [Attribute] + d12
25 - 29	5 x [Attribute] + 3d6	6 x [Attribute] + 2d8	7 x [Attribute] + 2d10	8 x [Attribute] + d12
30 - 34	6 x [Attribute] + 3d6	7 x [Attribute] + 2d8	8 x [Attribute] + 2d10	9 x [Attribute] + d12
35 - 39	7 x [Attribute] + 3d6	8 x [Attribute] + 3d8	9 x [Attribute] + 2d10	10 x [Attribute] + 2d12
40 - 44	8 x [Attribute] + 3d6	9 x [Attribute] + 3d8	10 x [Attribute] + 2d10	11 x [Attribute] + 2d12
45 - 49	9 x [Attribute] + 4d6	10 x [Attribute] + 3d8	11 x [Attribute] + 3d10	12 x [Attribute] + 2d12
50 - 54	10 x [Attribute] + 4d6	11 x [Attribute] + 4d8	13 x [Attribute] + 3d10	15 x [Attribute] + 3d12
55 - 59	11 x [Attribute] + 4d6	12 x [Attribute] + 4d8	15 x [Attribute] + 3d10	17 x [Attribute] + 3d12
60 - 64	12 x [Attribute] + 5d6	13 x [Attribute] + 4d8	16 x [Attribute] + 4d10	18 x [Attribute] + 3d12
65 - 69	13 x [Attribute] + 5d6	14 x [Attribute] + 5d8	17 x [Attribute] + 4d10	19 x [Attribute] + 4d12
70 - 74	14 x [Attribute] + 5d6	15 x [Attribute] + 5d8	20 x [Attribute] + 4d10	21 x [Attribute] + 4d12
75 - 79	15 x [Attribute] + 5d6	16 x [Attribute] + 5d8	21 x [Attribute] + 5d10	23 x [Attribute] + 4d12
80 - 84	16 x [Attribute] + 5d6	18 x [Attribute] + 5d8	22 x [Attribute] + 5d10	24 x [Attribute] + 5d12
85 - 89	17 x [Attribute] + 5d6	19 x [Attribute] + 5d8	23 x [Attribute] + 5d10	25 x [Attribute] + 5d12
90 - 94	18 x [Attribute] + 5d6	21 x [Attribute] + 5d8	24 x [Attribute] + 5d10	26 x [Attribute] + 5d12
95 - 98	19 x [Attribute] + 5d6	22 x [Attribute] + 5d8	25 x [Attribute] + 5d10	27 x [Attribute] + 5d12
99	20 x [Attribute] + 5d6	23 x [Attribute] + 5d8	26 x [Attribute] + 5d10	29 x [Attribute] + 5d12

## DETERMINE CHANCE OF SUCCESS

With damage settled, the last bit of numbercrunching involves creating the attack's Chance of Success. Start by choosing which Combat Statistic determines the basic CoS: **Accuracy**, **M. Accuracy**, **Mind**, or **Dexterity**. Then decide what modifies the CoS: **Evasion** or **M. Evasion**. In general, Accuracy and Dexterity are modified by Evasion and M. Accuracy and Mind by M. Evasion, though there are exceptions.

*Near-Fatal Attacks*, *Dispel Attacks*, and *Status Attacks* also require you to create a Chance of Success formula. In this case, the basic CoS will be either (**M. ACC - 50**), **Mind**, or **Dexterity**, and can be modified by **Evasion** or **M. Evasion**. Once you have chosen the appropriate Combat Statistics, write out the Chance of Success formula in the attack's description.

## FINAL TOUCHES

If the attack is Magical, you should also determine whether it is affected by *Reflect* or the Ability *Runic*. An attack will only be vulnerable to *Runic* if it has an *MP Cost*; the same criterion is recommended for deciding whether or not *Reflect* works on the attack.

## CALCULATE TOTAL PRICE

Once the Attack has been finished, you must figure out how much it will adjust the monster's final Gil and XP values by. Check the XP modifiers you wrote down, then add all numbers that aren't prefaced by an 'x' together. Then multiply this total by every modifier prefaced by an 'x,' one at a time. For example, if a Goblin has a *Ground-*

*Based* d6 attack with *Group* and *Status Touch (Blind)*, the attack's XP modifier is **(8 + 10) x 2 x 0.8**, or **28**. Repeat this process for the Gil modifiers, and you will have the final Gil and XP modifiers for the attack.

## SAMPLE ATTACKS

Here are a few sample attacks put together with this system. The monster's Level is given to the right of the attack name.

### MAGNITUDE 8

LEVEL 35

**Target:** Group

**Type:** Magic Action (95 MP)

The ground begins to shudder as a violent quake tears through the immediate area, showering the battlefield with fragments of rock and earth. *Magnitude 8* has a CoS of **M. Accuracy**, **M. Evasion** of inflicting **(10 x MAG) + d12**, **M. ARM** Earth Elemental damage.

**XP Modifier:** 90

**Gil Modifier:** 30

**Modifiers:** *Elemental Affinity*, *Group*, *MP Cost*

### SALIVA

LEVEL 40

**Target:** Single

**Type:** Fast Ability

The monster spits a wad of magically charged saliva at an opponent, miring them in gunk. *Saliva* inflicts **(8 x MAG) + 3d6**, **M. ARM** Magical damage, striking automatically. In addition, *Saliva* has a CoS of **60%** of inflicting the Status Condition *Curse (4)*. This attack is only gained once the monster is reduced to **25%** of its maximum Hit Points.

**XP Modifier:** 194

**Gil Modifier:** 64

**Modifiers:** *SOS-Gain*, *Status Strike (Class I)*, *Auto-Hit*

## SONIC FANGS

LEVEL 20

Target: Single

Type: Attack Action

The monster delivers a high-speed bite attack, repeatedly gnashing at the target for massive damage. *Sonic Fangs* has a CoS of **Accuracy, Evasion** of inflicting (11 x STR) + d10, (ARM / 2) Physical damage.

XP Modifier: 97

Gil Modifier: 32

Modifiers: *Piercing, Power Strike*

## ACTION ABILITIES

Action Abilities fill in the cracks between attacks, Spells, and Job Abilities, covering special techniques and capabilities that don't have counterparts anywhere else. Unless otherwise specified, all Abilities are Single target, require an Ability Action to use, and are sealed by the Status Condition *Curse*.

## NAME THE ABILITY

Like Attacks, Abilities are given descriptive names for identification purposes. Unlike Attacks, however, many of the Action Ability effects given here — such as *Clone*, *Alarm*, and *Restore* — are 'complete packages' rather than individual components. For this reason, it may be easier to just keep the default name.

## SELECT EFFECTS

Listed below are a number of basic templates for Action Abilities. Select one to set the Ability's mechanical effects.

### ADD STATUS

**Effect:** The monster can use an Ability Action to automatically add a positive Status Condition (4) to a Single target. XP and Gil values are given per Status added, and depend on the exact Status taken:

**Class I:** *Float, Agility Up, Spirit Up, [Element] Spikes*

**Class II:** *Protect, Shell, Armor Up, Mental Up*

**Class III:** *Haste, Reflect, Power Up, Magic Up*

**Class IV:** *Regen, Aura, Vanish*

*Add Status* can be used to add more than one Status Condition at a time, though it is recommended that this option be reserved for Boss monsters and creatures of Level 30 or above.

