

“Remember that you alone choose the path on which you walk.”

Eidolon Ramuh
FINAL FANTASY IX

One does not become a master swordsman or legendary mage by luck alone; training and experience both play an important part in the shaping of a hero. Each of the four Classes in the **FFRPG** — Warrior, Expert, Adept and Mage — draws its power from a slightly different source. Fighters tap on *chi* and physical power, Mages on the natural force of magic, Experts on their expertise and ingenuity, and Adepts on a combination of all three. These four Classes are divided into a number of separate professions based on the heroes and heroines of the **Final Fantasy** series — crafty Engineers, sneaky Thieves, deadly Ninja, noble Dragoons, and more are all represented here.

FORMAT

The Jobs presented over the course of this chapter follow a standard format. After a brief introduction, each has a 'Job profile' containing the following information:

Attribute Bonuses are given before the profile proper. Added to a character's Racial Maximums, these determine the caps for the character's Attributes as a whole as described in **Chapter 2**.

Representatives lists characters in the **Final Fantasy** series that are either known members of the Job in question or embody many of its qualities. The game each character featured in is given in (parentheses).

HP Die is used to calculate the Job's Hit Points at character generation and upon gaining a Level as described in **Chapter 2**.

MP Die is used to calculate the Job's Magic Points at character generation and upon gaining a Level as described in **Chapter 2**.

Weapons lists the Weapon types this Job is proficient with. Weapon types not listed in a Job's profile may not be wielded by a character unless they have the Advantage *Special Training*. The one exception to this are Thrown Weapons, which may be used by all Jobs.

Armor lists the Armor types this Job is proficient with. Armor types not listed in a Job's profile may not be worn by a character unless they have the Advantage *Special Training*.

Accuracy Bonus varies from Job to Job, and is used to calculate to the character's Accuracy as per **Chapter 2**.

Skill Points give the number of Skill Points a character of this Job can spend at character creation.

Skill Aptitude lists the Skill Category the character can buy Skills at

half cost from.

The Job's Ability Set is presented after the profile, presenting each individual Ability in an easy-to-read format. For Spell-casting Jobs, the Ability Set also contains a table showing when new Spells are gained, if applicable.

! Abilities and Two Weapons

Unless its description says otherwise, all offensive Abilities are limited to a single Weapon at a time. If the character has more than one Weapon equipped, decide which one to use.

WARRIOR JOBS

Warriors make up the front line of any battle, fearlessly charging into the thick of a fray without any regard to personal safety. Their ability to deal and receive damage in equal measure makes them essential in protecting the party's weaker members and a formidable force in their own right.

Almost all Warriors derive their powers from the manipulation of *chi*, the natural energy that flows through all living beings. By siphoning off portions of their own *chi* or opening their bodies to its ambient flow, Warriors can infuse their attacks with additional power or perform superhuman feats of athleticism. This allows them to use their talents almost indefinitely — or at least until as long as they still draw breath.

狩人

Archer

Archers are master bowmen, capable of channeling immense powers through the arrows they fire. Where others believe in brute strength, the Archer's forte lies in precision and discretion. Schooled as snipers, hunters, and rangers, most Archers learn to work independently early on in their careers. This gives them the flexibility needed to set up targets of opportunity, firing from unexpected quarters with every intention of making the first shot the final one. Whether the quarry in question is monster, animal, or human is immaterial; once a target has been committed to, the Archer's only concern is its swift and efficient elimination. All of this encourages a patient, cool-headed, even ruthless breed of person; only in a state of absolute calm can the Archer's true potential unfold.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Archer	+15	+10	+15	+10	+5	+5

JOB PROFILE

Representatives: Archer Job (*FFIII*, *FFT*, *FFTA*), Ranger Job (*FFXI*), Hunter Job (*FFV*, *FFXI*, *FFTA*), Sniper Job (*FFTA*), Mustadio Bunanza (*FFT*), Barret Wallace (*FFVII*)

HP Die: d10

MP Die: n/a

Weapons: Boomerangs, Bows, Crossbows, Rifles

Armor: Armwear, Hats, Suits, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Wilderness

SNIPER

The Archer's talent with a ranged weapon is unparalleled. With almost minimal effort, he can focus his will into an projectile, strike disabling blows, or unleash a withering barrage of fire at his opponents.

TAKE AIM

LEVEL 1

Target: Single

Type: Slow Action (2)

The Archer enters a state of absolute concentration, focusing every fiber of his being on tracking the target's movements to strike with absolute accuracy. *Take Aim* inflicts **100%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, if the Weapon being used in the attack has an Equipment Ability that allows it to inflict Status Conditions, their CoS is increased by **+30**. This does not affect any Immunities the target possesses.

CHARGE

LEVEL 8

Target: Single

Type: Slow Action (CT varies)

By storing up *chi* energy as he waits for the perfect shot, an Archer can strike with greater power and force when he finally makes his attack.

The power of *Charge* depends both on the Archer's Level and how

long he is prepared to charge an attack for. At Level 8, the Archer can do **125%, Armor** damage by charging for 4 ticks, striking automatically; at higher Levels, he gains the ability to charge longer for increased damage, but may always choose to use Charge with a shorter CT in exchange for reduced damage. The table below gives the exact breakdown.

Table 4-1: Charge Damage

TYPE	LEVEL	DAMAGE	CHARGE TIME
Charge +1	8	+25%	4
Charge +2	29	+50%	10
Charge +3	43	+75%	14
Charge +4	64	+100%	20

LEG AIM

LEVEL 15

Target: Single

Type: Slow Action (6)

The Archer takes aim, firing a crippling shot intended to cut short the target's movement. *Leg Aim* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Immobilize* (4).

ARM AIM

LEVEL 22

Target: Single

Type: Slow Action (8)

Drawing a bead, the Archer lets loose with a well-placed shot, aiming to cripple the target's fighting ability. *Arm Aim* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Disable* (4).

MINDBLOW

LEVEL 29

Target: Single

Type: Slow Action (10)

The Archer draws on his body's *chi*, creating a glowing, iridescent ball of vital energy and firing it at the enemy in one swift motion. *Mindblow* inflicts **100%** Physical damage, subtracted from the target's MP rather than HP.

TABLETURNER

LEVEL 36

Target: Single

Type: Slow Action (12)

An experienced Archer can make an enemy's armor work against it, striking blows where they're least expected. *Tableturner* inflicts **100% + Target's Armor** Physical damage on the targeted combatant, striking automatically.

ARROW GUARD

LEVEL 43

Target: Self

Type: Support Ability

An Archer who has mastered the art of setting up a shot can predict where — and when — his opponents will do the same. *Arrow Guard* gives the Archer an Evasion bonus equal to his current Level against Ranged attacks targeting him. This only affects attacks modified by Evasion — those targeting the Party or modified by M. Evasion are resolved as normal.

BARRAGE

LEVEL 50

Target: Group

Type: Slow Action (16)

By entering a state of heightened awareness and channeling *chi* into his motions, the Archer can open fire at an entire formation of foes,

creating a devastating hail of attacks. *Barrage* inflicts **100%, Armor** Physical damage on all eligible combatants in the targeted Group, striking automatically. Unlike other Snipe Abilities, *Barrage* does not override Equipment Abilities bestowed by ammunition. The Archer may choose what ammunition — if any — to use against each individual target. Any ammunition used during the *Barrage* is consumed as normal.

TRIPLE FOUL

LEVEL 57

Target: Single

Type: Slow Action (18)

Calling on his *chi* reserves, the Archer looses three quick shots at an opponent, hoping to weaken and disorient them with one well-placed salvo. *Triple Foul* has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Confusion* (6), *Disable* (6), and *Silence* (6); roll separately for each Status.

UNLIMITED SHOT

LEVEL 64

Target: Group

Type: Slow Action (20)

At its pinnacle, the Archer's art allows him to channel his energy into a continuous stream of missile fire, indiscriminately peppering his foes with shot after shot. *Unlimited Shot* allows the Archer to make a series of increasingly inaccurate attacks, each striking a random opponent for **100%, Armor** Physical Damage. The first attack has a CoS of **100**; this decreases by **10** on each subsequent attack until the Archer misses a target, ending *Unlimited Shot*. As per the Rule of 10, the CoS will never go below **10**.

“The pressure of the moment... An instant of tension... That's what... I have to face alone...”

Irvine Kinneas
FINAL FANTASY VIII

竜騎士

Dragoon

Also known as *Dragon Knights*, Dragoons trace their lineage back to an ancient order of dragon-riders renowned for their skill in aerial combat. Their chosen mount, the Wind Drake, was a small, agile dragon capable of flying at great speeds and executing devastating dive-bomb attacks that literally crashed into opponents from on high, turning the Dragoons' reinforced lances into armor-splitting projectiles.

However, times have changed, and the Dragoons' mounts are only a distant memory. To compensate, Dragoons have learned to harness the powers of their predecessors' long-dead companions, channeling the Dragon Spirit through their bodies to recreate techniques and attacks of old.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Dragoon	+15	+12	+10	+10	+8	+5

JOB PROFILE

Representatives: Dragoon Job (*FFIII*, *FFV*, *FFXI*, *FFT*, *FFTA*), Uhlan Job (*FFXII*), Kain Highwind (*FFIV*), Cid Highwind (*FFVII*), Ward Zabac (*FFVIII*), Freya Crescent (*FFIX*)

HP Die: d10

MP Die: n/a

Weapons: Axes, Knives, Polearms, Swords

Armor: Gauntlets, Helmets, Mail, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

DRAGON ART

By drawing on the spirit of the ancient Wind Drakes and the legendary Six Dragons, a Dragoon can channel the powers of dragonkind into a brutal array of aerial and ground attacks. Most Dragoons favor spears and javelins in combat — partially out of respect for the old ways, partially to absorb the incredible kinetic force of their signature jump attacks.

JUMP

LEVEL 1

Target: Single

Type: Slow Action (Special CT)

Calling on the spirit of the Wind Drake, a Dragoon gains the ability to break the bonds of gravity and soar into the skies with a single bound. *Jump* can carry the Dragoon as far as 30 meters — vertically, horizontally, or a combination of both. If used as an attack, it inflicts **200%, Armor** Physical damage on the target, striking automatically.

Jump essentially functions as a Slow Action. Once the Dragoon has *Jumped*, she will land during her next turn, regardless of whether it takes place later in the same Round or in the next Round entirely. While in the air, the Dragoon generates Initiative as normal, but moves too quickly to be targeted; she will not be affected by any Group attacks targeting her allies. Status Conditions continue to affect the Dragoon and count down as normal 'in flight.'

As with any Slow Action, anything that would prevent the Dragoon from completing the *Jump* — up to and including the Dragoon's Hit Points being reduced to 0 or lower — will automatically cancel it, returning the Dragoon to the field of battle. Use of *Jump* may be restricted in areas with low ceilings, though this is left to the GM's discretion.

CHERRY BLOSSOM

LEVEL 8

Target: Group

Type: Slow Action (4)

The Dragoon charges her weapon with the Dragon Spirit, building up a critical quantity of energy before hurling it at the enemy. As the weapon strikes the ground, the charge releases in a series of fiery explosions, engulfing the immediate area. *Cherry Blossom* strikes automatically, inflicting **75%, Armor** Physical damage on all opponents in the targeted Group.

ANCIENT CIRCLE

LEVEL 15

Target: Party

Type: Slow Action (6)

Every Dragoon knows that not everything with scales is a friend. By creating a circle of power around the party, the Dragoon can infuse all weapons in the area with the Dragon Spirit, allowing them to strike true against wyrms and their kin. When used, *Ancient Circle* gives any Weapon currently equipped by the Dragoon or her allies the Equipment Ability *Dragon Killer*, allowing her to strike Dragon enemies for **+100%** damage (4).

LANCER

LEVEL 22

Target: Single

Type: Slow Action (8)

Channeling the power of the Red Dragon into her weapon, the Dragoon lunges forward with bone-shattering force. *Lancer* inflicts **125%, Armor** Physical damage on the target, striking automatically; in addition, **50%** of the damage dealt is subtracted from the target's MP. MP damage dealt by *Lancer* is not reduced by ARM or M. ARM.

REIS'S WIND

LEVEL 29

Target: Party

Type: Slow Action (10)

The Dragoon calls upon the power of the Holy Dragon Reis, enveloping her allies in a stream of life force that bestows the Status Condition *Regen* (4).

DRAGONHEART

LEVEL 36

Target: Self

Type: Reaction

The Dragoon shrouds herself in the power of the Dragon Spirit, entrusting her life to its mercies. When triggered, *Dragonheart* has a flat CoS of **30%** of bestowing the Status Condition *Reraise* (∞). This Ability may only be used once per battle or Scene.

Reaction Trigger: Physical Damage, Magical Damage

WHITE DRAW

LEVEL 43

Target: Single/Party

Type: Slow Action (14)

The Dragoon summons the power of the White Dragon in a sweeping white mist that encircles the enemy, draining their magical energies before dissipating in a shower of mana-rich particles. *White Draw* inflicts **100%, M. Armor** Magical damage to the target's MP. Once damage has been calculated, every active character with an MP Die in the Party gains **(MP Drained / Number of Active Characters in Party with MP Dice)** MP.

POWER JUMP

LEVEL 50

Target: Special

Type: Slow Action (Special CT)

Dragoon veterans jump high and true, marshaling their training to launch powerful attacks in mid-flight. *Power Jump* can carry the Dragoon as far as 60 meters – vertically, horizontally, or a combination of both.

Power Jump is in essence three Slow Actions with a Single target, each with a CT of 16. The first Action sees the Dragoon jump into the air. The second Action is undertaken on the following turn as the Dragoon remains in the air, hurling golden *chi* projectiles at her target's Group. These inflict **150%, M. Armor** Magical damage to all active combatants in the Group; use the Dragoon's MAG, rather than STR, to calculate the base Weapon damage. The third occurs on the next turn, as the Dragoon fires another round of *chi* projectiles, resolved in the same manner as the first round. Once damage calculation is complete, the Dragoon then lands on her original target, inflicting **200%, Armor** Physical damage. Beyond this, *Power Jump* is subject to the same rules and restrictions as *Jump*.

DRAGON BREATH

LEVEL 57

Target: Single

Type: Slow Action (18)

The Dragoon draws on the power of the rarest of all wyrmkind, the two-headed dragon, summoning two spectral dragon's heads to perch on her shoulders and consume the enemy with waves of magical flame. *Dragon Breath* has a CoS of **Dexterity, M. Evasion** of inflicting **(Target's Maximum HP - Target's Current HP)** Physical damage. Damage dealt by *Dragon Breath* is not modified by Armor, but cannot exceed 999 HP.

DRAGON HORN

LEVEL 64

Target: Group

Type: Slow Action (Special CT)

Mastery of the Dragoon Jump gives the Dragoon unrivaled control over her landings, turning a single deadly impact into a series of brutal, unpredictable pounces. *Dragon Horn* can carry the Dragoon as far as 40 meters – vertically, horizontally, or a combination of both.

Unlike *Jump* and *Power Jump*, *Dragon Horn* has an initial Charge Time of 20 ticks before the Dragoon jumps; during this time, she can be targeted as normal, and is still vulnerable to attack. At the end of this Charge Time, the Dragoon leaps into the air. She does not land immediately during her next turn, but 20 ticks afterwards; in essence, this is a second Slow Action with another CT of 20.

Upon landing, the Dragoon strikes the initial target automatically for **200%, Armor** Physical damage, then uses the force of the impact to propel herself back into the air for another attack. Roll a d8 and consult the table below to determine how many times the Dragoon 'bounces' after the initial landing.

Roll	Number of Jumps
1	1
2 - 4	2
5 - 7	3
8	4

Every subsequent 'bounce' automatically strikes a randomly determined combatant in the initial target's Group, inflicting **75%, Armor** Physical damage with every strike. Beyond this, *Dragon Horn* is subject to the same rules and restrictions as *Jump* and *Power Jump*.

フェンサー

Fencer

The Fencer is the wind. While easily mistaken for any other fighter from a distance, the Fencer is a completely different beast. Weaving and dodging between foes, theirs is a mobility that the average warrior struggles to match; their weapons are as much the style and grace they bring to the battle as the weapons they carry. To accommodate this, Fencers favor fast arms such as rapiers and foils and eschew heavier, more cumbersome armor in combat, relying on reflexes and panache to see them through.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Fencer	+10	+10	+15	+15	+5	+5

JOB PROFILE

Representatives: Fencer Job (FFTA)

HP Die: d10

MP Die: n/a

Weapons: Knives, Light Swords, Swords

Armor: Armwear, Hats, Suits, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

FENCING

Some swordsmen rely on brute force; others use inner might or magical power. The Fencer's tools are speed and persistence, turning simple attacks into a flurry of movement capable of confounding and destroying any opponent.

SWARMSTRIKE

LEVEL 1

Target: Single

Type: Slow Action (2)

The Fencer thrusts his blade forward with a flash of *chi*, creating a buzzing swarm of ethereal insects that bite and sting the target. *Swarmstrike* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Poison* (∞).

REFLEX

LEVEL 8

Target: Self

Type: Support Ability

Fencers with a little experience under their belts gain an uncanny eye for impending danger, allowing them to react to attacks with almost supernatural speed. *Reflex* grants the Fencer a (Level / 2) bonus to his Evasion.

FEATHERBLOW

LEVEL 15

Target: Single

Type: Slow Action (6)

The Fencer brings his blade around in a wide sweep, creating a trail of razor-edged white feathers that cut into the target. *Featherblow* inflicts (10 x AGI) + 3d8, M. Armor Wind Elemental damage, striking automatically.

GREASED LIGHTNING

LEVEL 22

Target: Self

Type: Support Ability

A skilled Fencer learns to strike with swiftness rather than force, turning his attacks into fast, unpredictable lunges that keep his foes off-balance. *Greased Lightning* allows the Fencer's Attack Actions to ignore any Reactions they would normally trigger; his attacks are simply too fast to allow an opponent to counter.

SHADOWSTICK

LEVEL 29

Target: Single

Type: Slow Action (10)

The Fencer whirls his blade around the target, calling the opponent's own shadow to rise up and entangle them. *Shadowstick* inflicts (14 x AGI) + 4d8, Armor Shadow Elemental damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Agility Break* (4).

CHECKMATE

LEVEL 36

Target: Single

Type: Slow Action (12)

Using only the tip of his blade, the Fencer draws the outline of a death's head around his opponent. As the last stroke is made, the image solidifies, turning into a phantasmal skull that entraps the target. *Checkmate* has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Condemned* (4) and *Slow* (4); roll separately for each Status.

SWALLOWTAIL

LEVEL 43

Target: Group

Type: Slow Action (14)

The Fencer begins to spin and pirouette, picking up speed until he has turned into a whirling dervish that cuts and slices its way through the enemy without mercy. *Swallowtail* inflicts (16 x AGI) + 5d8, Armor Physical damage on all combats in the targeted Group, striking automatically.

MANASTRIKE

LEVEL 50

Target: Single

Type: Slow Action (16)

The Fencer lunges forward, stopping his blade just short of striking the target; at that instant, the target's mana reserves are drawn out and solidify, shattering as the Fencer's blade thrusts through. *Manastrike* inflicts (20 x AGI) + 4d12, M. Armor Magical damage, striking automatically; the total is subtracted from the target's MP, rather than HP.

NIGHTHAWK

LEVEL 57

Target: Single

Type: Slow Action (18)

The Fencer swings his blade and creates a dark ripple that instantly solidifies into a bolt of power, striking the target from on high. *Nighthawk* inflicts (27 x AGI) + 5d12, M. Armor Shadow Elemental damage, striking automatically.

PIERCETHROUGH

LEVEL 64

Target: Single

Type: Slow Action (20)

Gathering *chi*, the Fencer steps forward and strikes, creating a surging crescent of energy that tears through the target's defenses. *Piercethrough* inflicts (32 x AGI) + 5d12 Physical damage, striking automatically.