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+14	+4
Class II	+18	+6
Class III	+26	+9
Class IV	+38	+12

### ALARM

**Effect:** The monster can use an Ability Action to summon an additional monster into battle. The new monster arrives on the battlefield at the beginning of the following Round, forming a Group

with the original monster, and generates Initiative as normal. Once used, *Alarm* cannot be used again until the summoned monster has been defeated or incapacitated.

The type of monster summoned by *Alarm* should be noted in the Ability's description. Multiple monsters can be summoned through a single *Alarm*; in this case, multiply the XP and Gil Modifiers given below by the number of monsters summoned. It is generally recommended that any monsters summoned through *Alarm* be of equal or lower Level to the monster doing the summoning.

XP MODIFIER	GIL MODIFIER
+32	+18

### CANNIBALIZE

**Effect:** The monster can consume other monsters to increase its own strength. A monster can *Cannibalize* a Single ally of a Level no higher than (Monster's Level / 2) at the cost of one Ability Action. This automatically reduces the target's HP to 0 — treat this as an Eject-type effect.

XP and Gil values for *Cannibalize* depend on what effects it has. By default, the monster regains (Target's Current HP) Hit Points, but *Cannibalize* can instead bestow one positive Status Condition (4) on the monster. XP and Gil values are given per Status added, and depend on the exact Status taken:

**Class I:** *Float, Agility Up, Spirit Up, [Element] Spikes*

**Class II:** *Protect, Shell, Armor Up, Mental Up*

**Class III:** *Haste, Reflect, Power Up, Magic Up*

**Class IV:** *Regen, Aura, Vanish*

Monsters destroyed by *Cannibalize* reward XP and Gil as if they had targeted by an Eject effect, though they only will do so once the monster that *Cannibalized* them is defeated.

EFFECT	XP MODIFIER	GIL MODIFIER
Regain HP	+36	+12
Add Class I Status	+10	+3
Add Class II Status	+15	+5
Add Class III Status	+22	+8
Add Class IV Status	+32	+11

### CLONE

**Effect:** The monster can use an Ability Action to create a copy of one of its opponents to act as an active combatant in the current battle. The clone has all the Attributes, Combat Statistics, Equipment, and Abilities of the original character, and generates Initiative as normal, fighting on the monster's behalf until killed or incapacitated. No XP or Gil is awarded for defeating opponents created by *Clone*.

XP MODIFIER	GIL MODIFIER
+64	+32

### ESCAPE

**Effect:** The monster has the ability to make Escape Actions, allowing

it to flee from battle. Monsters that successfully escape are not counted as defeated, and award no XP, Gil, or Items to the players. *Escape* is sealed by the Status Condition *Immobilize*.

XP MODIFIER	GIL MODIFIER
+5	+2

## IMPRISON

**Effect:** The monster is capable of seizing and imprisoning opponents in battle. Doing so requires the monster to use an Ability Action. Whilst imprisoned, the prisoner is afflicted with the Status Condition *Immobilize* – even if he would normally be Immune to it – and suffers 50% of any damage done to the monster after it has been modified for ARM or M. ARM. The prisoner's ARM and M. ARM can be used to further reduce this damage.

By default, the prisoner is only released if the monster decides to let him go – this is done during the Status Phase, and costs no Actions to do – or if the monster is incapacitated. However, *Imprison* has a number of special Modifiers that can be added to give it more strategic depth.

A **Binding Prison** prevents the captured target from making Actions or generating Initiative for as long as he remains in the monster's clutches.

An **Insecure Prison** gives the target the opportunity to make an Escape Action. The opposed roll for the Escape Action uses (**Monster's AGI + Monster's Level**) instead of the monster's SPD Rating.

A **Sheltered Prison** prevents the captured target from taking damage when the monster is damaged in battle.

A target in a **Damaging Prison** loses **10%** of his maximum Hit Points at the end of every Status Phase he still remains imprisoned for.

A **Vulnerable Prison** releases the target released from the monster's clutches once the monster suffers damage equal to **10%** of the monster's maximum Hit Points. This damage is cumulative, and does not have to be done in one attack.

These Modifiers may be combined as the GM chooses. The XP and Gil modifiers given for each option come on top of the basic cost for *Imprison*.

TYPE	XP MODIFIER	GIL MODIFIER
Imprison	+36	+12
+ Binding Prison	+12	+4
+ Insecure Prison	-9	-3
+ Sheltered Prison	-9	-3
+ Damaging Prison	+9	+3
+ Vulnerable Prison	-12	-4

## ITEM USE

**Effect:** The monster can make Item Actions, and has an Inventory of its own. Items made available to a monster via its Inventory are

separate from the monster's Treasure Tables; anything still left in the monster's Inventory when it is defeated is awarded to the players alongside the usual treasure. Successful use of *Steal* liberates a random item from the monster's Inventory until there is nothing left to steal; at this point, subsequent uses of *Steal* take items from the Treasure Table as normal. *Item Use* is sealed by the Status Condition *Disable*.

XP MODIFIER	GIL MODIFIER
+15	+0

## RESTORE

**Effect:** The monster has the ability to regenerate even grievous damage. Through the use of an Ability Action, a monster with *Restore* can regenerate **25%**, **50%**, or **75%** of its maximum Hit Points. Creatures under the Status Condition *Zombie* suffer the appropriate amount of damage instead.

HP RESTORED	XP MODIFIER	GIL MODIFIER
25%	+20	+13
50%	+60	+40
75%	+100	+75

## STEAL STATUS

**Effect:** The monster is capable of stealing Status Conditions from another combatant. *Steal Status* requires an Ability Action to carry out, and transfers the newest Status Condition added to the target to the monster, duration included, canceling it on the target in the process. XP and Gil values depend on whether the monster will steal any Status Condition, or only the newest positive Status Condition added to the target. *Steal Status* may take multiple Status Conditions with just one Action; in this case, multiply the values given below by the maximum number of Status Conditions *Steal Status* can take.

When dealing with *Auto-* or *SOS-* Status Conditions, *Steal Status* will add the Status Condition in question to the monster without canceling the original; Status Conditions stolen in this manner automatically have a Timer of **(4)**.

STATUS TAKEN	XP MODIFIER	GIL MODIFIER
Positive Only	+12	+4
Positive or Negative	+9	+3

## SELECT MODIFIERS

Several of the Action Abilities above can be combined in with the Modifiers given earlier on. These are: *Delta Attack*, *Countdown*, *MP Cost*, *Slow*, *SOS-Gain*, *SOS-Lose*, and *Unsealable*. If you add a Modifier, make a note of the XP and Gil modifiers listed.

## CALCULATE TOTAL PRICE

Once any and all Modifiers have been assigned, total up all of the Gil and XP modifiers incurred during the process of assembling the Ability, then apply them to the Ability's basic XP and Gil costs. Always add all the values before multiplying the remainder. For example, if a

Controller has a *Clone* Ability with the *Countdown* and *MP Cost* modifiers, its XP value is **(64 x 0.75) x 0.75**, or **36**. Once this is done, note down the final value of the Ability.

### ! New Abilities

While the MCS aims to be comprehensive, there is still plenty of room to add more options. If you want to create a new Ability, look at the cost of comparable effects to develop a rough baseline for pricing it; if it is more powerful than one Ability but less powerful than another, the best place to pitch the price is somewhere in between the two 'yardsticks'.

## SPELLS

The PCs aren't the only ones capable of wielding magic. Indeed, spellcasting monsters are commonplace in many worlds, though attack magic among monsters is more akin to an unconscious reflex than studied magery.

In the **FFRPG**, a monster with magical capabilities can cast Spells from the Black, Blue, Red, Time, White, and Call lists. A monster's spellcasting ability is considered a Magic Ability, and can be sealed through use of the Status Condition *Silence* as normal. Each Spell has its own XP and Gil modifiers based on Spell Level or MP cost; the modifiers for a monster's spellcasting ability are equal to the sum of all Spells it can cast.

SPELL	XP MODIFIER	GIL MODIFIER
Level 1	+8	+5
Level 2	+15	+9
Level 3	+25	+14
Level 4	+33	+21
Level 5	+45	+30
Level 6	+55	+37
Level 7	+64	+44
Level 8	+80	+55
Blue (1 - 9 MP)	+8	+5
Blue (10 - 18 MP)	+15	+9
Blue (19 - 27 MP)	+25	+14
Blue (28 - 40 MP)	+33	+21
Blue (41 - 54 MP)	+45	+30
Blue (55 - 67 MP)	+55	+37
Blue (68 - 84 MP)	+64	+44
Blue (85+ MP)	+80	+55
Call (1 - 25 MP)	+27	+14
Call (26 - 60 MP)	+42	+29
Call (61 - 100 MP)	+64	+44
Call (101+ MP)	+88	+59

Giving a monster the ability to cast *Holy*, *Flare* and *Meteor* – three Level 8 Spells – would thus incur XP and Gil modifiers **+240** and **+165** respectively. Note that unlike Mages, monsters are not required to purchase a Spell's prerequisites in order to obtain the Spell itself, nor are they bound by any other restrictions; Black, White

and Time Spells may be freely mixed with one another. Spells, however, are bought as-is, and cannot be combined with Modifiers.

One thing to keep in mind when purchasing magic is the fact that monsters have significantly higher Hit Point values than a comparative PC. Because of this, a Spell that causes a respectable amount of damage against a monster will usually annihilate a PC in one shot. One way to regulate this is to slow monsters' Spell progression, giving them higher-level magic like *Blizzaga* 7 to 10 Levels after the PCs have obtained it; the other is to keep monsters' MAG scores low.

## JOB ABILITIES

Monsters can also be given Job Abilities from the Ability Sets in **Chapter 4**, though such additions need to be carefully weighed – damage-dealing Abilities in particular can decimate a Party if carelessly chosen. To keep these problems in bounds, monsters should obtain Abilities 10 to 20 Levels after the PCs would normally have access to them. In addition, it may help to keep monsters' damage-determining Attributes relatively low.

Job Abilities are bought 'as-is,' and cannot be combined with Modifiers. Any Ability based on an Attack Action uses the monster's weakest Attack Action as a basis for damage; for Abilities that use Expertise, use the monster's M. ACC - 50 instead.

Each Ability added has its own XP and Gil modifiers based on the Level at which the Ability would normally be acquired by a PC. Abilities may be freely mixed and matched from several Ability Sets, though this may result in combinations many times more powerful than their basic Level would indicated. Pricing in this case can be adjusted as needed, as Level alone is not always a reliable indicator of overall power.

ABILITY AT LEVEL	XP MODIFIER	GIL MODIFIER
Level 1 – 5	+10	+3
Level 6 – 12	+18	+7
Level 13 – 19	+26	+9
Level 20 – 26	+32	+12
Level 27 – 33	+44	+16
Level 34 – 40	+53	+19
Level 41 – 47	+61	+22
Level 48 – 54	+70	+25
Level 55 – 61	+78	+28
Level 62+	+86	+31

## MOVEMENT ABILITIES

Movement Abilities govern how a monster moves in combat. Most monsters will only have one Movement Ability, usually *Move-Ground*, some may combine multiple forms of movement, giving them greater versatility – and nuisance value.

Monsters with multiple movement types can switch between them at the cost of an Action in combat, a fact that means they can be combined with the *SOS-Lose*, *SOS-Gain*, and *MP Cost* Modifiers

presented earlier. If Modifiers are applied, change the Movement Ability's XP and Gil modifiers accordingly.

## MOVE-BURROW

**Effect:** The monster tunnels through the earth, although it may not be capable of attacking until it surfaces. Burrowing monsters ignore all terrain modifiers unless attempting to tunnel through water; in this case, normal modifiers are applied. While burrowing, a monster's EVA, ARM, and M. ARM values are at **+100%**.

XP MODIFIER	GIL MODIFIER
+60	+20

## MOVE-FLIGHT

The monster is capable of flying, and is treated as if afflicted with a permanent *Flight* effect. Unlike the Status Condition of the same name, this *Flight* may not be dispelled or otherwise removed during the course of the battle, except through the use of effects like the Time Magic Spell *Drag*.

XP MODIFIER	GIL MODIFIER
+20	9

## MOVE-FLOAT

**Effect:** The monster levitates, hovering up to one meter off the ground as if afflicted with a permanent *Float* effect. Unlike the Status Condition of the same name, this *Float* may not be dispelled or otherwise removed during the course of the battle, except through the use of effects like the Time Magic Spell *Drag*.

XP MODIFIER	GIL MODIFIER
+19	+6

## MOVE-GROUND

**Effect:** The monster has the ability to move on land. Standard Movement Ability for most monsters.

XP MODIFIER	GIL MODIFIER
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## MOVE-TELEPORT

**Effect:** The monster is capable of displacing itself through space, moving from one location to the next in the blink of an eye. While this has no effect on a monster's movement range, it does confer two important advantages. Firstly, if the monster is targeted by a Single-target Slow Action and teleports before it goes off, the Action has no effect – the monster is assumed to have relocated far enough away to avoid any ill effects. Secondly, the monster's SPD Rating is doubled when the players roll to Escape, making it significantly harder to run from. As it is a natural ability rather than a Spell, *Move-Teleport* cannot be sealed through the use of Status Conditions.

XP MODIFIER	GIL MODIFIER
+60	+40

## MOVE-WATER

**Effect:** A monster with *Move-Water* is able to effectively drift, float, and swim in a submarine environment, ignoring all penalties for moving through Shallow and Deep Water as well as being able to act Underwater without penalties. However, without the *Move-Ground* Movement Ability, they cannot venture onto dry land.

XP MODIFIER	GIL MODIFIER
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# SUPPORT ABILITIES

A monster's Support Abilities confer specific benefits and properties without the need to spend an Action to activate them. *Notorious* monsters gain the Support Abilities *Status Immunity (Death)* and *Status Immunity (Condemn)* at no additional XP or Gil cost; Boss and End Boss monsters the Support Ability *Status Immunity (Fatal)*. Support Abilities cannot be sealed and can only be combined with the *SOS-Gain* and *SOS-Lose* Modifiers.