闘士

Fighter

The Fighter is the warrior in its purest form, embodying the soldiers, mercenaries, adventurers, and wanderers who make their living by the sword and gather their craft from bitter experience. Other warriors spend their lives perfecting a single technique or honing their talents in a particular type of weapon; Fighters merely learn to survive, picking up every trick and tactic they can. Though their attacks lack the finesse and flash of the other professions, the Fighter's broad focus makes her a formidable presence.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Fighter	+15	+15	+10	+10	+5	+5

JOB PROFILE

Representatives: Gladiator Job (*FFTA*), Fighter Job (*FFI*, *FFIII*), Squire Job (*FFT*), Warrior Job (*FFXI*)

HP Die: d12

MP Die: n/a

Weapons: Axes, Boomerangs, Bows, Claws, Crossbows, Flails, Gloves, Greatswords, Knives, Katana, Light Swords, Ninja Blades, Polearms, Rods, Staves, Swallows, Swords

Armor: Armwear, Gauntlets, Helmets, Hats, Mail, Suits, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

BATTLE SKILL

The Fighter's forte is versatility, not technique. A good Fighter uses every weapon at her disposal and every edge she can find in the name of ultimate victory, a fact reflected in the Fighter's abilities.

! Battlefield Genius

While weapon abilities are canceled out by *most* Warrior abilities (the Archer's *Take Aim* is an example of an exception), every single one of the Fighter's abilities using weapon damage continue to make use of their weapon abilities.

MIGHTY STRIKE

LEVEL 1

Target: Single

Type: Slow Action (2)

Focusing on a lone opponent, the Fighter gathers her strength for an all-or-nothing blow in the hopes of striking some weak point — a rent in the armor, a loose scale, a vulnerable underbelly.

Roll for *Mighty Strike* as you would for a normal Attack Action, halving the Fighter's Accuracy after modifying for the target's Evasion. If the attack is successful, *Mighty Strike* inflicts **200%, Armor** Physical damage on the targeted combatant. Equipment Abilities may be used in this attack, and effects that increase the likelihood of a Critical Hit affect the CoS of *Mighty Strike* by an equal amount — **+5** or **+10** for *Signature Weapon*; **+10** or **+20** for *Critical+* and *Critical++* respectively. However, *Mighty Strike* itself cannot score Critical Hits.

THIRD EYE

LEVEL 8

Target: Self

Type: Fast Action

By entering a state of absolute concentration, the Fighter can brace for impending attacks and make sure she stays out of harm's way. *Third Eye* allows a Fighter to automatically evade the next Physical attack that successfully hits them, regardless of their current Evasion (2). This is a fixed effect, and does not improve with consecutive uses of this Ability. Once the attack has been dodged, *Third Eye* has no further effect until this Ability is used again.

SCREAM

LEVEL 15

Target: Self

Type: Fast Action

With an ear-shattering battlecry, the Fighter releases her *chi* reserves in a blood-colored explosion of power, suffusing every fiber of her being with energy. *Scream* bestows the Status Conditions *Power Up* (4) and *Agility Up* (4).

QUICK HIT

LEVEL 22

Target: Single

Type: Fast Action

The Fighter leaps to the attack in a blur of motion, striking and retreating in a split second. *Quick Hit* inflicts **75%, Armor** Physical damage on the targeted combatant, striking automatically. In addition to the damage dealt, the Fighter gains a **+8** bonus on her next Initiative roll; this is a fixed effect, and does not improve with consecutive uses of this Ability.

DOUBLE CUT

LEVEL 29

Target: Single

Type: Slow Action (10)

The Fighter moves with flawless speed and accuracy, delivering a devastating one-two strike against a hapless opponent. *Double Cut* consists of two separate attacks, each of which automatically strikes the targeted combatant for **100%, Armor** Physical damage.

FIRST STRIKE

LEVEL 36

Target: Self

Type: Support Ability

A trained Fighter is ready for combat at a moment's notice. *First Strike* allows the Fighter to always act in the Preemptive Round, even if no other combatant can. Once the Preemptive Round ends, generate Initiative as normal.

BONECRUSHER

LEVEL 43

Target: Single

Type: Reaction

Though slow to provoke, Fighters can retaliate against an incautious opponent with skull-shattering force. When triggered, *Bonecrusher* has a CoS of **(Level / 3) + AGI** of allowing the Fighter to make an immediate Attack Action targeting the combatant that damaged her. Roll to hit as normal; if successful, the attack inflicts **150%, Armor** Physical damage. Equipment Abilities may be used in this attack.

Trigger: The Fighter takes Physical damage

SLASH-ALL

LEVEL 50

Target: Group

Type: Slow Action (16)

Gathering her *chi*, the Fighter dissolves into a blur of movement, circling around her opponents to rain blows from every side and angle. *Slash-All* allows the Fighter to inflict **100%, Armor** Physical damage on every eligible combatant in the targeted Group, striking automatically. Equipment Abilities may be used in these attacks.

FINAL ATTACK

LEVEL 57

Target: Special

Type: Reaction

By drawing on her last reserves of energy, the Fighter can ignore even the most grievous of wounds, striking one final blow when it's least expected. When triggered, *Final Attack* allows the Fighter to make one Action. Resolve the effects of this Action immediately, even if it normally would require a Charge Time. Once this is done, the Fighter is rendered *Unconscious*; the only way to prevent this from happening is by using the *Final Attack* on an effect that cancels *Unconscious*.

Trigger: Fighter's HP reduced to 0 or lower by Physical or Magical damage — cannot be triggered by Status Conditions

“It cannot end thus...”

Balthier

FINAL FANTASY XII

FINISHING TOUCH

LEVEL 64

Target: Single

Type: Slow Action (20)

By bringing her weapon around in a wide sweep, the Fighter creates a howling vortex of *chi* to engulf the target. *Finishing Touch* has a CoS of **Dexterity, M. Evasion** of instantly reducing the target to 0 HP, regardless of their current HP score, Armor, or M. Armor rating; treat this as a Death effect. If the target survives, *Finishing Touch* has an additional CoS of **Dexterity, M. Evasion** of inflicting the Status Conditions *Stone* (∞) and *Stop* (4). Roll separately for each Status.

ナイト

Knight

Stoic and powerful, the Knight is a master of heavy arms, trained from early on to move freely in mail and plate in places where battle rages the fiercest. The armor, however, masks a deeper steeling in the soul — a true Knight is a universal symbol of guardianship, embodying all the impenetrability of a fortress, the unbending will of a general, and the destructive force of a mighty siege engine. For those he protects, the Knight would move heaven and earth in the name of duty; for those who oppose him, death is meted out with swift and clinical precision. Not every Knight is a shining beacon of virtue; there are those who have lost their faith and purpose, who have strayed from the path and into corruption. But at their core, even these wayward spirits have a firmness of character that most warriors could never equal.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Knight	+15	+15	+10	+10	+5	+5

JOB PROFILE

Representatives: Adelbert Steiner (*FFIX*), Auron (*FFX*), Knight Job (*FFIII*, *FFV*, *FFT*), Leo Cristophe (*FFVI*), Soldier Job (*FFTA*)

HP Die: d10

MP Die: n/a

Weapons: Axes, Flails, Gloves, Greatswords, Knives, Polearms, Swords

Armor: Gauntlets, Helmets, Mail, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

ARTS OF WAR

Knights are the masters of destruction, cracking armor, strength, and spirit with their well-placed blows before sweeping their demoralized opponents aside with a powerful arsenal of finishing moves.

LIFE BREAK

LEVEL 1

Target: Single

Type: Fast Action

A wounded Knight can marshal his fleeting *chi* into power, channeling that lost life force into his weapon for a bone-rattling attack. *Life Break* inflicts **(Knight's Maximum HP — Knight's Current HP)** Physical damage and strikes automatically. Damage inflicted by *Life Break* can only be affected by Barrier effects — Conditions like *Power Up* and *Power Break* have no impact on *Life Break*.

ARMOR BREAK

LEVEL 8

Target: Single

Type: Fast Action

The Knight's weapon is bathed in golden light as he leaps in to attack, cracking the target's defenses in an explosion of amber fragments. *Armor Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Armor Break* (6).

MENTAL BREAK

LEVEL 8

Target: Single

Type: Fast Action

The Knight's weapon is surrounded by a blue-green glow that flares as it makes contact with the target, piercing its magical defenses in a single stroke. *Mental Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Mental Break* (6).

SPEED BREAK

LEVEL 15

Target: Single

Type: Slow Action (6)

The Knight's weapon shimmers sky-blue just before striking the target, destroying its reflexes and coordination. *Speed Break* inflicts **125%, Armor** Physical damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Agility Break* (6).

POWER BREAK

LEVEL 22

Target: Single

Type: Fast Action

The Knight's weapon flashes a violent scarlet as it connects, sapping at the target's strength and power. *Power Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Power Break* (6).

MAGIC BREAK

LEVEL 22

Target: Single

Type: Fast Action

The Knight's weapon takes on a deep violet hue, growing in intensity as it slashes at the target and shatters its built-up mana. *Magic Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Magic Break* (6).

“You place too much trust in your magics.”

Auron

FINAL FANTASY X

MIND BREAK

LEVEL 29

Target: Single

Type: Slow Action (6)

The Knight's glows night blue as he strikes, shattering his target's spirits with a single blow. *Mind Break* inflicts **125%, Armor** Physical damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Spirit Break* (6).

THUNDER SLASH

LEVEL 36

Target: Single

Type: Slow Action (12)

The Knight dives at his opponent, weapon raised to the sky as dark clouds gather overhead. Suddenly lightning arcs, earthing itself in the Knight's blade at the exact moment of impact; the result is a sizzling shock of electricity that courses through the opponent. *Thunder Slash* inflicts **150%, M. Armor** Lightning Elemental damage, striking automatically.

CLIMHAZZARD

LEVEL 43

Target: Group

Type: Slow Action (14)

The Knight drives his weapon deep into an opponent before leaping up, dragging his weapon with him to spark his victim's life force into a brilliant flash of energy. *Climhazzard* inflicts **125%, M. Armor** Magical damage to all combatants in the targeted Group, striking automatically.

IAI STRIKE

LEVEL 50

Target: Single

Type: Slow Action (16)

The Knight leaps at the target, bringing his weapon down hard to spark a chaotic explosion of *chi* energy. *Iai Strike* has a flat **30%** CoS of instantly reducing the target to 0 HP, regardless of their current HP score, Armor, or M. Armor rating; treat this as a Death effect. If the target survives, *Iai Strike* inflicts **100%, Armor** Physical damage, striking automatically.

SHOCK

LEVEL 57

Target: Group

Type: Slow Action (18)

The Knight holds his weapon aloft, channeling his *chi* into the blade until it begins to crackle with barely suppressed power. One swing frees the stored energy, creating a cataclysmic blast that engulfs the enemy in blue-white light. *Shock* inflicts **150%, Armor** Physical damage to all active combatants in the targeted Group, striking automatically.

STOCK BREAK

LEVEL 64

Target: Group

Type: Slow Action (20)

The Knight leaps forth and strikes with crushing finality, pushing every spare mote of *chi* into an explosion of raw energy. *Stock Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Armor Break (6)*, *Mental Break (6)*, *Power Break (6)*, and *Magic Break (6)*. Roll once for every active combatant in the targeted Group – if successful, all listed Status Conditions will be added.

モンク

Monk

Monks are masters of unarmed combat, fighting with skills formed by years of hard exercise and rigorous training. Unlike other warriors, Monks are as deadly empty-handed as armed, wreaking havoc on their opponents with feet, fists and any other part of their body they can throw into an attack. However, these talents require the Monk to remain unencumbered, making heavy armor more of a hindrance than a benefit. An experienced Monk thus learns to rely on their own fortitude more than any piece of protective gear.

There are other tradeoffs as well — the Monk's hermetic lifestyle, with its emphasis on simple living and a regimen of demanding, repetitive exercises, takes its toll on the young and impatient. Only one in ten trainees ever ascends to true masterhood with it; the majority break off their education with only a handful of *kata* under their belts, culling the numbers of would-be Monks more effectively than any foe.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Monk	+15	+15	+7	+8	+10	+5

JOB PROFILE

Representatives: Amarant Coral (*FFIX*), Monk Job (*FFI*, *FFIII*, *FFV*, *FFT*), Sabin Rene Figaro (*FFVI*), Tifa Lockheart (*FFVII*), Yang Fang Leiden (*FFIV*), Zell Dincht (*FFVIII*)

HP Die: d12

MP Die: n/a

Weapons: Claws, Flails, Gloves, Staves

Armor: Armwear, Hats, Suits

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

MARTIAL ARTS

As a master of unarmed combat, the Monk's body is as dangerous a weapon as any sword or spell. A Monk's martial arts thus combine crippling bare-handed blows, spectacular energy attacks, and spiritual discipline to devastating effect. Abilities in the *Martial Arts* Set can only be used in conjunction with Weapons that use a d6 or d8 Damage Die.

BRAWLER

LEVEL 1

Target: Self

Type: Support Ability

In any other profession's training, hand-to-hand fighting is a matter of last resort. Monks, however, are taught to rely on their fists from day one, honing their proficiency to the point where even a simple punch can become a force to be reckoned with.

Brawler allows a Monk to make two attacks against a target with Claws, Flails, Gloves, Staves, or Brawling attacks at the cost of a single Attack Action. Calculate damage as if the Monk had made two separate Attack Actions against the target, rolling to hit as normal. *Brawler's* effects do not stack with those of the *Two Weapons* Skill.

PUNCH RUSH

LEVEL 1

Target: Single

Type: Slow Action (2)

The Monk unleashes a flurry of rapid-fire punches, fists moving faster than the eye can follow. *Punch Rush* inflicts **150%, Armor** Physical damage, striking automatically.

METEOR STRIKE

LEVEL 8

Target: Single

Type: Slow Action (4)

In an impressive display of strength, the Monk forcefully lifts the target over her head before swiftly suplexing it into the ground, a strike that rattles the battlefield to its foundations. *Meteor Strike* inflicts **150%, Armor** Physical damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Confuse* (4).

EARTH SLASH

LEVEL 15

Target: Group

Type: Slow Action (6)

The Monk slams the ground with one outstretched palm, sending a violent tremor that surges through the earth before erupting in a shower of rocks and debris. *Earth Slash* inflicts **(10 x MAG) + 3d6, M. Armor** Earth Elemental damage on all active combatants in the targeted Group, striking automatically.

COUNTER

LEVEL 22

Target: Single

Type: Reaction

By keeping a close eye on her opponents, the Monk is able to marshal a counterattack at a moment's notice. When triggered, *Counter* has a CoS of **(Level / 2) + (AGI x 2)** of allowing the Monk to make an immediate Attack Action targeting the combatant that damaged her. Roll to hit as normal; if successful, the attack inflicts **100%, Armor** Physical damage. Note that *Counter* will only trigger once for each Attack or Ability, even if they consist of multiple individual attacks.

Trigger: The Monk takes melee Physical damage.

AURA CANNON

LEVEL 29

Target: Single

Type: Slow Action (10)

Gathering her *chi*, the Monk fires a searing beam of blue-white energy from her palms. *Aura Cannon* inflicts **(19 x MAG) + 5d8, M. Armor** Holy Elemental damage, striking automatically.

FIRE DANCE

LEVEL 36

Target: Group

Type: Slow Action (12)

The Monk releases her built-up *chi* in a wave of heat and flame, sending ghostly, fire-streaked doubles into the fray to scour the battlefield. *Fire Dance* inflicts **(17 x MAG) + 4d8, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically.

SOUL SPIRAL

LEVEL 43

Target: Party

Type: Fast Action

The Monk begins to whirl on the spot, gathering speed as she

focuses her life force into waves of soothing green particles that wash over the party. *Soul Spiral* restores Hit Points to the Monk's allies at the expense of the Monk's own; the Monk's player must declare how many HP they wish to sacrifice when the Ability is used. The amount restored depends on the Monk's VIT; reduce the Monk's HP by the chosen amount, then consult the table below to see how many Hit Points the rest of the Party regain. For example, a Monk with VIT 22 sacrificing a total of 40 HP through *Soul Spiral* would restore 200 HP to all allies.

Table 4-2: Soul Spiral Effects

MONK'S VIT	HP RESTORED TO ALLIES
1 - 4	(HP Sacrificed)
5 - 9	(HP Sacrificed x 2)
10 - 14	(HP Sacrificed x 3)
15 - 19	(HP Sacrificed x 4)
20 - 24	(HP Sacrificed x 5)
25 - 29	(HP Sacrificed x 6)
30	(HP Sacrificed x 7)

RAZOR GALE **LEVEL 50**
Target: Group **Type:** Slow Action (16)
 The Monk enters a slow spin, charging up her chi to loose a rapid

series of crescent-shaped air blasts at the enemy. *Razor Gale* inflicts **(21 x MAG) + 4d10, M. Armor** Wind Elemental damage on all active combatants in the targeted Group, striking automatically.

DEMI SHOCK **LEVEL 57**
Target: Single **Type:** Slow Action (18)

Reaching out with one hand, the Monk sends tendrils of *chi* to compress the air around the target, creating a sphere of crushing gravitational force. *Demi Shock* has a CoS of **Mind, M. Evasion** of causing damage equal to **50%** of the target's maximum HP, not modified for ARM or M. ARM. Regardless of how many HP the target currently possesses, *Demi Shock* may never inflict more than 999 damage. Treat this as a Gravity-type effect.

PHANTOM RUSH **LEVEL 64**
Target: Single **Type:** Slow Action (20)

Drawing on deep-seated *chi* reserves, the Monk attacks the target at blinding speed, shifting from angle to angle so quickly that outside observers see a veritable army of Monks descending on the target to beat it into submission. *Phantom Rush* inflicts **300%, Armor** Physical damage, striking automatically; this attack ignores the Damage Cap, and may inflict more than 999 damage.

侍

Samurai are tradition-bound warriors with a mystical bent. Though skilled swordsmen by training, the true secret of the Samurai's success lies in their weapon of choice: the katana. The metal of the katana entraps a nature spirit, or *kami*, bound to the weapon during the forging process; by learning how to free these imprisoned spirits, a Samurai also gains the ability to channel those spirits into an attack. Those who distinguish themselves through their accomplishments in battle will eventually learn to expand this talent into harnessing the power of free-roaming *kami* of earth and the elements into ever more devastating effects. A few have even gone beyond this, moving bare-footed over lakes on cushions of water spirits or traveling through the bitterest cold within the aegis of a swarm of fire *kami*. Such mastery, however, is the exception rather than the norm; Samurai with such skills are one in a thousand.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Samurai	+13	+12	+10	+10	+10	+5

JOB PROFILE

Representatives: Auron (*FFX*), Samurai Job (*FFV*, *FFX-2*, *FFXI*, *FFT*)

HP Die: d10

MP Die: n/a

Weapons: Katana, Knives, Swords

Armor: Gauntlets, Helmets, Mail

Samurai

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

BUSHIDO

The word 'Bushido' literally translates to 'the path of the brave warrior.' It encapsulates the Samurai's code of martial conduct, one that stresses bravery, honor, and self-discipline in as well as out of battle. A number of Bushido effects refer to 'exhausting the blade' — this automatically inflicts the Status Condition *Curse* on the Samurai (4), even if the Samurai would normally be immune to this Status. Make the roll after the effects of the ability have been resolved; as per the Rule of 10, the CoS will never be lower than 10, regardless of the Samurai's Level.

IAIDO

LEVEL 1

Target: Varies

Type: Slow Action (Varies)

A Samurai may call on a Katana's resident spirit for assistance at any point in battle. However, this talent is not without its price. Each use of *Iaido* has a CoS of (30 + Draw Out Rating) - Samurai's Level of exhausting the blade.

Each Katana has a unique *Iaido* effect that can only be accessed while the Weapon in question is equipped. The table below shows each Katana's *Iaido* effect.