## AUTO-STATUS

**Effect:** The monster is permanently under the effects of a certain Status Condition, and begins the battle with that Condition active. This Condition can be removed through the use of Spells or Abilities such as *Dispel*, but will be re-added during the next Status Phase and only fully cancelled once the monster is defeated. *Auto-Status* can be taken in conjunction with both positive and negative Status Conditions. XP and Gil values depend on the exact Status being taken:

- Class I Positive:** *Float, Agility Up, Spirit Up, [Element] Spikes*
- Class II Positive:** *Protect, Shell, Armor Up, Mental Up*
- Class III Positive:** *Haste, Reflect, Power Up, Magic Up*
- Class IV Positive:** *Regen, Aura, Vanish*
- Class I Negative:** *Berserk, Blind, Poison, Sleep, Slow, Zombie*
- Class II Negative:** *Confuse, Sap, Unaware*
- Class III Negative:** *Mini, Toad, Venom*
- Class IV Negative:** *Condemn, Petrify*

TYPE	XP MODIFIER	GIL MODIFIER
Class I Positive	+19	+6
Class II Positive	+30	+10
Class III Positive	+44	+15
Class IV Positive	+64	+21
Class I Negative	-19	-6
Class II Negative	-30	-10
Class III Negative	-44	-15
Class IV Negative	-64	-21



## BAD SCAN

**Effect:** If analyzed via the *Scan* Spell, the Equipment Ability *Sensor*, or any similar effect, the monster will return incorrect information intended to mislead the Party. How the *Scan* is 'tampered' with is left to the designer to decide, but should be noted in the monster's writeup — one of the more obvious uses would have the monster register as having a Weakness to an Element they in fact Absorb, or vice versa, though there are other possibilities. Useless or not, scanning the monster still costs MP or Actions as usual.

XP MODIFIER	GIL MODIFIER
+14	+7

## CAN'T SCAN

**Effect:** The monster cannot be analyzed by means of the *Scan* Spell, the Equipment Ability *Sensor*, or any similar effect. Any attempts to do so cost Actions and MP as usual, but return no useful information.

XP MODIFIER	GIL MODIFIER
+10	+4

## COMEBACK

**Effect:** The monster cannot be killed by normal means. Attacks can damage and even incapacitate it, but it is only a matter of time before the fell beast is back on its feet and ready for more action. If reduced to 0 or fewer HP in battle, a monster with *Comeback* is incapacitated as normal, but begins regenerating damage immediately. After a certain number of Rounds, regeneration is complete, and the monster comes back into the battle with **100%** of its Hit Points and Magic Points restored. *Comeback's* XP and Gil values depend on the number of Rounds the monster needs to regenerate.

COMEBACK DELAY	XP MODIFIER	GIL MODIFIER
2 Rounds	+50	+18
4 Rounds	+37	+14
6 Rounds	+25	+9

## CRITICAL ATTACK

**Effect:** By default, monsters' Attack Actions cannot land Critical Hits in combat. A monster with *Critical Attack*, however, is no longer subject to this restriction. *Critical Attack's* XP and Gil values depend on the likelihood of a Critical Hit being landed.

CRITICAL RANGE	XP MODIFIER	GIL MODIFIER
Standard (1 - 10)	+8	+3
Critical+ (1 - 20)	+13	+5
Critical++ (1 - 30)	+18	+7

## ELEMENTAL ABSORBANCE

**Effect:** The monster has an extremely strong affinity towards one or more of the nine Combat Elements, and is considered to have an Absorbance to it. Select which Element *Elemental Absorbance*

applies to when taking this Ability. *Elemental Absorbance* cannot be taken in conjunction with a Weakness, Resistance, or Immunity for the same Element. XP and Gil modifiers are given per Element — having Absorbance towards *Wind* and *Earth* would carry a combined modifier of +66/+30.

XP MODIFIER	GIL MODIFIER
+33	+15

## ELEMENTAL IMMUNITY

**Effect:** The monster has a strong affinity towards one or more of the nine Combat Elements, and is considered to have an Immunity to it. Select which Element *Elemental Immunity* applies to when taking this Ability. *Elemental Immunity* cannot be taken in conjunction with a Weakness, Resistance, or Absorbance for the same Element. XP and Gil modifiers are given per Element — having Immunity towards *Wind* and *Earth* would carry a combined modifier of +30/+14.

XP MODIFIER	GIL MODIFIER
+15	+7

## ELEMENTAL POTENCY

**Effect:** The monster's elemental attacks are more potent than usual, circumventing natural and magical defenses with ease. Select an Element when taking this Ability; any time the monster deals damage associated with that Element, it will deal **125%** damage unless the target has a Weakness to it, where it deals **150%** as normal. Combatants with a Resistance to the Element in question take **100%** damage; a Immunity reduces damage to **50%**, while Absorbance reduces it to **0**. XP and Gil modifiers are given per Element — having *Potency* towards *Wind* and *Earth* would carry a combined modifier of +120/+82.

XP MODIFIER	GIL MODIFIER
+60	+41

## ELEMENTAL RESISTANCE

**Effect:** The monster has an affinity towards one or more of the nine Combat Elements, and is considered to have a Resistance to it. Select which Element *Elemental Resistance* applies to when taking this Ability. *Elemental Resistance* cannot be taken in conjunction with a Weakness, Resistance, or Absorbance for the same Element. XP and Gil modifiers are given per Element — having Resistance towards *Wind* and *Earth* would carry a combined modifier of +14/+6.

XP MODIFIER	GIL MODIFIER
+7	+3

## ELEMENTAL WEAKNESS

**Effect:** The monster is vulnerable towards one or more of the nine Combat Elements, and is considered to have a Weakness to it. Select which Element *Elemental Weakness* applies to when taking this

Ability. *Elemental Weakness* cannot be taken in conjunction with a Resistance, Immunity, or Absorbance for the same Element. XP and Gil modifiers are given per Element — having Weaknesses towards *Wind* and *Earth* would carry a combined modifier of -18/-8.

XP MODIFIER	GIL MODIFIER
-9	-4

## EVADER

**Effect:** A monster with this ability is extremely adept at evading harm. Attacks and Abilities that target the monster have their CoS halved, although Critical Hits may still be scored. Abilities that hit a target automatically only have a CoS of **Accuracy**, **Evasion** of affecting a monster with *Evader*. With Magic Abilities, this CoS is **M. Accuracy**, **M. Evasion**. Item accuracy remains unaffected.

XP MODIFIER	GIL MODIFIER
+35	+25

## EVASION+

**Effect:** Improves the monster's ability to dodge physical attacks by increasing its base Evasion rating. The amount by which the monster's EVA increases determines the XP and Gil modifiers.

TYPE	XP MODIFIER	GIL MODIFIER
Evasion +10%	+10	+3
Evasion +25%	+19	+6
Evasion +50%	+35	+25
Evasion +75%	+60	+25

## HEAVY ARMOR

**Effect:** The monster sports armor heavier than the norm, giving it better resistance against armor-piercing attacks. When a monster with *Heavy Armor* is struck by any attack or Ability which would normally ignore or reduce ARM, ARM is factored into the attack as normal. Note that this does not affect Status Conditions such as *Armor Break* and *Meltdown*, which continue to work as normal.

XP MODIFIER	GIL MODIFIER
+10	+3

## LOW EVASION

**Effect:** The monster is especially sluggish when it comes to dodging. As a result, the following formula is used to calculate the monster's Evasion:

$$([Level / 2] + SPD + AGI)$$

Because of the strong impact this can have on a monster's Gil and XP values, this option should not be used on low-Level monsters.

XP MODIFIER	GIL MODIFIER
-33	-11

## LOW MAGIC EVASION

**Effect:** The monster is highly vulnerable to the effects of spellcasting. As a result, the following formula is used to calculate the monster's M. Evasion:

$$([Level / 2] + MAG + SPR)$$

Because of the strong impact this can have on a monster's Gil and XP values, this option should not be used on low-Level monsters.

XP MODIFIER	GIL MODIFIER
-33	-11

## MAGIC EVASION+

**Effect:** The monster is more adept than usual at resisting incoming magical attacks, increasing its base M. EVA rating. The amount by which the monster's M. EVA increases determines how much the monster's value is increased by.

TYPE	XP MODIFIER	GIL MODIFIER
M. Evasion +10%	+10	+3
M. Evasion +25%	+19	+6
M. Evasion +50%	+35	+25
M. Evasion +75%	+60	+25

## MANABOUND

**Effect:** As a creature of pure magic, the monster's mana is its lifeblood. A *Manabound* monster whose Magic Points reach 0 is treated as if its Hit Points had been reduced to 0.

XP MODIFIER	GIL MODIFIER
-30	-10

## MINION

**Effect:** The monster's existence is tied to another monster's, usually a controlling or summoning influence. Select a specific monster as the designated 'master' when taking *Minion*; if that monster is reduced to 0 or fewer HP during the course of battle, all *Minions* attached to it are immediately reduced to 0 HP as well.

XP MODIFIER	GIL MODIFIER
-20	-7

## MYSTIC RESISTANCE

**Effect:** The monster is capable of weathering significantly more magical damage than the norm, allowing it to resist even armor-piercing spells. When a monster with *Mystic Resistance* is struck by any attack or Ability which would normally ignore or reduce M. ARM, M. ARM is factored into the attack as normal. Note that this does not affect Status Conditions such as *Spirit Break*, which continue to work as normal.

XP MODIFIER	GIL MODIFIER
+10	+3

## NULL DRAIN

**Effect:** The monster is immune to attacks which draw on its vital or magical essences. Attacks or Abilities that drain HP or MP from a monster with *Null Drain* do damage as normal, but do not restore the attacker's Hit Points or Magic Points.

XP MODIFIER	GIL MODIFIER
+15	+7

## RESIST DRAIN

**Effect:** The monster has improved resistance against attacks which draw on its vital or magical essences. Attacks or Abilities that drain HP or MP from a monster with *Resist Drain* do damage as normal, but only restore **50%** of the Hit Points or Magic Points the attacker would normally regain from such an Action.

XP MODIFIER	GIL MODIFIER
+7	+3

## SOS-STATUS

**Effect:** The monster is subject to a certain Status Condition, activated when its current Hit Points reach **25%** of their maximum value. As with *Auto-Status*, a Status Condition inflicted by *SOS-Status* can be removed through the use of Spells or Abilities such as *Dispel*; but will be re-added during the next Status Phase and only fully cancelled once the monster is defeated. Should the monster be healed to above **25%** of its maximum Hit Points, the Condition will cancel automatically. *SOS-Status* can be taken in conjunction with both positive and negative Status Conditions. XP and Gil values depend on the exact Status being taken:

**Class I Positive:** *Float, Agility Up, Spirit Up, [Element] Spikes*

**Class II Positive:** *Protect, Shell, Armor Up, Mental Up*

**Class III Positive:** *Haste, Reflect, Power Up, Magic Up*

**Class IV Positive:** *Regen, Aura, Vanish*

**Class I Negative:** *Berserk, Blind, Poison, Sleep, Slow, Zombie*

**Class II Negative:** *Confuse, Sap, Unaware*

**Class III Negative:** *Mini, Toad, Venom*

**Class IV Negative:** *Condemn, Petrify*

TYPE	XP MODIFIER	GIL MODIFIER
Class I Positive	+7	+2
Class II Positive	+12	+4
Class III Positive	+20	+8
Class IV Positive	+36	+12
Class I Negative	-7	-2
Class II Negative	-12	-4
Class III Negative	-20	-8
Class IV Negative	-36	-12

## STATUS RESISTANCE (CATEGORY)

**Effect:** The monster is partially immune to the effects of one of the Status Condition categories outlined in **Chapter 7**. Any rolls to inflict a Status Condition belonging to this category have their CoS halved. Gil

and XP modifiers depend on the exact category the monster resists.

TYPE	XP MODIFIER	GIL MODIFIER
Immunity: Fatal	+13	+5
Immunity: Mystify	+9	+4
Immunity: Seal	+11	+4
Immunity: Time	+6	+2
Immunity: Toxin	+6	+2
Immunity: Transform	+9	+3
Immunity: Weaken	+9	+4

## STATUS RESISTANCE (SINGLE)

**Effect:** The monster is partially immune to the effects of a particular Status Condition. Any rolls to inflict this Status Condition have their CoS reduced by **-50%**. Gil and XP modifiers depend on the Class of Status Condition the monster is Immune to:

**Class I:** *Berserk, Blind, Immobilize, Poison, Sleep, Slow, Zombie, Lock*

**Class II:** *Condemn, Confuse, Curse, Disable, Petrify, Silence, Sap, Unaware*

**Class III:** *Eject, Mini, [Attribute] Down, [Attribute] Break, Stop, Toad, Venom, Element Weak*

**Class IV:** *Charm, Death, Frozen, Gravity, Heat, Meltdown, Stone*

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+2	+1
Class II	+4	+1
Class III	+6	+2
Class IV	+8	+3

## STATUS IMMUNITY (CATEGORY)

**Effect:** The monster is wholly immune to the effects of one of the Status Condition categories outlined in **Chapter 7**. Any rolls to inflict a Status Condition belonging to this category have a CoS of 0. Gil and XP modifiers depend on the exact category the monster is Immune to.

TYPE	XP MODIFIER	GIL MODIFIER
Immunity: Fatal	+25	+10
Immunity: Mystify	+18	+8
Immunity: Seal	+22	+9
Immunity: Time	+12	+5
Immunity: Toxin	+13	+5
Immunity: Transform	+18	+7
Immunity: Weaken	+19	+8

## STATUS IMMUNITY (SINGLE)

**Effect:** The monster is wholly immune to the effects of a particular Status Condition. Any rolls to inflict this Status Condition have a CoS of 0. Gil and XP modifiers depend on the Class of Status Condition the monster is Immune to:

**Class I:** *Berserk, Blind, Immobilize, Poison, Sleep, Slow, Zombie, Lock*

**Class II:** *Condemn, Confuse, Curse, Disable, Petrify, Silence, Sap, Unaware*

**Class III:** *Eject, Mini, [Attribute] Down, [Attribute] Break, Stop, Toad, Venom, Element Weak*

**Class IV:** *Charm, Death, Frozen, Gravity, Heat, Meltdown, Stone*

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+5	+2
Class II	+9	+3
Class III	+12	+5
Class IV	+16	+6

## WEAK SPOT

**Effect:** The monster is vulnerable to a certain kind of attack or effect. Select a single Ability, Item, or damage type as a vulnerability when adding *Weak Spot* to a monster, as well as one or more negative Status Conditions. If an attack or effect the monster is vulnerable to is used on it, the selected Status Condition — or Conditions — will automatically be added to the monster. XP and Gil modifiers for *Weak Spot* depend on the actual Condition inflicted, and are given per Status — to have a monster suffer from *Confuse* and *Slow* if struck by Lightning Elemental damage, for instance, incurs a modifier of -29/9.