Table 4-3: Iaido Effects

KATANA	TYPE	TARGET	RATING	EFFECT
Ashura	Slow (2)	Group	1	Inflicts (2 x MAG) + 2d6, M. Armor Magical damage
Oborotsuki	Slow (2)	Single	1	Inflicts (4 x MAG) + 2d6, M. Armor Magical damage Flat 30% CoS of inflicting <i>Blind</i> (4)
Kotetsu	Slow (4)	Group	5	Inflicts (4 x MAG) + 3d6, M. Armor Magical damage
Moutsurugi	Slow (4)	Single	5	Mind, M. Evasion CoS of inflicting <i>Magic Break</i> (6)
Namakura	Slow (6)	Single	10	Bestows <i>Regen</i> (6).
Mukademeru	Slow (6)	Single	10	Inflicts (8 x MAG) + 4d6, M. Armor Magical damage Flat 30% CoS of inflicting <i>Poison</i> (∞)
Kagemitsu	Slow (8)	Group	18	Inflicts (12 x MAG) + 4d6, M. Armor Magical damage to Magic Points
Raikoumaru	Slow (8)	Group	18	Inflicts (12 x MAG) + 4d6, M. Armor Lightning Elemental damage
Bizen's Pride	Slow (10)	Single	24	Bestows <i>Haste</i> (6)
Onikiri	Slow (10)	Single	24	Inflicts (15 x MAG) + 5d6, M. Armor Magical damage
Murasame	Slow (12)	Party	35	Restores (15 x MAG) + 5d6 HP to Samurai and all allies
Ikuzatachi	Slow (12)	Group	35	Inflicts (16 x MAG) + 5d6, M. Armor Magical damage
Kiyomori	Slow (14)	Party	44	Bestows <i>Shell</i> (6) and <i>Protect</i> (6)
Jyurokusakura	Slow (14)	Single	44	Inflicts (19 x MAG) + 4d8, M. Armor Magical damage Flat 30% CoS of reducing target to 0 HP (Death-type effect)
Heaven's Cloud	Slow (16)	Group	50	Inflicts (24 x MAG) + 4d8, M. Armor Magical damage
Kageshibari	Slow (16)	Single	50	Inflicts (27 x MAG) + 4d10, M. Armor Magical damage Flat 30% CoS of inflicting <i>Stop</i> (4)
Shiranui	Slow (18)	Single	55	Inflicts (30 x MAG) + 4d10, M. Armor Magical damage
Chaos Blade	Slow (18)	Group	55	Flat 30% CoS of inflicting <i>Blind</i> (6), <i>Slow</i> (6), <i>Poison</i> (∞), <i>Confusion</i> (6) Roll separately for each Status Condition
Masamune	Slow (20)	Group	60	Inflicts (35 x MAG) + 4d10, M. Armor Magical damage
Genji Blade	Slow (20)	Party	60	Bestows <i>Haste</i> (6), <i>Regen</i> (6)

SOUL BLADE

LEVEL 1

Target: Single

Type: Slow Action (Varies)

By tempering the power of the blade's spirit, a Samurai can release small amounts of its energy to inflict calamity upon his foes. *Soul Blade* has a CoS of **Mind, M. Evasion** of inflicting a certain Status Condition listed on Table 4-2. Each time *Soul Blade* is used, there is a CoS of **(20 + Draw Out Rating) - Samurai's Level** of exhausting the blade.

Table 4-4: Soul Blade Effects

TYPE	TYPE	RATING	EFFECT
Ashura	Slow (2)	1	<i>Berserk (6)</i>
Oborotsuki	Slow (2)	1	<i>Blind (6)</i>
Kotetsu	Slow (3)	5	<i>Confusion (6)</i>
Moutsurugi	Slow (3)	5	<i>Spirit Down (6)</i>
Namakura	Slow (5)	10	<i>Sleep (6)</i>
Mukademeru	Slow (5)	10	<i>Poison (∞)</i>
Kagemitsu	Slow (7)	18	<i>Silence (6)</i>
Raikoumaru	Slow (7)	18	<i>Element Weak (Lightning) (6)</i>
Bizen's Pride	Slow (8)	24	<i>Slow (6)</i>
Onikiri	Slow (8)	24	<i>Disable (6)</i>
Murasame	Slow (9)	35	<i>Sap (6)</i>
Ikuzatachi	Slow (9)	35	<i>Armor Break (4)</i>
Kiyomori	Slow (10)	44	<i>As Dispel</i>
Jyurokusakura	Slow (10)	44	<i>Condemned (4)</i>
Heaven's Cloud	Slow (11)	50	<i>Curse (4)</i>
Kageshibari	Slow (11)	50	<i>Stop (4)</i>
Shiranui	Slow (12)	55	<i>Meltdown (2)</i>
Chaos Blade	Slow (12)	55	<i>Charm (4)</i>
Masamune	Slow (14)	60	<i>Slow (6)</i>
Genji Blade	Slow (14)	60	<i>Agility Break (6)</i> <i>Power Break (6)</i> <i>Magic Break (6)</i>

MINEUCHI

LEVEL 8

Target: Single

Type: Slow Action (4)

Charging his Katana with *chi*, the Samurai delivers a swift, stinging slap with the flat of the blade, leaving the target dazed and bewildered. *Mineuchi* has a CoS of **Dexterity, Evasion** of forcing the target to give up its next turn this Round. If the target has no further Actions remaining in the current Round, *Mineuchi* has no effect. *Mineuchi* automatically fails if the target is I:Seal. However, each use of *Mineuchi* has a CoS of **(28 - Samurai's Level)** of exhausting the blade.

MEATBONE SLASH

LEVEL 15

Target: Single

Type: Reaction

A wounded Samurai is a dangerous creature indeed — close to death, his aggression and determination double. When triggered, *Meatbone Slash* has a flat CoS of **50%** of allowing the Samurai to make an immediate Attack Action targeting the combatant that attacked him. Roll to hit as normal; if successful, the attack inflicts **(Samurai's Maximum HP)** Physical damage.

Trigger: The Samurai is targeted by Physical damage when at 25% or lower of maximum HP.

DRAGON FANG

LEVEL 22

Target: Group

Type: Slow Action (8)

The Samurai plunges his blade into the earth, releasing an angry swarm of fire spirits to engulf his opponents. *Dragon Fang* inflicts **(14 x MAG) + 5d6, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat CoS of **30%** of reducing each active combatant's Initiative by **50%**; roll separately for each target in the group. As with *laido*, each use of *Dragon Fang* has a CoS of **(62 - Samurai's Level)** of exhausting the blade.

DOUBLEHAND

LEVEL 29

Target: Self

Type: Support Ability

By wielding a weapon in two hands, a Samurai can put additional power in his blows. *Doublehand* allows any made Attack Actions while the Samurai's Shield Slot is unoccupied to do **125%, Armor** Physical damage before Equipment Abilities are applied.

SHOOTING STAR

LEVEL 36

Target: Single

Type: Slow Action (12)

The Samurai rushes forward, drawing on every ounce of power in his blade to deliver a blow powerful enough to send a foe flying for miles at a time. *Shooting Star* inflicts **(18 x MAG) + 4d8, M. Armor** Lightning Elemental damage, striking automatically. In addition, it has a CoS of **Dexterity, Evasion** of *Ejecting* the target from the battlefield. As with *laido*, each use of *Shooting Star* has a CoS of **(76 - Samurai's Level)** of exhausting the blade.

SHIRAHADORI

LEVEL 43

Target: Self

Type: Support Ability

Mastery of the katana is as much about defense as offense. With this in mind, an experienced Samurai can turn blows aside with the edge and flat of his blade, greatly increasing his ability to avoid incoming attacks. *Shirahadori* grants the Samurai an Evasion bonus of **(Samurai's Current Level)** against Attack Actions targeting them alone; Group and Ranged attacks still hit as normal.

BANISHING BLADE

LEVEL 50

Target: Single

Type: Slow Action (16)

Ominous glyphs orbit the Samurai's blade as he gathers power, drawing spirits of shadow and darkness around the weapon before releasing the pent-up horde in a wailing rush of violent, chaotic power. *Banishing Blade* inflicts **(28 x MAG) + 5d8, M. Armor** Magical damage, striking automatically.

In addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Armor Down (6)*, *Mental Down (6)*, *Power Down (6)*, and *Magic Down (6)*; roll separately for each Status. As with *laido*, each use of *Banishing Blade* has a CoS of **(90 - Samurai's Level)** of exhausting the blade.

TORNADO

LEVEL 57

Target: Group

Type: Slow Action (18)

The Samurai raises his blade skywards, surrounding himself with a roaring vortex of wind spirits before sending it towards the enemy with a deft whirl of the blade. As the resulting tornado begins to suck up the Samurai's foes, he rams his blade deep into the earth to send a swarm of fire *kami* into the maelstrom. *Tornado* inflicts **(14 x MAG) + 3d10** Fire damage and **(14 x MAG) + 3d10** Wind damage in two separate hits, striking automatically and ignoring MARM. As with *laido*, each use of *Tornado* has a CoS of **(97 – Samurai's Level)** of exhausting the blade.

MEIKYO SHISUI

LEVEL 64

Target: Self

Type: Support Ability

Drawing out a sword's spirits can be a slow, laborious process – too much power at once, and the blade shatters almost instantly. However, there are times when the Samurai doesn't have the luxury of waiting. *Meikyo Shisui* allows a Samurai to ignore the Charge Time on any Ability in the Bushido Ability Set, turning all Slow Actions into Fast Actions. However, doing so will automatically exhaust the blade, inflicting the Status Condition *Curse* **(4)** in the process; this Status cannot be canceled before it expires.

剣聖

Swordmaster

Though many professions wield swords, none devote themselves to their study as extensively as the Swordmaster. Like Archers, they derive their abilities from single-minded focus, trading versatility for power in the process. A Swordmaster strikes with such precision and strength that some will surrender upon seeing no more than an inch of steel emerge from her scabbard.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Swordmaster	+15	+15	+10	+10	+5	+5

JOB PROFILE

Representatives: Cyan Garamonde (*FFVI*), Cloud Strife (*FFVII*), Squall Leonhart (*FFVIII*), Tidus (*FFX*)

HP Die: d10

MP Die: n/a

Weapons: Greatswords, Katana, Knives, Light Swords, Swords

Armor: Gauntlets, Helmets, Mail, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

SWORD TECHNIQUE

Mastery of the blade means mastery of one's physical and mental abilities. Only when discipline, strength, and speed are in perfect harmony can the Swordmaster's true power unfold.

DELAY ATTACK

LEVEL 1

Target: Single

Type: Slow Action (2)

Channeling a surge of *chi* into her blade, the Swordmaster lashes out with a disorienting blow, aiming to knock the target out of sync for a few precious moments. *Delay Attack* inflicts **100%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, it will reduce the target's Initiative for the current Round by **50%**. If used against an opponent in the process of executing a Slow Action — or any other Action with a Charge Time — *Delay Attack* automatically cancels the Action; the target is instead considered to be in a Defense Action until it can choose its next Action. Monster attacks with the *Countdown* attribute are immune to *Delay Attack*.

DISPATCH

LEVEL 8

Target: Single

Type: Slow Action (4)

By charging her weapon with small amounts of *chi*, the Swordmaster can deliver a quick, devastating strike when it's most needed. *Dispatch* inflicts **125%, Armor** Physical damage, striking automatically.

FATED CIRCLE

LEVEL 15

Target: Group

Type: Slow Action (6)

The Swordmaster gathers energy as she brings her sword around in a wide sweep, forming a perfect circle at the exact moment her *chi*

erupts. The result is a wave of energy surging out in all directions, detonating wherever it makes contact with an opponent. *Fated Circle* inflicts **75%, Armor** Physical damage to all eligible combatants in the targeted Group, striking automatically.

PROVOKE

LEVEL 22

Target: Single

Type: Fast Action

With targeted taunts, the Swordmaster can draw an opponent's wrath, distracting them from more vulnerable targets. *Provoke* has a CoS of **50 + Level + (SPR x 2)**, **M. Evasion** of provoking a target; if successful, all of its attacks must target the Swordmaster or — if they are Group effects — the Swordmaster's Party until either Swordmaster or target are incapacitated. If the Swordmaster is not an eligible target, *Provoke*'s victim may choose its targets as normal. Treat this as a Mystify-type effect.

“Brazen words for a man about to be spitted upon my blade like a plump and juicy pig!”

Siegfried

FINAL FANTASY VI

CROSS SLASH

LEVEL 29

Target: Single

Type: Slow Action (10)

The Swordmaster rushes at her foe, *chi*-charged weapon held high; once within striking distance, she delivers three brutal slashes capable of cleaving any body in twain. *Cross Slash* inflicts **150%, Armor** Physical damage, striking automatically. In addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Disable* (4).

SPIRAL CUT

LEVEL 36

Target: Single

Type: Slow Action (12)

The Swordmaster rapidly somersaults towards the target, striking out on the final flip to transfer her momentum into an armor-piercing blow. *Spiral Cut* inflicts **150%** Physical damage, striking automatically.

BLADE BEAM

LEVEL 43

Target: Special

Type: Slow Action (14)

The Swordmaster begins building up *chi*, charging her body to the breaking point before slamming her blade into the ground to release the pent-up energy, creating a crescent-shaped wave of force. *Blade Beam* inflicts **150%, Armor** Physical damage to a single target, striking automatically. In addition, **50%** of the damage inflicted after modifying for Armor is automatically dealt to all other eligible targets in the original target's Group.

STRIKEBACK

LEVEL 50

Target: Single

Type: Reaction

A canny Swordmaster learns to exploit the openings left by an unsuccessful attack, striking opponents when they least expect it. When triggered, *Strikeback* gives the Swordmaster a flat CoS of **30%** of avoiding the effects of the triggering attack and launching an

immediate Attack Action against the opponent who delivered it. Roll to hit as normal; if successful, the attack inflicts **100%, Armor** Physical damage.

Trigger: Melee Attack Actions that deal Physical damage and target the Swordmaster

FLURRY LEVEL 57

Target: Group **Type:** Slow Action (18)

The Swordmaster charges into the midst of the enemy, sword flashing as she leaps from foe to foe, striking where opportunity permits. *Flurry* allows the Swordmaster to attack four times, striking a random opponent in the targeted Group for **100%, Armor** Physical damage each time.

CLEAVE

LEVEL 64

Target: Group

Type: Slow Action (20)

The ultimate Swordmaster's technique is the most elusive of them all: the perfect blow, an attack of such purity and focus that it can tear through any opponent without slowing, turning a single swing of the sword into an unstoppable arc of destruction. *Cleave* has a CoS of **Dexterity, Evasion** of instantly reducing all opponents in the targeted Group to 0 HP, regardless of their current HP scores, Armor, or M. Armor ratings; treat this as a Death effect.

EXPERT JOBS

Where Warriors derive their focus from weapons and martial traditions, Experts revolve around specific skills and occupational niches. Chemists, for example, derive their powers from the study of alchemy, Thieves from pickpocketing and stealthy movement, and Bards from their singing and instrumental skills. The result is a more tightly-defined party member whose usefulness peaks in select situations and whose forte lies in support. While able to hold their own in a fight, Experts are always at their strongest in conjunction with a well-rounded group.

吟遊詩人

Bard

There are those would say that the Bard is the very root of adventuring heroism. Certainly, warriors may aspire to be remembered in story and song, but it is Bards who write the words and pen the tunes, giving great deeds the final polish they need to enter history in proper.

“You spoony bard!”

Tellah
FINAL FANTASY IV

Though typically more at home in a rowdy pub than on a raging battlefield, Bards can be invaluable assets to any adventuring group, dazzling friend and foe alike with a repertoire that seems to tug at the very base of one's emotions. Their magic-infused songs are the culmination of years of practice and sacrifice, offering a versatility only matched by the most dedicated of mages; with a mere strum of the lute, a Bard can fire up her comrades' fighting spirits or send waves of sonic devastation ripping through the nearest enemy formation.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Bard	+7	+7	+11	+11	+12	+12

JOB PROFILE

Representatives: Edward Chris van Muir (*FFIV*), Bard Job (*FFIII*, *FFV*, *FFXI*, *FFT*), Songstress Dress Sphere (*FFX-2*)

HP Die: d8

MP Die: n/a

Weapons: Bows, Knives, Instruments

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Artistic

Expertise Formula: (*Singing Rating* / 2) + Level + (SPR x 2)

BARDSONG

The Bard's weapon is her music; in her hands, a simple chord becomes a force both grand and terrible.

HIDE

LEVEL 1

Target: Self

Type: Fast Action

To chronicle that great last stand in poem and song means knowing when to duck out when the battle goes bad. *Hide* allows a Bard to give up all other Actions for the Round and retreat to safety, reappearing at the start of the next Status Phase. Until then, the Bard is not considered an active combatant and cannot be targeted.

ELEGY

LEVEL 1

Target: Group

Type: Magic Ability (2)

The foreboding melody of this song rings heavy with memories of senseless slaughter and lives lost in vain, inviting the listener to dwell on its message for a few precious moments. *Elegy* has a CoS of **Expertise**, **M. Evasion** of reducing the targets' Initiative by 25%. Roll separately for every eligible combatant in the targeted Group.

LOGICAL ETUDE

LEVEL 1

Target: Party

Type: Magic Ability (2)

The Bard strikes up a song that demands attention, drawing the listener's focus to the precise interplay of melody and rhythm. *Logical Etude* bestows the Status Condition *Spirit Up* (4).

MAMBO

LEVEL 1

Target: Party

Type: Magic Ability (2)

The rousing, energetic rhythm of this flamenco all but demands movement, leaving listeners swaying and tapping against their will. *Mambo* bestows the Status Condition *Agility Up* (4).

WATER RONDO

LEVEL 1

Target: Group

Type: Magic Ability (2)

Rising like the tide, cascading notes call forth reservoirs of long-buried water to erupt beneath the enemy. *Water Rondo* inflicts (1 x MAG) + d12, **M. Armor** Water Elemental damage to all combatants in the targeted Group, striking automatically.

ESOTERIC MELODY

LEVEL 10

Target: Party

Type: Magic Ability (4)

A harmonious melody begins, swelling up to a magnificent crescendo — then stops, leaving a terrible silence that seems to sap the energy from the air itself. *Esoteric Melody* bestows the Status Condition *Mental Up* (4).

LULLABY

LEVEL 10

Target: Group

Type: Magic Ability (4)

In ancient times, this song was used to lull babies to sleep; today, its peaceful melody still lives on, pacifying even the fiercest of foes. *Lullaby* has a CoS of **Expertise**, **M. Evasion** of inflicting the Status Condition *Sleep* (4). Roll separately for every eligible combatant in the targeted Group.

MINNE

LEVEL 10

Target: Party

Type: Magic Ability (4)

Fragments of this ancient piece have formed the basis of many songs over the ages, but none rival the rush of mystic power

conjured up by the slow, primal notes of the original. *Minne* bestows the Status Condition *Armor Up* (4).

FOE REQUIEM LEVEL 10

Target: Group **Type:** Magic Ability (4)

Dischordant notes ring out seemingly without rhyme or reason, each crash and wail drawing out fresh waves of darkness to batter the enemy. *Foe Requiem* inflicts (4 x MAG) + d12, M. Armor Shadow Elemental damage to all combatants in the targeted Group, striking automatically. In addition, *Foe Requiem* has a flat CoS of 30% of inflicting the Status Condition *Curse* (4); roll separately for every eligible combatant in the targeted Group.

BATTLE CRY LEVEL 19

Target: Party **Type:** Magic Ability (6)

The ragged, lusty notes of this song recall the thunder of war drums and the steady thump of marching legions. *Battle Cry* bestows the Status Condition *Power Up* (4).

DUSK REQUIEM LEVEL 19

Target: Group **Type:** Magic Ability (6)

The Bard conjures a bitter, mocking melody, lashed with a bile that stabs directly at the heart. *Dusk Requiem* has a CoS of Expertise, M. Evasion of inflicting the Status Condition *Poison* on all eligible combatants in the targeted Group (∞).

ETUDE LEVEL 19

Target: Party **Type:** Magic Ability (6)

True to its name, this song's sudden chord shifts and strange pitches defy all convention, building a thick wall of sound that seems to envelop its listeners. *Etude* bestows the Status Condition *Magic Up* (4).

SILENCE SONG LEVEL 19

Target: Group **Type:** Magic Ability (6)

The Bard makes the motion to begin a song, but no melody follows — only a yawning silence that gradually swallows up all sound on the battlefield. *Silence Song* inflicts (7 x MAG) + 2d12, M. Armor Magical damage to all combatants in the targeted Group, striking automatically. It also has a flat CoS of 30% of inflicting the Status Condition *Silence* (4); roll separately for every eligible combatant in the targeted Group.