**Class I:** *Berserk (4), Blind (4), Curse (4), Disable (4), Immobilize (4), Poison (∞), Silence (4), Sleep (4), Slow (4)*

**Class II:** *Condemned (4), Confuse (4), Petrify (4), [x] Down (6), Sap (4), Unaware (1)*

**Class III:** *Eject, Mini (4), Toad (4), [x] Break (6), Stop (4), Venom (4), Zombie (∞)*

**Class IV:** *Charm (4), Death, Frozen (4), Heat (4), Meltdown (2), Stone (∞)*

TYPE	XP MODIFIER	GIL MODIFIER
Class I	-10	-3
Class II	-19	-6
Class III	-30	-10
Class IV	-44	-15

## X-FIGHT

**Effect:** The monster can take two Attack Actions at the cost of just one Action in battle. Targets must be declared separately for each attack, though both may target the same combatant.

XP MODIFIER	GIL MODIFIER
+50	+18

## REACTION ABILITIES

Monster Reaction Abilities work like those used by the PCs, and are triggered by specific circumstances in combat. They are sealed by the Status Condition *Immobilize*, and may be combined with the *SOS-Gain*, *SOS-Lose*, and *Unsealable* Modifiers.

## COUNTER ATTACK

**Effect:** The monster is capable of responding to enemy attacks with a potent counter-assault. *Counter Attack* triggers when the monster takes Physical damage from an enemy Action, and allows the monster to immediately use a specific Attack, Spell, or Action Ability against that opponent at no Action cost. Select one Attack, Spell, or Action Ability to use in conjunction with *Counter Attack* when taking this Reaction Ability, or create a new one; the XP and Gil costs for *Counter Attack* depend on its CoS, and are added to the attack's final value.

COUNTER CoS	XP MODIFIER	GIL MODIFIER
50%	+14	+7
75%	+22	+11
Automatic	+44	+22

## COUNTER MAGIC

**Effect:** The monster is capable of responding to enemy magic with a potent counter-assault. *Counter Magic* has a CoS of either **30%** or **60%** of triggering when the monster takes Magical damage from an enemy Action, allowing the monster to immediately use a specific Attack, Spell, or Action Ability against that opponent at no Action cost. Select one Attack, Spell, or Action Ability to use in conjunction with *Counter Magic* when taking this Reaction Ability, or create a new one; the XP and Gil costs for *Counter Magic* are added to the attack's final value.

COUNTER CoS	XP MODIFIER	GIL MODIFIER
30%	+15	+7
60%	+24	+12
Automatic	+48	+24

## COUNTER STANCE

**Effect:** By entering into a special defensive posture at the cost of an Action, the monster can intercept opponents' attacks. Select an Attack, Action Ability, or Spell for *Counter Stance* to be attached to, as well as a damage type — Physical or Magical — to respond to. For as long as the *Counter Stance* remains in effect, the monster will counter with the chosen attack when it takes damage of the selected type from an opponent's Action. The monster cannot make any other Actions while in a *Counter Stance*, but can come out of it as a free action on its turn.

TYPE	XP MODIFIER	GIL MODIFIER
Physical	+15	+7
Magical	+15	+7

## COUNTER STATUS

**Effect:** The monster's power increases in response to the attacks of its opponents. Power Up automatically adds a positive Status Condition (4) to the monster when it takes a specific kind of damage — Physical, Magical, or one of the nine kinds of Elemental — from an enemy Action. Specify which of the three triggers Counter Status,

and select a corresponding Status Condition; XP and Gil values are given per Status added, and depend on the exact Status taken:

**Class I:** *Float, Agility Up, Spirit Up, [Element] Spikes*

**Class II:** *Protect, Shell, Armor Up, Mental Up*

**Class III:** *Haste, Reflect, Power Up, Magic Up*

**Class IV:** *Regen, Aura, Vanish*

Though Counter Status can add multiple Status Conditions, adding this feature to a monster below Boss level is not recommended.

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+30	+14
Class II	+35	+16
Class III	+43	+20
Class IV	+59	+24

## FINAL ATTACK

**Effect:** Before dying, the monster can unleash one last attack on its opponents. Select an Attack, Action Ability, or Spell for *Final Attack* to be attached to; the monster will automatically use it upon being reduced to 0 or fewer HP, selecting targets as normal.

XP MODIFIER	GIL MODIFIER
+20	+10

## FISSION

**Effect:** The monster is capable of splitting into identical copies of itself. Select a damage type — Physical, *one* of the nine kinds of Elemental, or Magical — when adding *Fission* to a monster. If reduced to 0 or fewer HP by the selected damage type during the course of a Round, the monster will split into two copies during the Status Phase. Each copy is treated as if it were the monster revived with full HP and MP, and generates Initiative as normal. If defeated, the copies award XP and Gil equal to that of the original monster.

XP MODIFIER	GIL MODIFIER
+10	+3

## RETURN DAMAGE

**Effect:** A certain percentage of all damage inflicted on the monster after modifying for ARM and M. ARM is automatically returned to the combatant that originally dealt it. The combatant's ARM and M. ARM can be used to further reduce this damage. XP and Gil modifiers depend on the exact percentage of damage returned.

RETURNED	XP MODIFIER	GIL MODIFIER
5%	+25	+7
10%	+30	+10
25%	+50	+17

## ROTATING WEAKNESS

**Effect:** The monster's vulnerabilities are always in flux. In order to take *Rotating Weakness*, the monster must have at least one *Elemental Weakness* already in place. If the monster takes damage

from an Element it currently has a *Weakness* against during the course of a Round, the *Weakness* immediately changes; roll a d8 and consult the table below to determine which Element the monster now has a *Weakness* towards. If the Element rolled is the same as the one the monster currently has a *Weakness* towards, the monster's new *Weakness* will be Bio.

Roll	Weakness
1	Earth
2	Fire
3	Water
4	Wind
5	Ice
6	Lightning
7	Holy
8	Shadow

A *Weakness* inflicted by *Rotating Weakness* takes precedence over *Elemental Resistance*, *Elemental Immunity*, and *Elemental Absorbance*, though Status Conditions still override it as normal.

XP MODIFIER	GIL MODIFIER
+21	+7

## SAMPLE REACTIONS

Here are a few sample Reactions put together with this system. The monster's Level is given to the right of the attack name.

### CHARGE UP

LEVEL 30

**Target:** Self

**Type:** Reaction

The monster thrives on electrical energy, and is invigorated by surges of electricity. When triggered, *Charge Up* bestows the Status Conditions *Power Up (4)* and *Magic Up (4)*.

**Trigger:** Lightning Elemental damage successfully targeting the monster

**Attached Attack:** --

XP Modifier: 86

Gil Modifier: 40

### COUNTER LASER EYE

LEVEL 8

**Target:** Single

**Type:** Reaction

When triggered, *Counter Laser Eye* allows the monster to immediately cast the Blue Magic Spell *Laser Eye* on the combatant that targeted the monster. If the monster is *Silenced* or does not have enough MP for the Spell, nothing happens.

**Trigger:** Magical damage successfully targeting the monster

**Attached Attack:** *Blue Magic (1 - 9 MP)*

XP Modifier: 56

Gil Modifier: 29

## FIELD EFFECTS

Field Effects are special Abilities that allow a monster to change the nature of the immediate battlefield to seal a party's powers or otherwise inconvenience them. A Field Effect takes a single Action to

deploy. Its effects only harm the PCs and their allies; the only way to stop an Effect is by defeating the monster that deployed it. Because Field Effects can have a drastic impact on combat difficulty, it is recommended that they be restricted to Boss monsters and creatures summoned through *Alarm* or *Slave Parts*.

Only one Field Effect may be active at any one time even if multiple monsters can use them, though the current Field Effect can be changed by expending an Action to deploy a new Effect.

## ATTACK LOCK

**Effect:** Basic attacks are locked down. No Attack Actions may be used for as long as *Attack Lock* remains active, though Abilities that take an Attack Action as a basis remain unaffected.

XP MODIFIER	GIL MODIFIER
+22	+7

## HP SAP

**Effect:** The surrounding area continuously drains the party's health, reducing their HP by **5%** of its maximum value at the end of every Round. This Effect is cumulative with anything else that deals damage over time, such as the Status Condition *Poison*, and remains in effect as long as *HP Sap* is active.

XP MODIFIER	GIL MODIFIER
+48	+16

## ITEM LOCK

**Effect:** Item use is locked down. No Item Actions may be taken for as long as *Item Lock* remains active. This includes Abilities that use an Item Action as their basis, such as *Auto-Potion*.

XP MODIFIER	GIL MODIFIER
+33	+11

## MAGIC LOCK

**Effect:** All magical energy on the battlefield is sealed. No Magic Abilities may be used for as long as *Magic Lock* remains active.

XP MODIFIER	GIL MODIFIER
+48	+16

## MAGNETIC FIELD

**Effect:** A powerful magnetic field dominates the area, weighing down any combatant with metallic equipment. Characters wearing Mail, Helmets, Shields, or Gauntlets are afflicted with the Status Condition *Slow*, even if they would normally be immune to it; the same applies to characters wielding any Weapon other than Boomerangs, Bows, Flails, Gloves, Rods or Staves. *Slow* cannot be canceled for as long as *Magnetic Field* remains active.

XP MODIFIER	GIL MODIFIER
+48	+16

## MP SAP

**Effect:** The surrounding area continuously drains the party's mana, reducing their MP by **5%** of its maximum value at the end of every Round. This Effect is cumulative with anything else that deals damage over time, such as the Status Condition *Venom*, and remains in effect as long as *MP Sap* is active.

XP MODIFIER	GIL MODIFIER
+48	+16

## SPELL LOCK

**Effect:** A powerful anti-magic field disrupts all spellcasting in the area. No Spells may be used for as long as *Spell Lock* remains active.

XP MODIFIER	GIL MODIFIER
+33	+11

## TECHNIQUE LOCK

**Effect:** Non-magical techniques are locked down. No Slow or Fast Abilities may be used for as long as *Technique Lock* remains active, though Magic Abilities continue to function as normal.

XP MODIFIER	GIL MODIFIER
+48	+16

# BOSS ABILITIES

The following Support Abilities are powers only available to Boss and End Boss monsters.

## DECOY

**Effect:** For protection's sake, the monster surrounds itself with doppelgangers, taking safety in numbers. A *Decoy* is entirely identical in appearance to the monster it replicates; not even a *Scan* Spell would be able to find a difference between the two. For this reason, *Decoys* are treated as a separate targets in combat, though they have no HP of their own and may make no Actions; the only way to destroy them is to eliminate their 'parent.'

The *Decoy's* effects depend on how the Party direct its attacks. If the original monster is hit, it will take damage as normal, but striking a *Decoy* will result in an immediate counterattack; the monster itself suffers no ill effects. This attack takes the form of a Reaction Ability that must be assembled and paid for separately from the *Decoy*. XP and Gil values are given per *Decoy* assigned; a monster with three *Decoys* would incur XP and Gil modifiers of +60 and +75 respectively.

XP MODIFIER	GIL MODIFIER
+20	+25

## IMMUNITY-ALL

**Effect:** The monster has Immunity to all negative Status Conditions —

Fatal-type, Mystify-type, Seal-type, Time-type, Toxin-type, Transform-type, and Weaken-type. Any rolls to inflict a Status Condition have a CoS of 0.

XP MODIFIER	GIL MODIFIER
+80	+30

## SLAVE PART

**Effect:** Some bosses in the *Final Fantasy* games are so large that they are actually composed of multiple parts. In the *FFRPG*, this is simulated by giving a Boss *Slave Parts*. A *Slave Part* is created as if it were an individual monster with the *Slave Part* Ability, and is treated as an individual combatant with its own Initiative in combat. However, it cannot move under its own power — it moves where the Boss moves.

Slave Parts are incapacitated as normal when they are reduced to 0 HP, though they award no Gil or Experience when defeated; instead, the XP and Gil values of a Boss's *Slave Parts* are added to the Boss's own. When the Boss is reduced to 0 HP, all of its *Slave Parts* are also reduced to 0 Hit Points, regardless of current HP, ARM, or M. ARM. *Slave Parts* come in three types:

**Normal Parts** begin the battle with the Boss, and are permanently incapacitated when reduced to 0 HP in combat.

**Summoned Parts** must be brought into battle by the Boss at the cost of an Ability Action. If reduced to 0 or fewer Hit Points in combat, the controlling monster may revive them with full HP and MP at the cost of a second Action.

**Auto-Reviving Parts** revive with full Hit Points and Magic Points two Rounds after being incapacitated.

You can mix and match types as needed — a Boss could easily be composed of two Normal Parts and a Summoned Part.

TYPE	XP MODIFIER	GIL MODIFIER
Normal	-30	-10
Summoned	-10	-5
Auto-Reviving	0	0

## X-ACTION

**Effect:** The monster can take two Actions for the cost of just one, provided neither of the two is *Slow* or on a *Countdown*. The Actions take effect one after the other; after the resolution of the second, the monster's turn ends. In the interests of fairness, it is not recommended that *X-Action* be used for two consecutive Actions with Target: Group or two Actions targeting the same combatant.

XP MODIFIER	GIL MODIFIER
+80	+30

## REWARDS

Once a monster's details, Attributes, Combat Statistics, and Abilities have been defined, the creation process is essentially complete. All

that's left to do is to figure out how much the resulting beast is worth.

## EXPERIENCE VALUE

Add up all the XP Modifier values tallied up during the creation process, then multiply the total by the monster's Level. The end result is the monster's **XP Value**. As should be apparent at this point, the XP value of a monster is directly dependent on how much of a challenge it poses to your players.

## GIL VALUE

Aside from the Experience Points it grants upon being defeated, every monster has also a **Gil Value**. This is calculated by adding together all of the Gil Modifiers tallied during the creation process and multiplying the total by the monster's Level. What this represents is up to the GM; most e-games have monsters just drop Gil when they are defeated, regardless of feasibility.

In a more 'realistic' game, the monster's Gil Value represents the monetary worth of components and materials extracted via a successful *Scavenging* Skill Test. This **Loot** is carried in the party's Inventory, and can then be sold in the next town for a number of Gil equal to the monster's Gil value. Loot can be fairly diverse, as almost any part of a monster has *some* use — leather, fur, oils, perfumes, meat, ivory, or simple trophies are all acceptable Loot items.