DESERT ARIA LEVEL 28

Target: Group **Type:** Magic Ability (8)

The swirling, sweeping sounds of this song recalls the choking, oppressive force of a sandstorm in full swing. *Desert Aria* inflicts (10 x MAG) + 2d12 Magical damage to all combatants in the targeted Group, striking automatically. This damage ignores M. Armor and all other defensive Status Conditions save *Shield*.

ELEMENT CAROL LEVEL 28

Target: Party **Type:** Magic Ability (8)

A suite of songs rich with the power of the elements, by turns as unpredictable as a thunderbolt, as brilliant as pure light, as cold and desolate as encroaching ice. *Element Carol* bestows the Status Condition *Element Resist* (4) for one Element of the Bard's choice. The Element must be declared when using this Ability.

ELEMENT MINUET LEVEL 28

Target: Party **Type:** Magic Ability (8)

A series of bell-like notes soars through the air, increasing in intensity with each repetition until the party's weapons are left vibrating. Finally, a sudden chord shift brings the song to an end, sending a rush of elemental power sweeping over the group. *Element Minuet* allows the Bard to add the Equipment Ability [Element] *Strike* (4) for one Element of the Bard's choice to all currently equipped Weapons. The Element must be declared when using this Ability.

SCARE LEVEL 28

Target: Group **Type:** Magic Ability (8)

The Bard thrashes out a series of harsh, grating notes, assailing the enemy with such a din that weaker-willed foes turn tail on the spot. *Scare* has a CoS of Expertise, M. Evasion of *Ejecting* all eligible combatants in the targeted Group with 25% or fewer of their maximum Hit Points remaining. Roll separately for each eligible combatant.

CARNAGE ELEGY LEVEL 37

Target: Group **Type:** Magic Ability (10)

The sound of this chaotic, discordant dirge is powerful enough to stop an army in its tracks, conjuring up images of brutal slaughter and utter defeat. *Carnage Elegy* has a CoS of Expertise, M. Evasion of reducing the targets' Initiative by 50%. Roll separately for every eligible combatant in the targeted Group.

FOREST NOCTURNE LEVEL 37

Target: Group **Type:** Magic Ability (10)

As deep and bewildering as the worst of its namesakes, this series of songs conjures up images of snaking brambles and beasts crashing through undergrowth. *Forest Nocturne* inflicts (13 x MAG) + 3d12, M. Armor Magical damage to all combatants in the targeted Group, striking automatically. In addition, *Forest Nocturne* has a flat CoS of 30% of inflicting the Status Condition *Slow* (4); roll separately for every eligible combatant in the targeted Group.

SWORD MADRIGAL LEVEL 37

Target: Party **Type:** Magic Ability (10)

Reminiscent of the sounds of a fierce melee, the sweeping chords and sharp, sudden breaks establish a rhythm to guide the blades and blows of the Bard's allies. *Sword Madrigal* bestows the Status Conditions *Accuracy Up* (4) and *Critical Up* (4) on all eligible combatants in the active Party.

WARDING ROUND LEVEL 37

Target: Party **Type:** Magic Ability (10)

Ascending and descending in turn, the notes of this song grow in power with each repetition until the sound drowns out all else, leaving the party in a sudden oasis of calm amid the din of battle. *Warding Round* bestows the Status Conditions *Status Immune (Berserk)* (4), *Status Immune (Blind)* (4), *Status Immune (Poison)* (4), *Status Immune (Sleep)* (4), and *Status Immune (Zombie)* (4).

NAMELESS SONG LEVEL 46

Target: Party **Type:** Magic Ability (12)

With the origins of this melody lost to time, generations of bards have learned to improvise around the gaps in the original music. For this reason, it is said that no two performances of the Nameless Song will ever be the same. *Nameless Song* bestows one randomly-determined Status Condition; roll a d8 for each active party member and consult the table below to see which Status they gain.

Roll	Status Gained
1	<i>Shell</i> (4)
2	<i>Protect</i> (4)
3	<i>Regen</i> (4)
4	<i>Reraise</i> (∞)
5	<i>Aura</i> (4)
6	<i>Float</i> (4)
7	<i>Haste</i> (4)
8	<i>Vanish</i> (4)

OPERETTA LEVEL 46

Target: Group **Type:** Magic Ability (12)

A haunting, almost alien melody swirls into being, drawing waves of mana from the enemy as it swells to a climax. *Operetta* has a CoS of **Expertise, M. Evasion** of reducing the targets' MP to **50%** of its current value, regardless of ARM or M. Armor values. Roll separately for every eligible combatant in the targeted Group.

REQUIEM LEVEL 46

Target: Group **Type:** Magic Ability (12)

Sad yet peaceful, this elegant song is a heartfelt appeal to the roaming and restless dead wandering the world, deprived of their eternal rest. Against Undead targets, *Requiem* has a CoS of **Expertise, M. Evasion** of reducing the targets' HP to **50%** of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap. Roll separately for every eligible combatant in the targeted Group.

SERAPH SONG LEVEL 46

Target: Party **Type:** Magic Ability (12)

Swept up in a wave of lush harmonies, the Bard's allies find themselves re-energized, overcoming wounds and aches to battle with renewed vigor. *Seraph Song* bestows the Status Condition *Regen* (4).

GODDESS' HYMNUS LEVEL 55

Target: Party **Type:** Magic Ability (14)

The odd rhythms and cadences of this song move the very elements of magic, coaxing ambient power to surround the Bard's allies. *Goddess' Hymnus* bestows the Status Condition *MP Quarter* (4).

LITTLE SONG LEVEL 55

Target: Group **Type:** Magic Ability (14)

The odd rhythms and cadences of this song move the very elements of magic, coaxing ambient power to surround the Bard's allies. *Little Song* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Mini* (4). Roll separately for every eligible combatant in the targeted Group.

LOVE SERENADE LEVEL 55

Target: Group **Type:** Magic Ability (14)

Not as much a melody as a torrent, this musical onslaught rings heavy with buried passions and emotional turmoil. *Love Serenade* inflicts (19 x MAG) + 4d12, **M. Armor** Magical damage to all combatants in the targeted Group, striking automatically. In addition, *Love Serenade* has a flat CoS of **30%** of inflicting the Status Condition *Confusion* (4); roll separately for every eligible combatant in the targeted Group.

SHINING FANTASIA LEVEL 55

Target: Party **Type:** Magic Ability (14)

Striking up a repetitive yet hypnotic hymn, the Bard calls sweeping beams of light down from the heavens to envelop his allies and shield them from harm. *Shining Fantasia* bestows the Status Conditions *Protect* (4) and *Shell* (4).

EARTH BLUES LEVEL 64

Target: Group **Type:** Magic Ability (16)

The deep, resonant notes of this melody shake the earth to its very core, conjuring pillars of rock and dust. *Earth Blues* inflicts (22 x MAG) + 5d12, **M. Armor** Earth Elemental damage to all combatants in the targeted Group, striking automatically. In addition, *Earth Blues* has a flat CoS of **30%** of inflicting the Status Condition *Petrify* (4); roll separately for every eligible combatant in the targeted Group.

HERO'S RIME LEVEL 64

Target: Party **Type:** Magic Ability (16)

This swelling, majestic anthem conjures up images of ancient warriors and mighty deeds celebrated through the ages, spurring all who hear it to greater heights of determination. *Hero's Rime* bestows the Status Conditions *Agility Up* (4), *Armor Up* (4), *Magic Up* (4), *Mental Up* (4), *Power Up* (4), and *Spirit Up* (4).

LAST SONG

LEVEL 64

Target: Party

Type: Magic Ability (16)

Beginning with a few gentle notes, this song quickly careens into a whirlstorm of chord and key shifts, testing the Bard's ability to its limit. *Last Song* bestows the Status Condition *Haste* (4).

THRENODY

LEVEL 64

Target: Group

Type: Magic Ability (16)

Stirred by the Bard's mournful melody, a howling pack of elemental spirits descends upon the enemy, overwhelming them in short order. *Threnody* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Element Weak* (4), Element chosen by the Bard; roll separately for every eligible combatant in the targeted Group.

薬師

Chemist

In the Chemist's world, the flask is mightier than the sword. Though rarely unarmed, a Chemist prefers to let his vials and bottles do the talking. With an extensive knowledge of herbal and alchemical lore, these adventuring academics can create an impressive variety of potions, poultices, and poisons that have effects ranging from simple wound closure to fireballs as big around as houses. While the Chemist may use magical ingredients in his concoctions, his methods are purely scientific -- the equations and proportions involved in his mixtures obey strict physical laws, and this is a matter of pride to the chemist. In a world where magic often takes center stage, it is the chemist's mission to prove to his companions -- and perhaps more importantly, his enemies -- that while bending reality is a powerful skill, it is no match for making reality work for you.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Chemist	+8	+8	+12	+12	+12	+8

JOB PROFILE

Representatives: Rikku (FFX), Chemist Job (FFV, FFT, FFTA)

HP Die: d8

MP Die: n/a

Weapons: Bows, Gloves, Knives, Rifles, Staves

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Technical

Expertise Formula: (Alchemy Rating / 2) + Level + (MAG x 2)

AZOTH

The Chemist's primary area of expertise is potions and items -- here, long hours spent crouched over an alembic can have strange and useful effects.

PHARMACOLOGY

LEVEL 1

Target: Self

Type: Support Ability

Chemists can coax maximum potency out of almost any item, boosting its beneficial powers far beyond the manufacturer's original intentions. *Pharmacology* is automatically applied to any Recovery Item used by the Chemist, replacing the effect given in **Chapter 6** with the one shown in the table below. Effects prefaced with a '+' add to rather than replace the original effect.

Table 4-4: Pharmacology Effects

ITEM	ENHANCED EFFECT
Tonic	Restores 50 HP
Potion	Restores 100 HP
Hi-Potion	Restores 250 HP
Mega Potion	Restores 200 HP
Hyper Potion	Restores 500 HP
X-Potion	Restores HP to maximum
Ultra Potion	Restores 400 HP
Tincture	Restores 30 MP
Ether	Restores 60 MP
Hi-Ether	Restores 150 MP
Hyper Ether	Restores 300 MP
X-Ether	Restored 600 MP
Elixir	---
Megalixir	---
Phoenix Down	+Restores HP to 25% of maximum
Phoenix Pinion	---
Mega Phoenix	+Restores HP to 25% of maximum
Antidote	+Status Immune (Poison) (4) +Status Immune (Venom) (4)
Eye Drops	+Status Immune (Blind) (4)
Echo Herbs	+Status Immune (Silence) (4)
Tranquilizer	+Status Immune (Berserk) (4)
Bandage	+Status Immune (Disable) (4) +Status Immune (Immobilize) (4)
Alarm Clock	+Status Immune (Sleep) (4) +Status Immune (Unaware) (4)
Cornucopia	+Status Immune (Mini) (4)
Maiden's Kiss	+Status Immune (Toad) (4)
Golden Needle	+Status Immune (Petrify) (4) +Status Immune (Stone) (4)
Holy Water	+Status Immune (Curse) (4) +Status Immune (Zombie) (4)
Chronos Tear	+Status Immune (Slow) (4) +Status Immune (Stop) (4) +Status Immune (Sap) (4)
Remedy	+Target gains Status Immune to all Status Conditions cured by Remedy (4)

TREATMENT

LEVEL 11

Target: Party

Type: Fast Action

The Chemist directs a weak stream of vital energy over his comrades, creating a cloud of blue motes to ease their ills and pains. *Treatment* suppresses the effects of all negative Status Conditions currently affecting the Party until the end of the next Status Phase. This does not protect the Party from Status Conditions inflicted after *Treatment* has been used, nor can Status Conditions affected by *Treatment* be canceled by other means while their effects are being suppressed. Status timers continue to count down as normal with the exception of those of *Petrify* and *Condemned* -- these Conditions do not count down during the Status Phase if suppressed during the course of the Round.

DISTRIBUTE

LEVEL 22

Target: Party

Type: Reaction

The Chemist is a master of judging dosage, allowing him to wring the maximum effect out of almost any curative. When triggered, *Distribute* allows the Chemist to take any 'excess' HP or MP beyond the target's maximum values and divide it evenly amongst the rest of the Party, Chemist included. For instance, if the Chemist uses a Hi-Potion on an ally with 340 HP and a maximum HP value of 400 HP, only 60 of the 125 Hit Points the Hi-Potion restores are needed to heal her up to maximum value. The remaining 65 are rounded down to 63, then divided equally between the other three members of the Party, restoring 21 HP to all. If this results in any further 'excess' HP or MP, that excess is lost.

With an item like an Elixir, which restores a character's Hit Points to their maximum value, the excess is equal to what the character's current HP was before the item was used. For example, an Elixir used on an ally with a current HP value of 240 and a maximum HP value of 604 gives the Chemist 240 HP to split evenly between all Party members.

If the item that triggered *Distribute* has Target: Group, select *one* of the allies affected when deciding how many HP and MP to distribute.

Trigger: Chemist uses a Recovery Item on a Party member whose healing effect restores the target's Hit or Magic Points above their maximum values

MIX

LEVEL 34

Target: Varies

Type: Fast Action

By combining two one-shot items, the Chemist can create a potent mixture many times more powerful than its ingredients. *Mix* allows the Chemist to combine two Battle Items from his Inventory Slot into one powerful combined product – full rules for doing so are found in Appendix I.

W-ITEM

LEVEL 47

Target: Self

Type: Support Ability

Enough close calls, and a Chemist becomes adept at slinging items fast enough to see his comrades out of any tight spot. *W-Item* allows the Chemist to make two consecutive Item Actions at the cost of a single Action.

AUTO-POTION

LEVEL 61

Target: Self

Type: Reaction

At the pinnacle of his powers, the Chemist's mastery of potions and curatives is wired to hair-trigger reflexes; even as injury strikes, the Chemist has just the right item at hand to administer blessed relief. When triggered, *Auto-Potion* allows the Chemist to immediately use one Recovery Item in their Inventory Slot on themselves. If a Status triggered *Auto-Potion*, the Item used must be one that cancels the Status; if damage triggered it, the Item must restore Hit Points. *Auto-Potion* will only trigger once per attack, even if the attack inflicts damage as well as a Status Condition; in this case, the Chemist must decide whether to recover the lost HP or cancel the Status.

Trigger: Chemist takes Physical or Magical damage, or is afflicted with a negative Status Condition

踊り子

Dancer

Though these days their name tends to conjure visions of perfumed fops and bar-room wenches, the Dancer's profession has a long and sacred history. In distant antiquity, priestesses and temple dancers summoned divine power through the movements of their bodies, yoking sun, tide, life, and death in elaborate and carefully choreographed ceremonies. The best of their number dedicated their lives to the art, beginning their training at an early age and performing until age began to dull their flexibility; at this stage, they would retreat behind the scenes, guiding their successors' careers in turn.

In time the old religions fell out of favor, but the power within those ceremonies lived on, harnessed by a new generation of practitioners. Though a few still practice the traditional ways, today's Dancers are by and large removed from their roots, using their skills to sow discord rather than call for divine favor. One thing, however, has not changed: the profession remains primarily female-dominated. The reasons for this are as much biological as cultural – few males can muster the intense agility and grace required to successfully execute the most complex dances; fewer still have the cool needed to overcome the deep-seated ridicule male Dancers will inevitably face for their career choice.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Dancer	+10	+5	+14	+14	+9	+8

JOB PROFILE

Representatives: Penelo (*FFTA2*), Dancer Job (*FFV*, *FFT*, *FFXI*), Songstress Dressphere (*FFX-2*)

HP Die: d8

MP Die: n/a

Weapons: Claws, Flails, Gloves, Knives, Rods, Staves

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Artistic

Expertise Formula: (*Dancing Rating* / 2) + Level + (AGI x 2)

DANCE

With a Dancer, every movement has a purpose. The position of a foot, the timing of a step, the twist of a hip or neck – all of these things combine to unlock a reservoir of mystical power.

FLIRT

LEVEL 1

Target: Single

Type: Fast Action

A Dancer is not above exploiting her wiles to gain that all-important edge in combat. *Flirt* has a CoS of **Mind**, **M. Evasion** of preventing the target from directly targeting the Dancer with attacks and effects (4). Target: Group and All effects function as normal, and are not affected by *Flirt*. Treat this as a Mystify-type effect.

PERFORM

LEVEL 1

Target: As Effect

Type: Fast Action

Traditionally, most dance is structured, but the Dancer prefers to play things fast and loose, improvising steps and motions as the spirit strikes. When a Dancer chooses to *Perform*, her player must first select the Rank she wishes to dance at. At Level 1, only Rank I will be available, but as the Dancer advances in Levels, additional Ranks will be unlocked.

After selecting the appropriate Rank, the Dancer's player then rolls a d6. On a roll of 1 to 5, the Dancer executes the dance given for that number in the Rank; resolve the effects as listed. For instance, if the Dancer was performing a Rank I dance and rolled a 4, she would perform *Witch Hunt*. If the Dancer is performing at a Rank lower than the highest available to her, a roll of 1 to 5 means that the Dancer can choose which one of the five dances she performs.

A roll of 6 at any Rank means the Dancer failed to summon any substantial power from her performance. She instead makes an immediate Attack Action against an active combatant of her choice within the targeted Group, striking automatically for **75%**, **Armor** Physical damage.

Because *Perform* requires the Dancer to be in motion, it is sealed by both *Curse* and *Immobilize*. Furthermore, because the targets are determined by the individual dances, the Dancer does not have to initially declare what she is targeting when *Perform* is used.

RANK 1 DANCES

LEVEL 1

1 – Sleepy Shuffle

The Dancer kicks up an energetic jig, but with each passing motion the speed decreases further and further, leaving observers straining to stay awake. *Sleepy Shuffle* has a CoS of **Expertise**, **M. Evasion** of inflicting the Status Condition *Sleep* (4).

Target: Single

2 – Ochu Dance

The Dancer twists and turns in a mad, chaotic dance, limbs flailing wildly in nausea-inducing arcs as poisonous mist steams from every pore. *Ochu Dance* has a CoS of **Expertise**, **M. Evasion** of inflicting the Status Condition *Poison* (∞).

Target: Single

3 – Temptation Tango

This whirling, twirling dance imitates the mating dance of Chocobos -- filled with movements that are tempting, surprising and enigmatic all at the same time, combined with wild flashes of color. So utterly disorienting is this dance, those who view it often lose track of the world around them. *Temptation Tango* has a CoS of **Expertise**, **M. Evasion** of inflicting the Status Condition *Confusion* (4).

Target: Single

4 – Witch Hunt

The Dancer channels mystical forces into her steps, sending magical shockwaves towards the target with each stomping step. *Witch Hunt* inflicts **50%** Physical damage on the targeted combatant, striking

automatically. Any damage dealt by *Witch Hunt* is subtracted from the target's MP rather than HP; damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Single

5 — Darkness Dance

While most of this dance's movements are dramatic and fiery, the true heart of this dance is in the low movements — from time to time, the Dancer will swing her legs out along the ground, kicking up a mighty cloud of dust in her target's face. *Darkness Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Blind* (4).

Target: Single

RANK 2 DANCES

LEVEL 15

1 — Slow Dance

While they start out quick, the Dancer's movements grow slower and slower as the dance wears on, seeming to drag time itself with it. *Slow Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Slow* (4).

Target: Single

2 — Jitterbug

With a flurry of quick steps, the Dancer sucks the target's vitality away, using it to enhance her own motions. *Jitterbug* inflicts **50%** Physical damage on the targeted combatant, striking automatically. The Dancer regains a number of Hit Points equal to the damage inflicted; damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Single

3 — Misdirecting Masque

The Dancer sways and dodges through the thick of the enemy, singling out an opponent to be caught up in the rhythms of her dance. *Misdirecting Masque* has a CoS of **Expertise, Evasion** of allowing the Dancer to share the target's physical space. For as long as this is the case, any Physical Melee and Ranged attacks that target the Dancer will target the *Masque's* victim instead. Group and All effects that would normally affect the Dancer or target affect both; in the case of the latter, both the Dancer and the target will be hit once as normal.

Masque's effect lasts for the remainder of the current Round. At the beginning of the next Round, the Dancer can sustain the *Masque* by making another successful d% roll against the same CoS. This counts as a Zero Action, and does not prevent the Dancer from taking other Actions. However, the Dancer cannot use *Perform* for the remainder of the Round if she decides to sustain.

Target: Single

4 — Disarming Dervish

Swirling and spinning, the Dancer spirals madly in a whirl of confusing motions and wild gyrations. The utter unpredictability of this dance befuddles the target, causing defenses to be misdirected and leaving weak points exposed. *Disarming Dervish* has a CoS of

Expertise, M. Evasion of canceling all Barrier-type Status Conditions currently active on the target, save *Shield*.

Target: Single

5 — Wicked Waltz

This devilish dance sends the Dancer in circles around the target in three step bursts; every third step sends a slash of dark energy through the target, blasting away life force. *Wicked Waltz* has a CoS of **Expertise, M. Evasion** of reducing the targeted combatant's current Hit Points by **33%** of their current value. Regardless of how many HP the target currently possesses, *Wicked Waltz* may never inflict more than 999 damage. Treat this as a Gravity-type effect.

Target: Single

RANK 3 DANCES

LEVEL 30

1 — Borrowed Time

Alternating jerky movements and sudden bursts of speed interspersed with no movement at all, the Dancer is able to shake the target's perception of and position within time. *Borrowed Time* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Sap* (6).

Target: Single

2 — Wiznaibus

The Dancer throws herself into a furious spin, building up both *chi* and momentum before releasing the accumulated payload straight into the midst of the enemy. *Wiznaibus* inflicts **100%, Armor** Physical damage on all active combatants in the targeted Group, striking automatically. Damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Group

3 — Break Dance

Pounding her feet on the ground, the Dancer causes a geyser of rock and dirt to erupt from beneath the target. *Break Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Petrify* (4).

Target: Single

4 — Polka

The Dancer shows off her agility, disillusioning the target of the notion that muscle power is truly better. *Polka* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Power Down* (4) on all eligible combatants in the targeted Group. If the d% roll results in a 20 or lower, *Polka* instead inflicts *Power Break* (4).

Target: Group

5 — Heathen Frolick

The Dancer dances a light-hearted jig, the exuberance of her movements cutting through her foes' concentration like a knife. *Heathen Frolick* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Magic Down* (4). If the d% roll results in a 20 or lower, *Heathen Frolick* instead inflicts *Magic Break* (4). Roll separately for each eligible combatant.

Target: Group

RANK 4 DANCES

LEVEL 45

1 – Forbidden Dance

This dance has neither name nor form – not even the Dancer knows what will happen as she embarks on the first steps, moving purely as instinct guides her to rain calamity on her foes. *Forbidden Dance* automatically inflicts randomly determined Status Conditions on all eligible combatants in the targeted Group; roll a d8 for each affected combatant and consult the table below to determine which Status Condition they now suffer from. Status Immunities apply as normal; a Status Resistance means *Forbidden Dance* has a flat CoS of **50%** of inflicting the Condition in question.

Roll	Status Condition
1	<i>Poison</i> (∞)
2	<i>Blind</i> (6)
3	<i>Silence</i> (6)
4	<i>Slow</i> (6)
5	<i>Stop</i> (4)
6	<i>Toad</i> (∞)
7	<i>Confuse</i> (6)
8	<i>Sleep</i> (6)

Target: Group

2 – Deadly Duet

The Dancer whirls about the target with her weapon outstretched. When a full circle is complete, the Dancer's weapon takes on an ominous red glow; as she begins her second round, her victim's life force streams in desperate, unwilling pursuit. With a final flourish, the Dancer completes her steps, claiming the target's life for her own. *Deadly Duet* inflicts **100%, Armor** Physical damage on the target, striking automatically. In addition, it inflicts **50%** Physical damage on the target, striking automatically; this damage is subtracted from its MP rather than its HP. The Dancer regains a number of Hit and Magic Points equal to the damage inflicted in this fashion; all damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

3 – Miniature Minuet

The Dancer stretches out; her entire body uncoils further with each passing step, growing longer and longer until all who watch her seem to feel the world shrinking around them. *Miniature Minuet* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Mini* (∞).

Target: Single

4 – Dance of the Dead

With a mere handful of steps, the Dancer becomes a conduit for dark and unholy energies, sapping the life from anything unfortunate enough to be caught in her path. *Dance of the Dead* has a CoS of **Expertise, M. Evasion** of instantly reducing the target to 0 HP, regardless of their current HP scores, Armor, or M. Armor ratings. Treat this as a Death effect.

Target: Single

5 – Debilitating Flourish

Flashing motes of mystical energy pepper the air as the Dancer sways and gyrates, popping in a dozen hues and shades. A final flourish leaves the lights surrounding a single foe, glowing in unison before fading out. *Debilitating Flourish* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Element Weak* on the target for an Element of her choice (4).

Target: Single

RANK 5 DANCES

LEVEL 60

1 – Sword Dance

The Dancer draws her weapon, sweeping it around in long and graceful strokes that trail her every movement until she has become a dervish of destruction. *Sword Dance* inflicts **200%, Armor** Physical damage on the targeted combatant, striking automatically. Damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Single

2 – Violent Flourish

Considered by many to be the ultimate dance, this complex series of steps has the ability to freeze an entire army in its tracks. *Violent Flourish* has a CoS of **Expertise, M. Evasion** of stunning all eligible combatants in the targeted Group, forcing them to skip their next turn. Treat this as a Seal-type effect. Roll separately for each eligible combatant.

Target: Group

3 – Dirty Dancing

By guiding an enemy's movements through her own, a trained Dancer can open up holes in defense at will, creating weak points where none existed before. *Dirty Dancing* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Meltdown* (2); Status Immunities are ignored when resolving *Dirty Dancing*'s effects.

Target: Single

4 – Fatal Flamenco

The Dancer approaches a single target with fast, aggressive steps, producing a red rose from the depths of her clothing. Poison glints on the flower's thorns as the Dancer whirls around, raking her victim with one swift movement before slipping the rose away again. *Fatal Flamenco* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Venom* (4).

Target: Single

5 – Felicity

The Dancer suddenly accelerates, body twitching and writhing in a frenzy of motion that defies observation. *Felicity* allows a Dancer to immediately perform two Dances at no additional cost. Choose two Dance Ranks – or the same Rank twice – and roll a d6 for each one to determine which Dances are performed. If *Felicity* is rolled again during this process, ignore the result and reroll.

機工士

Engineer

Drills, robots, airships — the Engineer's mechanical wizardry conjures any number of miracles from bolts, oil, and a little ingenuity. Though their talents extend to all machines great and small, Engineers channel most of their energy into bewildering inventions they seem to spend every spare moment refining, building, and designing. Unpredictable at best, these devices are just as likely to spit out smoke as searing death, but every failure only seems to redouble the Engineer's determination — and any success more than makes up for the embarrassing malfunctions along the way.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Engineer	+13	+10	+13	+8	+10	+6

JOB PROFILE

Representatives: Cid Pollendina (*FFIV*), Edgar Roni Figaro (*FFVI*), Rikku (*FFX*), Gadgeteer Job (*FFTA*), Mustadio Bunanza (*FFT*)

HP Die: d8

MP Die: n/a

Weapons: Crossbows, Claws, Gloves, Light Swords, Swords, Polearms, Rifles

Armor: Gauntlets, Hats, Suits, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Technical

Expertise Formula: (*Invent* Rating / 2) + Level + (AGI x 2)

TOOLS

Engineers are firm believers in the power of a good set of tools — with the right implement, anything can happen. Unlike other Experts, rolls against the Engineer's Expertise can botch — any roll of 95 to 100 is considered an automatic miss or failure, regardless of the character's Skill or other modifiers.

INVENTION

LEVEL 1

Target: Self

Type: Support Ability

The Engineer is capable of creating and wielding Inventions using the rules given in **Appendix I**. As described in **Chapter 2**, they begin the game with a single device built during the character creation process, and can assemble additional ones as the game progresses.

Initially, Engineers are limited to a single Invention Level 1 device, but quickly learn to build bigger and better Inventions as they gain experience. Every few Levels, they gain the ability to build another, higher-level Invention. The exact progression for this is given in the table below.

Table 4-9: Invention Level Progression

INVENTION LEVEL	ACCESSIBLE AT LEVEL
1	1
2	8
3	15
4	22
5	29
6	36
7	43
8	50
9	57
10	64

Regardless of how many Invention Levels the Engineer can access, they are restricted to having one Invention of each Level at one time. At Level 15, for instance, the Engineer could have one Invention Level 1 device, one Invention Level 2 device, and one Invention Level 3 device. If he wanted to build another Level 2 device, he would have to discard or dismantle the existing one. Using an Invention in battle is a Fast Action by default, though the *Delay* Defect turns this into a Slow Action.

PEEP

LEVEL 11

Target: Single

Type: Fast Action

A keen eye is essential to an Engineer's success. *Peep* has a CoS of **Expertise, M. Evasion** of allowing the Engineer to see a target's Level, current and maximum Hit and Magic Points, as well as any Elemental Weaknesses the target may possess.

RECLAIM

LEVEL 22

Target: Self

Type: Support Ability

Clever Engineers can salvage workable parts from almost any source. *Reclaim* gives the Engineer a CoS of (*Invent Skill Rating*) - 40 to recover a single Part after any battle in which at least one Construct-type opponent was defeated. The exact nature of the Part is left to the GM's discretion, but should generally have an Availability of around 100 - **Engineer's Level**. Using *Reclaim* will not affect any items or treasure the opponent would normally drop upon defeat.

DISMANTLER

LEVEL 34

Target: Single

Type: Slow Action (10)

By pilfering vital components from a mechanical opponent, a skilled Engineer can induce an instant — and destructive — malfunction. *Dismantler* has a CoS of **Expertise, Evasion** of reducing a Construct target to 0 HP, regardless of its current HP score, Armor, or M. Armor rating; treat this as a Death effect. This Ability may also be used to disarm mechanical traps and security measures at the GM's discretion.

MAINTENANCE

LEVEL 47

Target: Party

Type: Fast Action

Veteran Engineers keep a close eye on their comrades' equipment, ensuring that it is always in top condition. *Maintenance* gives the Engineer and all active allies in the party Immunity to Weaken-type Status Conditions (4).

DUAL INVENTION

LEVEL 61

Target: Varies

Type: Support Ability

A master Engineer always has the right device to hand, swapping Inventions in the blink of an eye. *Dual Invention* allows the Engineer to make two consecutive Ability Actions with Inventions of Level 5 or lower at the cost of a single Action.

ギャンブラー

Gambler

To the Gambler, all of life's a game — and the only way to win is to ante up. Masters of chance, Gamblers crave excitement on almost primal level, chasing risks and payoffs through back-alley dice pools, high-stakes poker games, and monster-infested dungeons with scarcely a thought to their own safety. Parties looking for steady, predictable comrades will not find much to like in the Gambler's brash manner; if anything, they are the archetypical loose cannon, ready to plunge into danger at a moment's notice or stake an entire kingdom on the throw of the dice.

“Gambling against the Empire, with nothing to lose but my life... I haven't felt so excited in years!”

Setzer Gabbiani
FINAL FANTASY VI

But experienced Gamblers also know a thing or two about playing the odds; with a Gambler in the party, the laws of probability become surprisingly malleable.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Gambler	+8	+8	+10	+12	+12	+10

JOB PROFILE

Representatives: Setzer Gabbiani (*FFVI*), Cait Sith (*FFVII*), Selphie Tilmitt (*FFVIII*), Wakka (*FFX*), Lady Luck Dressphere (*FFX-2*), Corsair Job (*FFX*)

HP Die: d8

MP Die: n/a

Weapons: Boomerangs, Crossbows, Gloves, Knives, Light Swords

Armor: Armwear, Hats, Shields, Suits

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Thievery

Expertise Formula: (*Gambling* Rating / 2) + Level + (MAG x 2)

FORTUNE

The Gambler's techniques are as unpredictable as the Gambler himself, as liable to bowl over a legion of foes as strike the party dead on the spot. But for every time those powers fizzle at a crucial moment, there's that moment when the Gambler's luck pays off big, pulling the party out of the fire when they need it most. Which way will Lady Luck turn with you? Roll the dice, spin the reels, and find out!

! A Gambler's Luck

Fortune smiles on all Gamblers — any roll of 1 to 20 on an Expertise check is considered a Critical Success.

DOUBLE UP

LEVEL 1

Target: Self

Type: Support Ability

Risk big to win big! *Double Up* is used in conjunction with a *Slots* Ability, and has an additional Gil cost equal to **50%** of the *Reel*/set's. By announcing that they are using *Double Up* and paying the Gil, Gamblers may roll an additional d10 for the *Reel* and choose the higher of the two results. For *Reels* that require more than one d10 roll, the player must specify which of the d10 he wishes to apply the second roll to. The *Double Up* die is always rolled first — if the second die comes up with the same result as the original roll, the *Reels'* result is a *Bust* and the Gambler loses **10%** of his current Hit Points, regardless of the actual *Reel* used.

? Double Up in Action

Caprice the Gambler decides to *Double Up* on *Magic Reels*. This costs her an additional 250 Gil — half of *Magic Reels'* basic cost of 500 — but allows her to roll another d10 for one of the three d10 rolls. She opts to use the extra die for the right reel and rolls it, getting a 7. Caprice then makes the roll for *Magic Reels*, getting a 4 for the left reel, a 7 for the center reel, and a 2 for the right reel. As she can choose the higher of the two rolls, she uses the 7 from *Double Up* instead of the 2. However, if she'd opted to use *Double Up* for the center reel, she would have ended up with a *Bust* — both the first and second roll came up with a 7.

DICE

LEVEL 15

Target: Single

Type: Slow (6)

With a liberal application of *chi*, the Gambler can enlarge his trusty dice to many times their original size, sending them out to bowl over his foes with a practiced flick of the wrist. *Dice* allows the Gambler to immediately roll 2d6. If the dice come up doubles, *Dice* has no effect; if the dice come up double 1s, the Gambler immediately loses **50%** of his current Hit Points. All other results deal **(Roll Total) x Gambler's Level** Physical damage to the targeted combatant, striking automatically; this damage is not reduced by any Status Condition save *Shield*.

LUCKY SEVEN

LEVEL 29

Target: Single

Type: Reaction

No matter where your travels may take you, seven remains the luckiest of numbers. When triggered, *Lucky Seven* allows the Gambler to make an immediate counterattack against the combatant who damaged him, striking automatically. This attack has a CoS of **Expertise, Evasion**. How much damage it inflicts depends on the result of this roll:

Outcome	Damage Inflicted
Botch	0
Failure	7
Success	77
Critical Success	777

Damage dealt by *Lucky Seven* cannot be reduced.

Trigger: Any attack reduces the Gambler's Hit Points to a number ending in '7.'

DO OVER

LEVEL 36

Target: Self

Type: Support Ability

Sometimes, you just have to raise the stakes that little bit further. *Do Over* allows the Gambler to pay a number of Gil equal to the full cost of a *Reel* Ability to roll another d10 in the same manner as *Double Up*. The Gambler's player must choose which d10 will be affected; unlike *Double Up*, however, *Do Over* can be used after the die has been rolled. Going *Bust* with *Do Over* carries the same penalties as *Double Up*, immediately ending the Reels and costing the Gambler 10% of his HP.

BRIBE

LEVEL 36

Target: Single

Type: Fast Action

The Gambler isn't the only one who know the value of a Gil. *Bribe* allows the Gambler to make an offering of money to the target, hoping it is either greedy or unscrupulous enough to take the cash and run. The player begins by deciding how much money they wish to offer. Whether or not the *Bribe* succeeds depends on how much money the character offers – the higher the sum compared to the target's Gil value, the greater the CoS. However, the player will not know the basic CoS when making the roll – the only thing they have to run on is their own intuition.

Table 4-5: Basic Bribe CoS

BRIBE OFFERED	BASIC CoS
10% or more of target's Gil value	10
25% or more of target's Gil value	20
50% or more of target's Gil value	40
100% or more of target's Gil value	60
200% or more of target's Gil value	100

Bribe attempts below 10% of the target's Gil value automatically fail. Additional modifiers may be imposed on the basic CoS, depending on the circumstances; some examples are given in the table below.

Table 4-6: Bribe Modifiers

CONDITION	MODIFIER
Target is at 25% or less of maximum HP	+20
Target is outnumbered two to one or more	+20
Target is of High intelligence	-10
Target is of Elder intelligence	-20
Previous <i>Bribe</i> attempt made against target	+10

Once the GM has determined the final CoS, the player makes the roll. A failure means that the target pockets the *Bribe*, but does nothing further. The money is lost, though the Gambler may try again. If the roll is successful, the target is immediately *Ejected* from the battle, dropping its Very Rare item. Notorious, Boss, and End Boss monsters are immune to *Bribe*'s effects.

PHANTOM DICE

LEVEL 43

Target: Party

Type: Fast Action

With the swiftness of a consummate professional, the Gambler throws a handful of translucent dice into the air, counting under his breath until pairs begin tumbling down in front of his allies. When every die has finally rolled to a stop, their dots glow ominously; a second later, they simply vanish. *Phantom Dice* allows the Gambler to bestow beneficial effects on himself and his immediate allies. Roll 2d6 for every active combatant in the Gambler's party, then consult the table below to see which benefit the *Phantom Dice* confer.

Roll	Effect
2	Character gains the Status Condition <i>Shell</i> (4).
3	Character gains the Status Condition <i>Protect</i> (4).
4	Character gains the Status Condition <i>Ruse</i> (4).
5	Character gains +40 M. EVA (4).
6	Character gains +30 ACC (4).
7	Character gains +30 M. ACC (4).
8	Character gains the Status Condition <i>Haste</i> (4).
9	Character gains the Status Condition <i>Reflect</i> (4).
10	Weapon equipped in character's Weapon Slot gains <i>Piercing</i> (4).
11	Character's final Gil share for this battle increases by +25% (4).
12	Character's final XP share for this battle increases by +25% (4).

Only one *Phantom Dice* effect may be active on each party member at any one time. If the Ability is used a second time, the new effect immediately replaces the old one. This applies even if the second *Phantom Dice* come from a different combatant than the first. Effects granted by *Phantom Dice* cannot be canceled by *Dispel* or similar effects – they are only removed when their timers reach '0' or the current battle ends.

SPARE CHANGE

LEVEL 64

Target: Group

Type: Fast Action

Some might accuse Gamblers of throwing their money away, but never quite *this* literally. Infused with *chi*, Gamblers can turn a handful of coins into a deadly projectile, piercing even the toughest defenses with ease. *Spare Change* allows the Gambler to spend Gil to inflict (Spent Gil / 10) Physical damage on all eligible combatants in the targeted group, striking automatically. How many Gil are spent is left up to the Gambler's discretion, but must be at least 10 or greater in order for *Spare Change* to be used. Damage inflicted by *Spare Change* cannot be reduced, and cannot exceed 999.

SLOTS

To a Gambler, a slot machine is the essence of life distilled into a single device. Sometimes you win big, sometimes you lose it all; everything is always in flux, but if you know how to work things, you'll end up ahead of the game by the day's end. The Slot Abilities pay tribute to this philosophy; each is modeled after the deeds of a

famous Gambler, and has its own particular effects and tricks.

All Slot Abilities cost a certain amount of Gil to use. The exact amount varies from Ability to Ability, and will be clearly listed in the Ability's description. Furthermore, their effects are entirely random, determined by die roll after the initial payment has been made. Depending on how well the Gambler rolls, the end result can be either helpful or harmful – after all, nothing is ever guaranteed when throwing yourself at the mercies of fortune.

! Lining Up the Slots

Many of the *Reels* have players roll a d10 and then make two Skill Checks. This is intended to simulate an attempt to line up three of a kind on a slot machine – the first roll determines which set they're trying to match, and the other two check whether the player is successful in getting the other two slots to line up with the first.

ELEMENT REELS

LEVEL 1

Target: Group

Type: Fast Action

A Gambler once remarked that she believed her fortune ebbed and flowed with the elements. Places too steeped in the forces of Ice, Wind, or Water would 'cool' any winning streak regardless of the Gambler's skill; the only way out, she reasoned, was to arrange the elements in one's favor. While she never quite succeeded in finding a method that satisfied her, her beliefs are captured within these reels.