If the party needs money more than experience, GMs should feel at liberty to swap a monster's XP and Gil values.

## ITEMS

In addition to the more obvious Gil and XP awards, monsters may drop items and other pieces of equipment on occasion. These can also be stolen by Thieves by means of the *Steal* and *Mug* Abilities. To track these, fill out a **Treasure Table** for the monster. A Treasure Table has four entries, and is set out as follows:

Roll	Item
51-100	Common Item
25-50	Uncommon Item
08-24	Rare Item
01-07	Very Rare Item

The classifications used here are relatively self-explanatory. Common items will be those most frequently dropped by the monster, with each subsequent slot representing items of increasing rarity and value. A filled-out table thus might look something like this:

Roll	Item
51-100	Potion
25-50	Hi-Potion
08-24	Hi-Ether
01-07	Phoenix Down

To determine which items and equipment a monster relinquishes, the GM rolls a d% after the battle is over and simply checks the Table for the corresponding entry. Note that not every creature must

have all four slots filled, nor does each slot have to be unique. Some monsters may only drop a single kind of item, and infrequently at that.

Recovery Items, Battle Items, and One-Shot Items will make up the vast majority of monster drops; in most cases, these should be tailored to coincide with the monster's origins, properties and attacks. Creatures that use *Poison* and *Venom* should drop the occasional Antidote as a matter of common courtesy; aerial creatures like the Thrustaevis, on the other hand, would be good candidates for items like Shear Feathers and Windmills. A Treasure Table can also contain Weapons, Armor, Accessories, and Key Items. Guidelines for awarding all of these can be found in **Chapter 10**.

## “How many steaks do you think we can get out of these?”

Wakka  
FINAL FANTASY X

For GMs wondering how to reconcile item drops with creatures who would have no reason to carry items in the first place, item rewards can be synthesized from Loot once the players sell it.

### ? Treasure Tables in Action

*Having dispatched the last of Deathsight's forces, the players now take a minute to catch their breath and count the spoils.*

**Rodger (GM):** That's the end of the soldiers. Searching the bodies, you find...

*Checking his notes, Rodger finds the Soldiers' item table to be set out as follows:*

Roll	Item
51-100	Potion
25-50	Echo Screen
08-24	Echo Screen
01-07	Phoenix Down

*He rolls a d% three times, once for each defeated monster, coming up with a 79, a 35 and a 84 – a Potion, an Echo Screen and another Potion.*

**Rodger:** Two Potions and an Echo Screen.

**Rob (Hiro):** I'm taking the Potions, then. Anybody want the Echo Screen?

**Blair (Mint):** I'll take it. I've been doing a lot of Item-slinging of late.

**Rob:** Sure.

**Rodger:** As you prepare to step over the prone bodies, a deep rumble shakes the length of the airship. From above, you can hear panicked shouting.

**M (Haze):** “This doesn't bode well,” Haze remarks, pushing the door open. “Let's hurry up and find a way to get off this thing.”

## CONVERTING MONSTERS

With hundreds of fierce and fearsome opponents on offer, many GMs will want to turn to the Final Fantasy games for creatures to throw at their players. Converting an e-game monster to the **FFRPG** ruleset requires some careful decision-making, but becomes a relatively straightforward process with practice.

The first thing to do is fill out the monster's profile. Type, Size, Intelligence, Reaction and Habitat will be either based directly on the information given in the game, or on a few educated guesses from the available data. Here, real-life sources may help to flesh out details glossed over by the game itself, particularly when dealing with monsters based on actual flora or fauna.

While it's easy to discover a monster's Level in a given game, bear in mind that each game has its own definition of 'high-end.' In the **FFRPG**, PCs peak at or around Level 65, whereas the e-games may see characters tackling their final challenges at anywhere between Level 50 and 80. Make an approximation by considering how far into the e-game a monster is encountered, and how difficult the encounter was for the party at the time. Monsters encountered near the beginning of the game generally translate to Levels 1 through 10 in the **FFRPG** system, whilst those near the end-game will be at Levels 70 and above. The Levels 90 to 100 should be reserved solely for end-of-game opponents and high-powered 'challenge bosses' such as Shinryuu, Ruby Weapon, Omega Weapon, and Yiazmat.

Due to the differences in Attributes from game to game, any numbers available should be used as a rough guideline rather than as gospel. Instead, observe how the creature performs in battle and note down the monster's dominant characteristics as they become apparent. Attribute Points can then be assigned according to your observations: '*tough and strong*,' for instance, means pumping up VIT and STR; '*fast, powerful magic*,' on the other hand, would indicate that most of the monster's Attribute Points go to SPD and MAG. The same reasoning extends to the monster's Combat Statistics.

Attacks are, again, a matter of observing and making a judgment call based on the result. As a rule of thumb, an evenly-matched monster should take off roughly 10% of a character's maximum HP with a normal attack; adjust STR accordingly, adding Status Conditions, special properties and Elemental affinities as needed.

If a monster appears in several e-games, things become either simpler or more complex, depending on how fleshed-out each extant version is. The first rule of thumb is to always respect uniqueness; if a given monster is a palette-swapped variation on another creature in one game and a distinctively individual creation in another, always go for the latter. Because the **FFRPG** is a 'middle ground' between several different e-games, it is perfectly acceptable to pick and mix abilities and properties from several different games rather than attempting to use just one particular version as a benchmark.

Elemental Resistances, Immunities, Absorbances and Weaknesses can be ported over directly; the same goes for Immunities in regard to Status Conditions. Some allowances will inevitably have to be



made for Status Conditions and Elements which do not appear in the **FFRPG** or in the e-game in question. For instance, the elements Water and Shadow are not strongly defined until later in the series, and a distinct Shadow-type Spell did not appear until **Final Fantasy IX**. In cases such as this, you may need to go back and retroactively assign Element Immunities and Weaknesses as appropriate, even if the original creature did not have them.

Other Status Conditions just don't have an equivalent in the **FFRPG**. Examples of this include **Final Fantasy Tactics'** *Chicken* and *Oil* and **Final Fantasy IX's** *Trouble* and *Virus*. While it may be tempting to include rules for such Statuses on grounds of completeness, it should be pointed out that many of these were deliberately excluded from the **FFRPG** core rules due to balance and playability concerns. The best examples of this are the various Transform-type Status Conditions floating around the series. While most games — and by extension, the **FFRPG** — use *Toad*, **Final Fantasy IV** and **VI** replaced it with *Pig* and *Imp*, respectively. While the three are different from a cosmetic standpoint, there is no mechanical difference between

turning a character into a toad and turning them into a pig. For this reason, the **FFRPG** only uses *Toad* — there is no need for three separate Status Conditions when just one will do.

## CHAPTER GLOSSARY

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The following list recaps some of the most important concepts introduced in this chapter for quick reference.

**Armor Base.** Base value determining a monster's overall ARM.

**Hit Base.** Base value determining a monster's overall HP.

**Magic Base.** Base value determining the monster's overall MP.

**Magic Armor Base.** Base value determining a monster's M. ARM.

**Modifier.** Any additional property attached to a basic Attack to enhance its effects. Can also be used in conjunction with Abilities in some cases.

**Monster Family.** A grouping of monsters who share similar characteristics.