Element Reels allows the Gambler to make Elemental attacks against one or several opponents; each use of this Ability costs 10 Gil. After the payment is made, the Gambler rolls a d10, then consults the table below to see what the reels have turned up.

Roll	Result	Element
1	Black	Shadow
2 - 3	Red	Fire
4 - 5	Blue	Water
6 - 7	Gold	Lightning
8 - 9	Silver	Ice
10	White	Holy

The Gambler then makes two Task Checks against his *Gambling* Skill, each with a Conditional Modifier of -10. If both Checks are successful, all eligible combatants in the targeted Group suffer **100%, Armor** Elemental damage, where the Element in question is the result previously rolled. If one check fails, the Gambler makes an immediate Attack Action against a single randomly determined combatant in the Group for **100%, Armor** Elemental damage. If both checks fail, the Gambler makes a normal Attack Action against a single randomly determined combatant in the Group. If multiple Weapons are equipped, decide which is used to make the attack – any *[Element] Strike* Abilities on the Weapon are automatically overridden by the effects of *Element Reels*.

MOOGLE REELS

LEVEL 8

Target: As Effect

Type: Fast Action

This set commemorates an eccentric figure popularly known as “The

Mog Gambler.” Such was his fondness for Moogles that when he finally struck it rich, said Gambler opened a casino entirely staffed by the diminutive creatures, mingling among his employees in a Moogle suit of his own design. Though the casino is closed and the Mog Gambler long gone, a small part of him still remains in these reels.

Moogle Reels allows the Gambler to call up a number of beneficial effects and attacks; each use of this Ability costs 25 Gil. After the payment is made, the Gambler rolls a d10, then consults the table below to see what the reels have turned up.

Roll	Result	Conditional Modifier
1 - 3	Star	+10
4 - 5	Crown	+10
6 - 7	Heart	+0
8	Moogle	+0
9	Bar	-20
10	Cat Face	-30

Once the result has been determined, the Gambler makes two Task Checks against his *Gambling* Skill with the Conditional Modifier listed for the result. If both Checks are successful, the Gambler immediately executes the effect listed for the given result below. If one or both Checks are failed, the Gambler executes the *Toy Box* result instead. If the Gambler rolls the 'Cat Face' result and then Botches either of the subsequent rolls, the Gambler executes the *Joker Doom* result.

STAR – Mog Dance

A moogle appears in front of the party and dances a happy jig, revitalizing the Gambler and his allies. *Mog Dance* restores **(4 x MAG) + 3d8** Hit Points to all active allies.

Target: Party

CROWN – Toy Soldiers

A platoon of toy soldiers marches onto the battlefield, leveling their rifles and opening fire on the Gambler's foes. *Toy Soldiers* inflicts **(6 x MAG) + 3d8, M. Armor** Magical damage on all active combatants in the targeted Group, striking automatically.

Target: Group

HEART – Lucky Gal

A seductive woman in a bunny suit appears, blowing a kiss at a single party member before disappearing. *Lucky Gal* raises the target's ACC to 255 and grants the Critical Up status for the remainder of the battle.

Target: Single

MOOGLE – Combine

A portly Moogle suit materializes around the Gambler and wastes no time in zipping up, trapping the Gambler in its smothering confines. *Combine* increases the Gambler's ARM and M. ARM by **+100%** respectively and increases his ACC to 255, as well as bestowing Immunity to all Status Conditions, positive or negative.

However, as long as *Combine* remains in effect, the Gambler may only use his Actions to throw a *Punch* (Single, **150%, Armor** damage) or *Kupo Nut* (Single, **125% Armor** damage, Ranged). Both are

considered standard Attack Actions, and are calculated accordingly. *Combine* lasts until the end of battle, at which stage the Gambler is automatically reduced to 1 Hit Point.

Target: Self

BAR - Summon

The Gambler's powers bring a weak Summon to the battlefield. Roll a d10, then resolve the Summon's Call effect as given in **Appendix III**, using the Gambler's MAG and M. ACC where appropriate.

Roll	Call
1 - 2	<i>Ifrit – Inferno</i>
3 - 4	<i>Ramuh – Thunder Spark</i>
5 - 6	<i>Shiva – Snowstorm</i>
7	<i>Sylph – Whispering Wind</i>
8	<i>Titan – Earthen Fury</i>
9	<i>Kirin – Life Guard</i>
10	<i>Cait Sith – Cat Rain</i>

CAT FACE – All Over

When three portions of the Cat Face are lined up, its eyes glow yellow for a brief moment; anything unfortunate enough to stare directly into this sudden burst of life drops dead on the spot. *All Over* reduces all eligible combatants in the targeted Group to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. Treat this as a Death-type effect. Notorious, Boss and End Boss enemies are immune to *All Over's* effects.

Target: Group

BOTCH on CAT FACE – Joker Doom

All reels carry some measure of risk in them, but the most powerful can have devastating consequences when the Gambler's luck turns. *Joker Doom* immediately casts the Blue Magic Spell *Roulette* on the battlefield (**Number of Active Combatants / 2**) times. It is possible for a Blue Mage to learn *Roulette* in this fashion.

Target: All

TOY BOX – Varies

Something creaks in the heavens, and a large object rains down on one unfortunate foe. *Toy Box* has a random effect on one randomly determined combatant in the targeted Group, striking automatically. Roll 1d10 and consult the table below to find *Toy Box's* exact effects.

Roll	Result
1-2	A one-ton weight crushes the target, inflicting (2 x STR) + 3d6, Armor Physical damage.
3-4	Sharp icicles pierce the target, inflicting (2 x MAG) + 3d6, M. Armor Ice Elemental damage.
5-6	A small house flattens the target, inflicting (3 x STR) + 3d8, M. Armor Physical damage.
7-8	A grossly overweight chocobo splashes onto the target, inflicting (3 x MAG) + 3d8, M. Armor Magical damage.
9	A titanic hammer cracks down on the target, reducing the target's Magic Points by 10% of their current value.
10	A comet roars into the target, inflicting (4 x MAG) + 4d6, M. Armor Magical damage.

STATUS REELS

LEVEL 22

Target: Group

Type: Fast Action

The origins of this reel set are lost in mystery, but some rumor that Hades himself had a hand in their creation. Their role is primarily a cautionary one, ever reminding Gamblers of the misery that games of chance can bring.

Status Reels allows the Gambler to inflict Status Conditions on opponents; each use of this Ability costs 50 Gil. After the payment is made, the Gambler rolls a d10 to see which Status Condition is inflicted.

Roll	Symbol	Status Inflicted
1	Shades	<i>Blind</i> (4)
2	Droplet	<i>Poison</i> (4)
3	Stars	<i>Confuse</i> (4)
4	Broken Leg	<i>Immobilize</i> (4)
5	Broken Arm	<i>Disable</i> (4)
6	Clock	<i>Slow</i> (4)
7	XXX	<i>Curse</i> (4)
8	...	<i>Silence</i> (4)
9	ZZZ	<i>Sleep</i> (4)
10	Red Cloud	<i>Berserk</i> (4)

Once this is determined, the Gambler makes two d% rolls with a CoS of **Expertise, Evasion** — one using the highest EVA in the targeted Group as a modifier, one using the lowest. If neither is successful, nothing happens. If one is successful, a randomly determined combatant in the targeted Group will be afflicted with the Status rolled earlier. If both rolls are successful, all active combatants in the targeted Group are afflicted with the Status rolled. Immunities apply as normal.

CHOCOBO REELS

LEVEL 43

Target: As Effect

Type: Fast Action

These reels remember a successful Gambler who believed that Chocobo birds were particularly lucky, and endeavored to have them around wherever he gambled. He eventually vanished, having sunk most of his winnings into searching for the elusive Gold Chocobo he was certain would assure his fortune for life.

Chocobo Reels allows the Gambler to call up a number of beneficial effects and attacks; each use of this Ability costs 200 Gil. After the payment is made, the Gambler rolls a d10, then consults the table on the next page to see what the reels have turned up.

Roll	Result	Conditional Modifier
1 - 3	Chocobo	+0
4 - 5	Airship	-10
6 - 7	Diamond	-10
8	Dragon	-20
9	Bar	-20
10	7	-30

Once the result has been determined, the Gambler makes two Task Checks against his *Gambling* Skill with the Conditional Modifier listed for the result. If both Checks are successful, the Gambler

immediately executes the effect listed for the given result below. If one or both Checks are failed, the Gambler executes the *Lagomorph* result instead. If the Gambler rolls the '7' result and then Botches either of the subsequent rolls, the Gambler executes the *Joker Doom* result.

CHOCOBO — Chocobo Stampede

A sudden stampede of Chocobos shakes the battlefield, flattening the one combatant unfortunate enough to be left in their path. *Chocobo Stampede* inflicts **(21 x MAG) + 5d8, M. Armor** Magical damage to the targeted combatant, striking automatically.

Target: Single

AIRSHIP — Dive Bomb

The steady thrum of engines fills the air, accompanied by a sinister, high-pitched whistling. Suddenly, an airship swoops overhead, disgorging a single bomb before peeling away again. *Dive Bomb* inflicts **(21 x MAG) + 5d8, M. Armor** Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Target: Group

DIAMOND — Prismatic Flash

Man-sized cards of multicolored light rise from the ground, shearing through anything in their way. *Prismatic Flash* inflicts **(24 x MAG) + 4d10, M. Armor** Holy Elemental damage to the targeted combatant, striking automatically.

Target: Single

DRAGON — Megafire

Wyrming Bahamut, lord of the dragons, descends from above and bathes the enemy in searing magical fire. *Megafire* inflicts **(24 x MAG) + 4d10, M. Armor** Magical damage to all eligible combatants in the targeted Group, striking automatically.

Target: Group

BAR — Summon

The Gambler's powers bring a modestly powerful Summon to the battlefield. Roll a d10, then resolve the Summon's Call effect as given in **Appendix III**, using the Gambler's MAG and M. ACC where appropriate.

Roll	Call
1	<i>Midgarsormr — Earth Aura</i>
2	<i>Carbuncle — Ruby Light</i>
3	<i>Golem — Earth Wall</i>
4	<i>Seraphim — Reviver</i>
5	<i>Ark — Propeller Wind</i>
6	<i>Doomtrain — Runaway Train</i>
7	<i>Kujata — Tetra-Disaster</i>
8	<i>Alexander — Divine Judgment</i>
9	<i>Anima — Torment</i>
10	<i>Cerberus — Counter Rockets</i>

7 — All Over

A jackpot bell rings and the words "ALL OVER" appear in glowing, larger-than-life letters, hiding the enemy from sight. When the words

finally vanish, the Gambler's foes are nowhere to be found. *All Over* reduces all eligible combatants in the targeted Group to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. This is not a Death-type effect, and will not be affected by Resistances or Immunities. Notorious, Boss and End Boss enemies are immune to *All Over*'s effects.

Target: Group

FAILURE — Lagomorph

A small pink rabbit in a floppy straw hat materializes in front of the Gambler, showering the party with healing magic before vanishing again. *Lagomorph* restores **(10 x MAG) + 3d8** Hit Points to all active allies.

Target: Party

BOTCH on 7 — Joker Doom

Without the risk of loss, winning loses its fundamental thrill — indeed, any good Gambler knows that to win anything, you must be prepared to lose everything. *Joker Doom* immediately casts the Blue Magic Spell *Roulette* on the battlefield **(Number of Active Combatants / 2)** times. It is possible for a Blue Mage to learn *Roulette* in this fashion.

Target: All

ATTACK REELS

LEVEL 50

Target: Group

Type: Fast Action

This set celebrates a renowned tournament fighter with a love for games of chance. Having memorized the major weak points of the human body, this fighter would always begin his battles by thrusting at one of these points at random, leaving his defenses open all in the hopes of landing that single lucky strike. Today, his fearless risk-taking — so fundamental to the very nature of the Gambler — is celebrated by all who use these reels.

Attack Reels allows the Gambler to make multiple, potentially enhanced attacks against a single opponent; each use of this Ability costs 400 Gil. After the payment is made, the Gambler selects an active combatant in the targeted Group at random and makes three attacks against this target. Each attack has a CoS of **Expertise, Evasion**. If the Gambler is under the effects of *Blind*, this CoS is reduced to **(Expertise / 2), Evasion**.

The attack's effects depend on whether the roll was a failure, success, Critical Success, or Botch:

FAILURE — Miss!

The Gambler has missed entirely. Nothing happens.

SUCCESS — Hit!

The Gambler successfully hits an opponent. The targeted combatant suffers **100%, Armor** Physical damage.

CRITICAL SUCCESS — YEAH!

The Gambler strikes a critical hit. The targeted combatant suffers **200%, Armor** Physical damage.

BOTCH — BUST!

The Gambler has only succeeded in hitting herself. The Gambler suffers **75%, Armor** Physical damage.

After all three attacks have been resolved, *Attack Reels* has no further effect.

MAGIC REELS

LEVEL 57

Target: Single

Type: Fast Action

Once upon a time, the story goes, an apprentice mage struggled to master the basics of spellcasting. Indeed, no matter how hard he tried, his concentration always wavered at the critical moment. Distraught, he abandoned his studies to spend his meager savings at the roulette table. Then, however, something unexpected happened — as he nervously watched the roulette ball bouncing along the wheel, he realized that he was chanting the incantation for basic Fire magic under his breath. At the exact moment the ball stopped, a gout of flame erupted across the table, badly scorching the veneer and nearly igniting the steward on the spot.

Elated, if rather poorer from the damages, the apprentice tried the spell once more, only to meet with failure again — as long as he *concentrated* on what he was saying, the spell refused to come. Only when transfixed by the spin and bounce of the ball did the magic cast as bidden. Today, Gamblers who use these reels do so as much to commemorate the apprentice's life as his discovery that chance is indeed the most powerful force in the universe.

Magic Reels allows the Gambler to cast certain Red Magic Spells at no MP cost; each use of this Ability costs 500 Gil. After the payment is made, the Gambler rolls 3d10. The first d10 is for the left reel, and determines the Level of the Spell cast by the Gambler. The second d10 is for the center reel, and determines how many times the Spell will be cast. The third and final d10 determines the Spell number, and decides exactly which Spell is cast.

Roll	Left Reel	Center Reel	Right Reel
1	Level 3	x1	Spell Number 1
2	Level 3	x1	Spell Number 2
3	Level 4	x1	Spell Number 3
4	Level 4	x1	Spell Number 4
5	Level 5	x2	Spell Number 5
6	Level 6	x2	Spell Number 6
7	Level 6	x2	Spell Number 7
8	Level 7	x3	Spell Number 8
9	Level 8	Angel	Spell Number 9
10	TH	EE	ND

? Magic Reels in Action

Caprice pays the required Gil for *Magic Reels* and rolls three d10. The first, for the Spell Level, comes up a '6' — a Level 6 Spell. The second, the number of times the Spell will be cast, rolls a '4' — the Spell will be cast once. That just leaves the question of which Spell will be actually cast. Caprice's third roll is a 8 — she will cast Spell Number 8 for Level 6, or *Waterga*, once on a target of her choice.

A roll of 10 on any of the three Reels is effectively a 'wild card' — the player can choose which of the nine preceding results to use. However, if TH, EE, or ND are used in combination with certain other results, no Spell is cast; instead, the Gambler unleashes a unique effect. These combinations are:

TH + EE + ND — The End

The immediate battlefield suddenly becomes a serene garden, its beautiful flower fields only marred by a crumbling tombstone in the midst of the enemy ranks. Engraved in the weathered rock are just two words: THE END. *The End* reduces all eligible combatants in the targeted Group to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. This is not a Death-type effect, and will not be affected by Resistances or Immunities, even those possessed by Notorious, Boss, and End Boss enemies.

Target: Group

TH + Angel + ND — Rapture

Ethereal angel wings shimmer into life behind the combatants, threatening to lift them into skies at a moment's notice. When *Rapture* is cast, a six-Round timer begins. If the battle has not finished before the timer reaches '0,' *Rapture* reduces all active combatants on the battlefield to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. This is not a Death-type effect, and will not be affected by Resistances or Immunities. Notorious, Boss and End Boss enemies are immune to *Rapture*'s effects.

Target: All

Angel + ND + Anything But TH — Full Cure!

The entire party is fully healed of all wounds. *Full Cure* restores the Gambler and all active allies in the immediate Party to maximum Hit Points.

Target: Party

TH + Angel + Anything But ND — Wall!

Beams of light pierce the ground, pulling up a solid chunk of earth to shield the Gambler's allies from harm. *Wall* bestows the Status Condition *Wall* on the Gambler and all active allies in the immediate Party (4).

Target: Party

Angel + Any Other Combination — Devil's Laugh

The center reel begins to spin again, finally stopping on a laughing devil's face. Nothing happens — the Gambler has wasted his Action and money.

Target: Single

Assuming the Gambler does not trigger one of the special effects, he will instead cast the appropriate Spell given in Table 4-7 below as many times as the Center Reel indicated. All Spells are treated as Target: Single, regardless of their actual Target; harmful Spells will always target an opponent of the Gambler's choosing, while helpful Spells affect an ally chosen by the Gambler — see **Chapter 8** for more details.

Table 4-7: Magic Reel Spell Results

SPELL NUMBER	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8
1	Aera	Bio	Aeraga	Charm	Renew	Old
2	Blizzara	Confuse	Protectga	Esuna	Freeze	Black Hole
3	Cura	Drain	Blizzaga	Flare	Reflect	Celestial Stasis
4	Fira	Haste	Curaga	Shellga	Nuke	Massacre
5	Protect	Raise	Firaga	Quake	Shockwave Pulsar	Meltdown
6	Regen	Ruse	Mini	Siphon	X-Zone	Break
7	Silence	Shell	Stone	Stop	Toad	Holy
8	Thundara	Basuna	Thundaga	Waterga	Venom	Rebirth
9	Zombie	Watera	Time Slip	Vanish	Pain	Shield
10	Any Level 3	Any Level 4	Any Level 5	Any Level 6	Any Level 7	Any Level 8

話術士

Mediator

Demagogues, peacekeepers, diplomats, con men — men and women with the Mediator's talents can be found in all walks of life, practicing the arts of silver tongue and careful suggestion as meticulously as a warrior would his swordsmanship. Though Mediators can put up a fair fight in battle, their strength lies not in arms, but in their ability to manipulate others into doing their bidding; with little more than the right word at the right time, an Mediator can accomplish almost anything.

Keenly intelligent and meticulously logical, the average Mediator may seem a poor fit for a wandering band of rough-and-tumble adventurers. However, those honeyed words reach further than mere fireballs and flashing blades; given a chance, the Mediator's talents can open doors in many places or sow the seeds of confusion on the battlefield on an unimagined scale.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Mediator	+8	+8	+12	+10	+10	+12

JOB PROFILE

Representatives: Orator Job (*FFT*), Beastmaster Job (*FFV*, *FFXI*, *FFTA*), Reis Duelar (*FFT*)

HP Die: d8

MP Die: n/a

Weapons: Knives, Flails, Instruments, Rifles

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Social

Expertise Formula: (*Negotiation* Rating / 2)+ Level + (SPR x 2)

SPEECHCRAFT

The Mediator is master of rhetoric, a consummate professional who can make the cut and thrust of debate seem as thrilling as the clash of steel.

TAME

LEVEL 1

Target: Single

Type: Magic Ability

A wise Mediator knows never to underestimate the power of mercy offered at the right moment. *Tame* allows the Mediator to 'spare' a single opponent reduced to 0 HP prior to the Mediator's turn in the current Round, recruiting them as a temporary ally. Treat this as a Mystify-type effect; Gil, XP, and items are awarded as if the opponent had been defeated in the normal manner. Notorious, Boss, and End Boss opponents are immune to *Tame*'s effects by default.

In exchange for being spared, the opponent is willing to perform one action on the Mediator's behalf before the 'spell' is broken; to do so, the Mediator must herself make a Fast Action. Out of combat, this assistance will usually allow the party to overcome an obstacle they would not clear under their own steam; in combat, the opponent will use one attack or Ability chosen at the GM's discretion. Once the

deed is done, the Mediator has no further hold over the opponent; in most cases, the *Tamed* opponent will immediately flee.

Initially, the Mediator is limited to a single 'recruit' at a time, but may add one additional opponent at Levels 16, 31, 46, and 61, for a grand total of 5. A given opponent may not be *Tamed* more than once.

ENTRUST

LEVEL 10

Target: Single

Type: Magic Ability

The Mediator's knack for studied negotiation can drastically alter the flow of battle. *Entrust* allows the target to immediately take a turn, even if it has already acted in the current Round. When targeting hostile combatants, including allies under the effect of *Charm* or *Confuse*, *Entrust* has a CoS of **Expertise, M. Evasion**; against allies, *Entrust* is automatically successful.

If the target has any Actions remaining, the Mediator may take another turn when the target would normally act during this Round; the target loses this later turn in exchange for being able to act on the Mediator's current Initiative. If the target is currently charging a Slow Action, that Action is immediately canceled; if the target has not acted this Round, the Mediator can take another turn on the tick the Slow Action would have normally gone off on. If the Slow Action would not have finished charging during the current Round, the Mediator will not get another turn.

? Entrust in Action

Mint (Initiative 36), Hiro (Initiative 12), Haze (Initiative 16), and Lautrec the Mediator (Initiative 15) are locked in combat. Mint and Haze act, then Lautrec's turn comes up. If he uses *Entrust* on Hiro, Hiro can act immediately on Lautrec's current Initiative of 15; Lautrec will act again on Hiro's Initiative of 12. Alternately, Lautrec can target Haze, allowing him to take a second turn this Round; in exchange, he effectively gives up his own turn. He could also target Mint, in which case Mint would take an immediate turn and Lautrec can take an Action when Mint would normally act next thanks to her Extreme Initiative: at 1 tick.

PARLEY

LEVEL 19

Target: Single

Type: Magic Ability

With a little careful negotiation, an Mediator can convince a critically wounded foe that discretion *is* indeed the better part of valor. *Parley* can only target opponents whose current Hit Points are **25%** or less of the maximum value, and has a CoS of **Expertise, M. Evasion** of convincing the target to immediately flee the battle. Treat this as an *Eject*-type effect. Opponents who have been affected by *Parley* can also be automatically *Tamed* as a Zero Action.

ADVICE

LEVEL 28

Target: Single

Type: Magic Ability

Through careful direction and timely suggestions, a Mediator is capable of guiding her allies to victory. *Advice* bestows the Status Condition *Critical Up* (4).

INTIMIDATION

LEVEL 37

Target: Single

Type: Magic Ability

Intimidation is just that: a rapid-fire stream of withering invective that systematically strips away the target's concentration and confidence, leaving it dramatically shaken. *Intimidation* has a CoS of **Expertise, M. Evasion** of increasing the target's range for Automatic Misses and Botches from 95 to 100 to 75 to 100 (4); during this time, any Critical Hits or Critical Successes are treated as normal successes.

MANIPULATE

LEVEL 46

Target: Single

Type: Magic Ability

The Mediator wraps her victim in a skein of skewed logic, dragooning it into obeying her every command for a few precious moments. *Manipulate* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Charm* on the targeted combatant (4).

INVITE

LEVEL 55

Target: Single

Type: Magic Ability

With sweet words and studied persuasion, an Mediator can convince almost anything to fight on her behalf. *Invite* has a CoS of **Expertise, M. Evasion** of converting a single opponent into a temporary ally. Treat this as a Mystify-type effect; Notorious, Boss, and End Boss opponents are immune to *Invite*'s effects by default. If successful, the opponent will immediately begin fighting for the Mediator's party, using whatever attacks and Abilities the GM deems appropriate.

After the battle is over, opponents 'converted' in this fashion are considered defeated and will yield the normal rewards. They will also follow the Mediator until called upon to help; doing so requires the Mediator spend a Fast Action. If called up in another battle, the *Invited* opponent will fight for the Mediator until the end of that battle, acting according to GM discretion; out of combat, the *Invited* opponent will offer whatever assistance it can for one Scene. After this, it will make its escape. The Mediator may never have more than one *Invited* opponent at any one time, though she may choose to release a previously *Invited* opponent at any point for no cost. A given opponent may not be *Invited* more than once.

CHARGE!

LEVEL 64

Target: Party

Type: Magic Ability

The greatest battles in history began with but one word. *Charge!* gives up to four of the Mediator's allies a limited CoS of making an immediate Attack Action with whatever Weapon they currently have equipped against targets of their own choosing. These Actions do not count towards the attackers' totals for that Round, and may be taken even if the allies in question have already acted in the current Round.

Every party member must make a separate d% roll to see if they will actually attack; the CoS for this is based on the ally's current Hit Points, as shown below.

Ally's Hit Points	CoS
100 to 76% of maximum	40%
75 to 51% of maximum	60%
50 to 25% of maximum	80%
25% or less of maximum	100%

If more than four allies succeed, the four lowest-rolling allies will make Attack Actions.

ものまね士

Mime

The Mime is the chameleon of the adventuring ecosystem, training in nothing yet studying everything; with no skills of her own yet every skill around her. No one can say whether a true mimic is born or made — those with the innate talent tend to be nondescript individuals with malleable personalities and a face almost destined to fade into the crowd. Some accept this, subsuming that blank persona into their abilities; others rebel, dressing in outlandish costumes and monstrous masks, giving the world no choice but to recognize them. Whatever the case may be, one thing is always certain — to face a Mime in battle is to stare into the face of chaos itself.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Mime	+9	+9	+9	+9	+9	+9

JOB PROFILE

Representatives: Gogo (*FFVI*), Mime Job (*FFVI*, *FFT*)

HP Die: d8

MP Die: d6

Weapons: Bows, Crossbows, Flails, Gloves, Knives, Rods, Staves

Armor: Armwear, Hats, Suits, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: None

Expertise Formula: (*Acting Rating* / 2) + Level + (SPR x 2)

MIMICRY

The Mime's greatest weapons are his friends and foes. Armed with the uncanny ability to recreate the actions of those around him in minute detail, a Mime can be as weak — or as strong — as anything else on the battlefield.

MIMIC

LEVEL 1

Target: Varies

Type: Varies

By observing a target in battle, the Mime can mimic its actions. When used, *Mimic* allows the Mime to replicate the last Action made — or Ability used — prior to his turn. The effects and target will be identical to the previous Action's even if they were randomly determined, though all damage codes and CoS formulas use the Mime's Attributes and Combat Statistics as their basis. Abilities which require the use of a certain Weapon have this requirement waived, using whatever Weapon the Mime currently has equipped instead. For *laidō* and *Soul Blade*, resolve the effects as if the Mime was equipped with the Katana used in the last Action. The only exception are Actions which consume an Item — the Mime must have the same Item in his Inventory in order to be able to *Mimic* the Action, consuming the Item in the process.

Actions with an MP cost require the Mime to spend an equal amount of MP — if not enough MP is available, *Mimic* fails and the Action is wasted. Actions with a Charge Time cannot be *Mimicked*

unless their effects were resolved directly before the Mime's turn; if so, the Charge Time penalty carries over to *Mimic*.

MIRROR MIMIC

LEVEL 9

Target: Self

Type: Support Ability

Slavish imitation alone does not always ensure success. *Mirror Mimic* allows a Mime to use *Mimic* with either its original target or the combatant who made the last Action as a target.

COMMAND MIMIC

LEVEL 17

Target: Single

Type: Fast Action

Practice makes perfect. *Command Mimic* requires the Mime to select a single ally and allows them to select one Fast Action, Slow Action, Magic Ability, or Level of Spells that ally possesses and use it for the duration of the current battle or Scene. Only one Ability or Spell Level may be replicated in this fashion per battle or Scene. All damage codes and CoS formulas use the Mime's Attributes and Combat Statistics as their basis; Charge Times and MP costs carry over as normal.

Abilities that require the use of a certain Weapon have this requirement waived, using whatever Weapon the Mime currently has equipped instead. The only exceptions to this rule are *laidō* and *Soul Blade*, which may not be mimicked in this fashion unless the Mime has the relevant Katana equipped.

If *Command Mimic* is used to access a Level of Spells, only those Spells available to the target can be used by the Mime. In the case of Blue and Summon Magic, the Mime can take a number of Spells or Calls with a combined MP value equal to his own maximum MP, chosen from those the Mime's target has access to.

If *Command Mimic* is used to mimic the Dancer's *Perform* or the Geomancer's *Geomancy*, the Mime uses whatever effect was generated the first time around.

MEMORY MIMIC

LEVEL 25

Target: Self

Type: Support Ability

A long memory makes for a better performance. *Memory Mimic* allows the Mime to use *Mimic* on any Action made prior to his turn during the course of the current Round.

FINAL MIMIC

LEVEL 33

Target: Varies

Type: Reaction

Always bow out on a high note. When triggered, *Final Mimic* has a CoS of **50 + SPR** of allowing the Mime to immediately *Mimic* the attack that reduced him to 0 HP, targeting the combatant that made the original Action. *Final Mimic* is subject to the same restrictions as *Mimic*, though any Charge Time is waived.

Trigger: Mime's HP reduced to 0 or lower by an attack

COMMAND MIMIC+

LEVEL 41

Target: Self

Type: Support Ability

The longer you spend with somebody, the better you know them. *Command Mimic+* allows the Mime to use *Command Mimic* on up to two Spell Levels, Magic Abilities, Fast Abilities, or Slow Abilities per battle or Scene.

TARGET MIMIC

LEVEL 49

Target: Self

Type: Support Ability

The best performer always puts his own spin on things. *Target Mimic* allows a Mime to freely choose their targets when using *Mimic*.

COUNTER MIMIC

LEVEL 56

Target: Varies

Type: Reaction

Sooner or later, every performance becomes predictable. When triggered, *Counter Mimic* has a flat CoS of **30%** of allowing the Mime to avoid the effects of the attack and immediately *Mimic* it, targeting the combatant that made the original Action. *Counter Mimic* is subject to the same restrictions as *Mimic*, though any Charge Time is waived.

Trigger: Attack targeting the Mimic alone

JOB MIMIC

LEVEL 64

Target: Single

Type: Fast Action

To master a role is to know its nuances. *Job Mimic* requires the Mime to select a single ally, allowing them to use most Fast Abilities, Slow Abilities, Magic Abilities, and Spell Levels available to that character (4). The exceptions are Abilities gained after Level 50 and Level 7 and 8 Spells. For Blue Magic, no Spell with an MP cost of 100 or higher may be used with *Job Mimic*; Summons and Calls are limited to those with an MP cost of 150 or lower. Only one ally may be mimicked in this fashion at any one time. If used out of combat, *Job Mimic* has no time limit.

シーフ

Thief

The Thief is something of an enigma. Where most heroes uphold the law, the Thief openly flouts it. Her skills are invaluable when infiltrating an enemy fortress or retrieving priceless artifacts from talentless brigands, but for some reason that argument never holds up when she's caught "practicing," whether she's been picking pockets or climbing out of a second-floor window with a sack full of silver. Even if she restricts her kleptophilia to adventuring pursuits, the Thief is largely disrespected, but she doesn't let it get her down. Even Paladins come running to her at the first sign of a trap or complex lock. She may not have the reflexes of the Ninja or the mechanical expertise of the Engineer, but she's got what she's got, and she's damn good at using it. For most adventuring Thieves, it's not about the money, but the challenge. Anyone can get rich by staying in the city, but no one today makes traps like the ones in the ancient ruins, and no one uses puzzle locks anymore. Who wants a sack of gold when she could decorate her pad with an emerald the size of her fist? The lack of motivation shown by her domestic brethren is enough to make a grown Thief cry!

The Thief's best weapon is her attitude. When the excrement strikes the windmill, no one remains as calm as the thief. She may let fly with a storm of curses, or cry a few crocodile tears to throw off her enemies (or even her allies), but deep down inside the Thief knows she can handle whatever life throws at her. She's lived through most of it, and what she hasn't seen doesn't scare her. When the Thief *does* get shaken, it's a pretty good sign that things are about to take a turn for the ugly.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Thief	+8	+8	+13	+15	+8	+8

JOB PROFILE

Representatives: Locke Cole (FFVI), Yuffie Kisaragi (FFVII), Rikku (FFX), Thief Job (FFI, FFIII, FFV, FFXI, FFT, FFTA, FFX-2), Zidane Tribal (FFIX)

HP Die: d8

MP Die: n/a

Weapons: Boomerangs, Light Swords, Knives, Ninja Blades, Swallows

Armor: Armwear, Hats, Suits

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Thievery

Expertise Formula: (Pickpocket Rating / 2) + Level + (AGI x 2)

SNEAK

In the Thief's world, the hand is always quicker than the eye and anything — *anything* — is ripe for the taking.

STEAL

Target: Single

Type: Fast Action

LEVEL 1

Thanks to a little cunning and a set of well-honed reflexes, a Thief can pluck a target's valuables before it even has a chance to react. *Steal* gives a Thief a CoS of **Accuracy, Evasion** of stealing an item from the targeted combatant, provided that the combatant had a treasure table set out for them using the rules in **Appendix II**. The Weapon Skill in question is that used by whichever Weapon the Thief has equipped; if more than one is equipped, choose which to use.

If successful, make a roll against **Expertise, Evasion** to see exactly what the Thief has snatched:

Roll Result	Item Stolen
Botch	None
Failure	Common
Beat CoS by 1 - 30	Uncommon
Beat CoS by 31 - 50	Rare
Beat CoS by 51+	Very Rare

A Critical Success increases the rarity of the item stolen by one — from Uncommon to Rare, or from Rare to Very Rare. Stealing an item removes it from the treasure table; it will not drop after battle, and if subsequent *Steal* rolls end up with the same item, nothing is taken and the Action is wasted.

If *Steal* is used against a target without a treasure table, the Thief must either declare what she is taking before making the roll, or ends up with one random valuable at the GM's discretion. Note that unlike the Skill *Pickpocket*, victims of *Steal* know immediately they've been robbed — the Thief trades subterfuge for speed in this case.

GIL SNAPPER

LEVEL 8

Target: Group

Type: Fast Action

Though the Thief's forte lies in larger items, she is not above helping herself to a stranger's pocket change to fatten her own purse. *Gil Snapper* has a CoS of (**Expertise / 2**) of allowing the Thief to snatch a number of Gil equal to (**Total Gil Value of All Opponents / 8**). Gil taken in this fashion are not deducted from the encounter rewards, but multiple successful uses of *Gil Snapper* will not increase this amount — the Ability is only effective once per battle.

When used against other targets, the amount of Gil obtained in this manner is left to the GM's discretion. As with *Steal*, victims of *Gil Snapper* immediately notice their loss — Thieves who want to avoid rousing alarm will have to use *Pickpocket* instead.

CATCH

LEVEL 15

Target: Self

Type: Reaction

Some warriors are speedy enough to snatch incoming projectiles out of the air, but only the Thief has the presence of mind to pocket them. When triggered, *Catch* gives the Thief a flat CoS of **50%** of avoiding the attacks effects and immediately adding any Items or Ammunition used in the attack to her Inventory Slot.

Trigger: Thief is targeted by a Throwing Weapon, Bow, Crossbow, Rifle, or Ranged monster attack that inflicts Physical damage

DISTRACT LEVEL 22

Target: Single **Type:** Slow Action (8)

In tight quarters, a Thief quickly learns to use any means at her disposal to divert attention from herself — a cloud of dust, a bit of overacting, or a even well-aimed stone can work wonders at the right time. *Distract* has a CoS of **Expertise, Evasion** of inflicting the Status Condition *Unaware* (2).

MUG LEVEL 29

Target: Single **Type:** Slow Action (10)

Though the Thief prefers to pilfer her victim's valuables with skill and subtlety, there are times when a little cold steel gets far better results. *Mug* allows the Thief to inflict **100%, Armor** Physical damage on the targeted combatant, striking automatically. After damage has been resolved, the Thief has a CoS of **Expertise, Evasion** of stealing an item from the target in the same manner as if *Steal* had been used. This does not require an additional Action.

DETECT LEVEL 36

Target: Single **Type:** Fast Action

Careful observation is a cardinal virtue among Thieves; sometimes, only a sharp eye and patience can spot the difference between a prince and a pauper. *Detect* allows the Thief to see the target's treasure table or any other items of significant value the target is carrying. If used against an opponent with a treasure table, *Detect* also increases the effectiveness of *Steal* — for the remainder of the battle, the Thief will steal an additional item every time a successful *Steal* roll is made. The nature of this 'bonus' item depends on the rarity of the stolen item:

Item Rolled	Additional Item Stolen
Very Rare	Rare
Rare	Uncommon
Uncommon	Common
Common	None

If the additional item was already previously stolen, nothing happens — *Steal* proceeds as normal.

STEAL HEART LEVEL 43

Target: Single **Type:** Slow Action (14)

With her roguish air and charming manner, an experienced Thief can worm her way into any heart, turning even bitter foes into smitten, love-drunk zombies. *Steal Heart* has a CoS of **Expertise, Evasion** of inflicting the Status Condition *Charm* (6). Against Humanoid opponents, *Steal Heart* will only be effective if the target would normally be receptive to the Thief's advances; all other monster types are affected as normal.

COUNTERTHEFT LEVEL 50

Target: Single **Type:** Reaction

Many professions take advantage the brief opening after an opponent's attack to launch a counterassault. The Thief, true to her nature, uses it to nab valuables from unsuspecting foes. When triggered, *Countertheft* allows the Thief to immediately use *Steal* against the opponent who made the attack, striking automatically.

Trigger: Thief is targeted by a Single-target Melee Attack Action that deals Physical damage

ROBBER'S EVIDENCE LEVEL 57

Target: Single **Type:** Slow Action (18)

A smart Thief recognizes a trapped chest or cursed coin when she sees one; a smarter one keeps these hazards in store to wreak havoc on her opponents, throwing them out in the midst of battle where they're least expected. *Robber's Evidence* inflicts **100% + (Expertise x 2), Armor** Physical damage, striking automatically.

FOOTWORK LEVEL 64

Target: Self **Type:** Support Ability

By channeling *chi* into her movements, a Thief can move with blinding speed, striking and retreating long before her foes have time to act. *Footwork* allows the Thief to add **20** to her Initiative when determining it at the beginning of the Round.

MAGE JOBS

Mages are sorcerers and spellcasters, creating their attacks by channeling mana, the power of magic, through their bodies. This gives them flexibility in vast excess of other party members, but does demand sacrifices — Mages are physically weaker and more vulnerable in combat than Warriors or even Experts.

黒幻術士

Black Caller

The ability to draw on the magical creatures known as Summoned Monsters is a rare one; to be able to control and sustain them in battle is rarer still. The Black Caller is a study in compromises — though their abilities are limited and cannot anchor a Summon for long, they compensate with a respectable command of Black Magic. The result is a mixture of versatility and all-out power capable of shifting the tide on any battlefield.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Black Caller	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Rydia of Mist (*FFIV*)

HP Die: d6

MP Die: d10

Weapons: Bows, Flails, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

BLACK MAGIC

Though not as skilled as a pure Black Mage, Black Callers are able to hold their own in this powerful form of war magic.

BLACK MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Black Callers have the ability to cast Black Spells from the lists in **Chapter 8** in battle. They begin with two Level 1 Spells at Level 1, with additional Spells gained roughly every 3 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Black 1	3, 6, 9
Black 2	11, 13, 16, 19
Black 3	21, 23, 26, 29
Black 4	31, 33, 36, 39
Black 5	41, 43, 46, 49
Black 6	51, 53, 56, 59

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Like a pure Black Mage, the Black Caller can turn her limited elemental mastery to a variety of uses. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Destruction, Earth, Elemental Manipulation, Fire, Ice, Lightning, Poison, Shadow, Water

EVOCATION MAGIC

Like the Summoner, the Black Caller is able to summon powerful creatures from other worlds to serve and assist her, if only for short periods of time. Though the process of finding and recruiting such creatures is an arduous one, their power more than compensates for any hardship.

ARCANE TONGUE

LEVEL 1

Target: Varies

Type: Support Ability

Black Callers have the ability to communicate with Summoned Monsters and other creatures of magical origin as if they had a relevant *Language** Skill at a Rating of 100, even if the creature is not normally capable of communicating with intelligent beings.

CALL

LEVEL 1

Target: Varies

Type: Magic Ability (6)

Black Callers have the ability to call on Summoned Monsters from the lists in **Appendix III**. In this case, the Summon in question materializes long enough to unleash a single effect, then disappears. Black Callers gain one Summoned Monster — Lakshmi, Remora, or Valefor — at Level 1, acquiring additional Summons as the game progresses at the GM's discretion.

BOOST

LEVEL 30

Target: Varies

Type: Magic Ability (8)

An experienced Black Caller can increase the power of her Summon's attacks by spending additional time channeling a portion of her own power and mana into them. *Boost* is used in the same manner as *Call*, but increases the effect of the Summon — damage or healing — by **+25%**. Aside from the increased Charge Time, the MP cost — or Gil cost — of the Summon increases by **+25%** to compensate.

黒魔道士

Black Mage

Other schools of magic are capable of unleashing powerful attack spells, crippling or incapacitating opponents with the wave of a hand. Black Magic, however, makes it the *raison d'être*, existing for destruction and nothing else. Trained in the devastating power of the elements, its practitioners are a fearsome presence on any battlefield. Alone, they can blast any opponent within an inch of its life; together, they can stop armies in their tracks.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Black Mage	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Black Mage Job (*FFI*, *FFII*, *FFV*, *FFX-2*, *FFXI*, *FFT*, *FFTA*), Lulu (*FFX*), Palom of Mysidia (*FFIV*), Vivi Ornitier (*FFIX*)

HP Die: d6

MP Die: d10

Weapons: Bows, Knives, Rods

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

BLACK MAGIC

Black Magic focuses on the offensive side of magic — elemental manipulation, destructive attacks and crippling Status Conditions. As

they gain experience, Black Mages grow in power and versatility, gaining the ability to clear the battlefield in one swift action.

BLACK MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Black Mages have the ability to cast Black Spells from the lists in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Black 1	3, 5, 7
Black 2	9, 11, 13, 15
Black 3	17, 19, 21, 23
Black 4	25, 27, 29, 31
Black 5	33, 35, 37, 39
Black 6	41, 43, 45, 47
Black 7	49, 51, 53, 55
Black 8	57, 59, 61, 63

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Though his primary powers are offensive, the Black Mage can use his command of the elements in more subtle ways. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Destruction, Earth, Elemental Manipulation, Fire, Ice, Lightning, Poison, Shadow, Water

赤魔道士

Red Mage

The Red Mage is the classic jack of all trades, a profession whose versatility stands in stark contrast to the regimented, often restrictive training of other Mage Jobs. Indeed, rather than keeping their studies confined to a single school of magic, these versatile spellcasters satisfy curiosity by dabbling in a little bit of everything: White Magic, Black Magic, Time Magic, swordsmanship...

The quintessential free spirits, Red Mages tend to dress elegantly and flamboyantly, using the romantic idealism of musketeers and swashbucklers as a template. This carries over into their choice of arms; they are particularly adept with bladed weapons, preferring to fight with rapiers, sabres and other weapons that allow them to take full advantage of the additional mobility afforded by their light armor. Though other spellcasters may find Red Mages a little too flighty for their liking, there is no denying that their palette of abilities is a potent one.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Red Mage	+10	+8	+10	+10	+12	+10

JOB PROFILE

Representatives: Red Mage Job (*FFI, FFIII, FFV, FFXI, FFTA*)

HP Die: d8

MP Die: d8

Weapons: Bows, Flails, Knives, Light Swords, Rods, Staves, Swords

Armor: Armwear, Gauntlets, Hats, Helmets, Mail, Robes, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Scholastic

RED MAGIC

Red Magic is a synthesis of Black, White, and Time, giving its practitioners access to a significant part of the magical spectrum.

RED MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Red Mages have the ability to cast Spells from the Red Magic list in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained roughly every 3 Levels. However, their total Spell selection is limited to the following list:

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Red 1	3, 6, 9
Red 2	11, 13, 16, 19
Red 3	21, 23, 26, 29
Red 4	31, 33, 36, 39
Red 5	41, 43, 46, 49
Red 6	51, 53, 56, 59

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Red Mages command a vast array of powers; with a little creativity, those selfsame forces can be dragooned into a variety of uses. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Earth, Elemental Manipulation, Fire, Healing, Ice, Lightning, Poison, Shadow, Water, Wind

DUALCAST

LEVEL 50

Target: Varies

Type: Magic Ability (6)

From early on, Red Mages learn to compensate for their limited library of magic by increasing the speed with which they cast their Spells, pummeling foes with an unending barrage of sorcery. *Dualcast* allows a Red Mage to cast two Red Spells at the cost of a single Action. Both Spells must be chosen immediately; the Red Mage must also have enough MP to cover the cost of both Spells. *Dualcast* cannot circumvent any Status Condition that would normally prevent a Red Mage from casting a Spell.

賢者

Sage

The Sage is a font of knowledge, the product of years of studies into the very essence of magic. Where other Mages specialize in healing, damage, or support, Sages are generalists, equally at home with the crackle of lightning bolts or the touch of a healing hand. There are, of course, compromises — jack of all trades, master of none, the Sage pays for his studious nature with a weaker constitution, while his powers lack the focus and efficacy of a ‘purer’ Mage. Nonetheless, his broad body of wisdom and unrivaled versatility make him a valuable asset to any adventuring group.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Sage	+5	+5	+10	+10	+10	+10

JOB PROFILE

Representatives: FuSoYa (*FFIV*), Sage Job (*FFIII*), Tellah (*FFIV*)

HP Die: d6

MP Die: d10

Weapons: Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

RED MAGIC

Red Magic is a synthesis of Black, White, and Time, giving its practitioners access to a significant part of the magical spectrum.

RED MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Sages have the ability to cast Spells from the Red Magic list in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained roughly every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Red 1	3, 4, 5, 7
Red 2	9, 11, 12, 13, 15
Red 3	17, 19, 20, 21, 23
Red 4	25, 27, 28, 29, 31
Red 5	33, 35, 36, 37, 39
Red 6	41, 43, 44, 45, 47
Red 7	49, 51, 52, 53, 55
Red 8	57, 59, 60, 61, 63

“I am doom itself!”

Tellah

FINAL FANTASY IV

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Sages command a vast array of powers; with a little creativity, those selfsame forces can be dragooned into a variety of uses. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Earth, Elemental Manipulation, Fire, Healing, Ice, Lightning, Poison, Shadow, Water, Wind

召喚士

Summoner

The Summoner's allies have names as varied as their natures. Summoned Monsters, Phantom Beasts, Espers, Guardian Forces, Eidolons, Aeons — all represent creatures not native to this realm of existence, born of pure magic and capable of manifesting powers that overshadow even the greatest feats of sorcery. Some Summons reside within the material world, making their homes on the highest mountains and deepest oceans; others exist solely within the realm of magic itself, all but separated from reality until a Summoner's call lures them out of their seclusion.

The Summoner's power lies in her ability to communicate with these inscrutable creatures — a gift inherited rather than learned, passed down among families and tribes over centuries. Those with the Summoner's talent are often marked by it, resulting in slight but unusual mutations; the most common of these is a distinctive unicorn-like horn sprouting from the middle of the Summoner's forehead, capable of carrying thoughts and emotions between her and her charges. Successful Summoners are able to alloy these natural abilities with the demeanor needed to win a Summon's trust — and the strength needed to slash them into submission if gentle negotiation fails.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Summoner	+10	+6	+10	+7	+12	+15

JOB PROFILE

Representatives: Yuna (*FFX*), Summoner Job (*FFIII*, *FFV*, *FFT*, *FFTA*)

HP Die: d6

MP Die: d10

Weapons: Bows, Flails, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

SUMMON MAGIC

Summon Magic draws powerful magical beings into the physical world, anchoring them just long enough to do the Summoner's bidding.

ARCANE TONGUE

LEVEL 1

Target: Varies

Type: Support Ability

Summoners have the ability to communicate with Summoned Monsters and other creatures of magical origin as if they had a relevant *Language** Skill at a Rating of 100, even if the creature is not normally capable of communicating with intelligent beings.

SUMMON

LEVEL 1

Target: Varies

Type: Magic Ability

Summoners have the ability to call on Summoned Monsters from the lists in **Appendix III**. Unlike the weaker Callers, Summoners have the ability to keep a Summon in battle over longer periods of time by entering a trance-state, turning a Summoned Monster into a potent and active force in the field. Summoners gain one Summoned Monster — Lakshmi, Remora, Valefor, Ifrit, Ramuh, or Shiva — at Level 1, acquiring additional Summons as the game progresses at the GM's discretion.

GRAND SUMMON

LEVEL 33

Target: Varies

Type: Magic Ability (15)

An experienced Summoner can unlock a Summon's full potential, bringing them to the battlefield at the height of their powers. *Grand Summon* follows the same basic rules as *Summon*, but brings the Summoned Monster into the battle with all Abilities available, Grand Summon Abilities included.

時魔道士

Time Mage

Sometimes called 'Cosmic Mages,' Time Mages tap on the forces of the time and space themselves. In reshaping the elusive power of the cosmos, they can freeze an opponent in their tracks or rain flaming meteors down upon them; open gates in time and space, or banish someone into another dimension entirely. The most powerful are capable of folding up history in the blink of an eye or traveling across the eons by sheer willpower alone – a fact that makes most other spellcasters glad of the Time Mages' relative scarcity.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Time Mage	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Time Mage Job (*FFV*, *FFT*, *FFTA*)

HP Die: d6

MP Die: d10

Weapons: Bows, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

TIME MAGIC

The power of Time Magic is the power of creation itself. Its practitioners harness the withering power of quasars and novas, stretch seconds into hours, or tear through the fabric of reality outright.

TIME MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Time Mages have the ability to cast Time Spells from the lists in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Time 1	3, 5, 7
Time 2	9, 11, 13, 15
Time 3	17, 19, 21, 23
Time 4	25, 27, 29, 31
Time 5	33, 35, 37, 39
Time 6	41, 43, 45, 47
Time 7	49, 51, 53, 55
Time 8	57, 59, 61, 63

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

A Time Mage's ability to warp time and space can be turned to a wide variety of purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Astrology, Cosmos, Gravity, Space, Time

白幻術士

White Caller

Like the Black Caller, the White Caller sports only limited mastery over Summon Magic, compensating for this weakness through more conventional forms of spellcasting. Where the Black Caller augments her destructive power with Black Magic, the White Caller focuses on healing and protection, using the power of her Summons to further protect those in need.

JOB	STR	VIT	AGI	SPD	MAG	SPR
White Caller	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Garnet 'Dagger' Alexandros XVII (*FFIX*), Eiko Carol (*FFIX*)

HP Die: d6

MP Die: d10

Weapons: Bows, Flails, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Attack Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

WHITE MAGIC

Though lacking the power of a genuine White Mage, White Callers are still able to cast a potent mixture of curative and defensive magic.

WHITE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

White Callers have the ability to cast White Spells from the lists in **Chapter 8** in battle. They begin with two Level 1 Spells at Level 1, with additional Spells gained roughly every 3 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
White 1	3, 6, 9
White 2	11, 13, 16, 19
White 3	21, 23, 26, 29
White 4	31, 33, 36, 39
White 5	41, 43, 46, 49
White 6	51, 53, 56, 59

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Like a pure White Mage, the White Caller can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Healing, Holy, Wind, Barrier

EVOCATION MAGIC

Like the Summoner, the White Caller is able to summon powerful creatures from other worlds to serve and assist her, if only for short periods of time. Though the process of finding and recruiting such creatures is an arduous one, their power more than compensates for any hardship.

ARCANE TONGUE

LEVEL 1

Target: Varies

Type: Support Ability

White Callers have the ability to communicate with Summoned Monsters and other creatures of magical origin as if they had a relevant *Language** Skill at a Rating of 100, even if the creature is not normally capable of communicating with intelligent beings.

CALL

LEVEL 1

Target: Varies

Type: Magic Ability (6)

White Callers have the ability to call on Summoned Monsters from the lists in **Appendix III**. In this case, the Summon in question materializes long enough to unleash a single effect, then disappears. White Callers gain one Summoned Monster — Lakshmi, Remora, or Valefor — at Level 1, acquiring additional Summons as the game progresses at the GM's discretion.

BOOST

LEVEL 30

Target: Varies

Type: Magic Ability (8)

An experienced White Caller can increase the power of her Summon's attacks by spending additional time channeling a portion of her own power and mana into them. *Boost* is used in the same manner as *Call*, but increases the effect of the Summon — damage or healing — by **+25%**. Aside from the increased Charge Time, the MP cost — or Gil cost — of the Summon increases by **+25%** to compensate.

白魔道士

White Mage

White Mages are defenders of life, using their spellcraft to knit together wounded flesh or erect glittering defensive palings around their allies. Given time and experience, they can cure almost any ill, raise the fallen back to fighting strength, or even create barriers utterly impervious to physical damage. Though more patient in demeanor than the headstrong, temperamental Black Mage, White Mages are far from pacifists; in a pinch, they can summon mighty blasts of wind or boiling explosions of holy energy at the snap of a finger.

JOB	STR	VIT	AGI	SPD	MAG	SPR
White Mage	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Porom (*FFIV*), Rosa Farrell (*FFIV*), White Mage Job (*FFI*, *FFIII*, *FFV*, *FFX-2*, *FFXI*, *FFT*, *FFTA*)

HP Die: d6

MP Die: d10

Weapons: Bows, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

WHITE MAGIC

White Magic encompasses a variety of useful and beneficial effects, tempered with a dash of offensive power for good measure.

WHITE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

White Mages have the ability to cast White Spells from the lists in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
White 1	3, 5, 7
White 2	9, 11, 13, 15
White 3	17, 19, 21, 23
White 4	25, 27, 29, 31
White 5	33, 35, 37, 39
White 6	41, 43, 45, 47
White 7	49, 51, 53, 55
White 8	57, 59, 61, 63

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

A White Mage can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Healing, Holy, Wind, Barrier

ADEPT JOBS

Adepts form the middle ground between Warriors and Mages, encompassing those professions whose repertoire includes both mystic and martial arts.

青魔道士

Blue Mage

Blue Mages are something of a curiosity among spellcasters, eschewing tomes and tradition for down-and-dirty battles with some of the fiercest beasts known to man. Where other magic is defined and painstakingly documented, Blue Magic is wild and anarchic, consciously mimicking the attacks of whatever monsters a Blue Mage runs afoul of over the course of her adventures.

There is a certain method to the madness: 'monster magic' uses mana far more efficiently than its human counterpart, allowing for more powerful effects and destructive attacks significantly less draining than comparable battle sorcery. But Blue Magic doesn't come with a spellbook and clearly defined incantations; to gain access a Spell, a Blue Mage must first discover how it is cast, then use this information to assemble a formula that will recreate the desired effects. The process is a tough, grueling one, and those who practice Blue Magic with more than just a dabbler's proficiency have the hereditary ability to instinctively dissect and analyze a monster spell in a split second.

Even then, the risks are tremendous. To grow in power, Blue Mages must seek out ever more threatening and fiendish foes, deliberately placing themselves in harm's way time and again to get the first-hand experience they need. Without great reserves of endurance and bravery, no progress is possible; by its very nature, this profession weeds out the weak and rewards the suicidally courageous.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Blue Mage	+10	+10	+8	+8	+12	+12

JOB PROFILE

Representatives: Strago Magus (*FFVI*), Quistis Trepe (*FFVIII*), Quina Quen (*FFIX*), Kimahri Ronso (*FFX*), Blue Mage Job (*FFV*, *FFXI*, *FFTA*), Gun Mage Dressphere (*FFX-2*)

HP Die: d8

MP Die: d8

Weapons: Crossbows, Flails, Gloves, Knives, Light Swords, Polearms, Rods, Staves, Swords

Armor: Armwear, Gauntlets, Hats, Mail, Robes, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Wilderness

BLUE MAGIC

Once the exclusive domain of monsters and select humanoids, Blue Magic has been tamed and legitimized by Blue Mages over countless

centuries of hands-on study.

BLUE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Blue Mages can cast Spells from the Blue Magic list in **Chapter 8**. Unlike most other Spell types, Blue Magic does not follow a set progression; a Blue Mage's arsenal grows not with her Level, but as she encounters foes capable of using ever more powerful magic. This unpredictable development is somewhat compensated for by the Blue Mage's breadth of options; GM fiat aside, there is no limit to how many Blue Spells a Blue Mage can learn. Accordingly, Blue Mages can begin the game with any number of Blue Spells, provided their combined MP cost does not exceed the Blue Mage's starting MP. In addition, it is strongly recommended that none of their starting spells exceed 15 MP in cost.

AZURE LORE

LEVEL 1

Target: Self

Type: Support Ability

To use a Blue Spell, a Blue Mage must be able to understand it. Without tomes or teachers to fall back on, 'understanding' mostly boils down to just one thing: experiencing the Spell's effect firsthand. *Azure Lore* allows a Blue Mage to acquire any Blue Spell cast on her during a battle or Scene in which the Blue Mage is an active participant. This is subject to two important restrictions. Firstly, while the Blue Mage does not have to suffer the Spell's effects in order to learn it, the Spell must target her or her current Party in order to be eligible for acquisition. Secondly, the Spell cannot reduce the Blue Mage to 0 or fewer Hit Points — *Unconscious* Blue Mages are in no shape to learn anything.

ASSIMILATION

LEVEL 1

Target: Self

Type: Support Ability

Durability aside, keen observation and a sharp analytical mind are the Blue Mage's best friends. By carefully watching the magic woven by an opponent, they can gather enough information for a kind of mystical reverse engineering, allowing them to copy monster magics without putting themselves in harm's way. *Assimilation* has a flat CoS of **(Level)%** of allowing a Blue Mage to instantly acquire any Blue Spell used during a battle or Scene in which the Blue Mage is an active participant. *Assimilation* has no effect if the Blue Mage is *Unconscious* or affected by any of the following Status Conditions: *Berserk*, *Blind*, *Charm*, *Confuse*, *Curse*, *Frozen*, *Heat*, *Sleep*, *Stone*, *Stop*, *Toad*, *Unaware*, or *Zombie*.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Blue Mage can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Varies, depending on the spells known.

ダークナイト

Dark Knight

Clad in all-concealing armor and striding with cool self-assurance, Dark Knights are an imposing, even sinister presence on the battlefield. Where other professions draw on chi or mana to fuel their abilities, these shadowy warriors use raw life force — by default their own, though as their experience grows, they swiftly gain the ability to leech the vitality of others to replenish their own.

Though Dark Knights are not inherently evil, the almost vampiric nature of their abilities have made them the subject of intense fear and distrust for countless years. More rumors surround this Job than almost any other; some gossips claim their powers stem from a pact with a devil, others that they age each time they use their abilities, eventually dying a wizened husk once the last drop of life is spent.

Understandably, most Dark Knights are happy enough to encourage these tales, even play them up by donning baroque, spike-encrusted outfits designed to strike fear into the hearts of weaker-willed opponents. Such armor is typically forged from darksteel, an alloy of iron infused with Shadow energy during its creation in order to protect the wearer from the effects of his own attacks. Indeed, darksteel is so fundamental to Dark Knights' arms and armor that the material has become almost synonymous with the Job; other professions generally shy away from darksteel equipment, lest they fall victim to the same stigma that has bedeviled this poorly-understood profession for centuries.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Dark Knight	+12	+10	+9	+8	+9	+12

JOB PROFILE

Representatives: Cecil Harvey (*FFIV*), Goffard Gafgarion (*FFT*), Dark Knight Job (*FFX-2*, *FFX*), Fell Knight Job (*FFT*)

HP Die: d10

MP Die: d6

Weapons: Axes, Greatswords, Knives, Light Swords, Polearms, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

FELLBLADE

The Dark Knight's domain is one of darkness, fire, and malaise, a hellish trifecta of attacks designed to overwhelm an unprepared opponent in the space of an instant.

DARKSIDE

LEVEL 1

Target: Single

Type: Fast Action

The Dark Knight rushes at the target, blade burning with black fire as his life force begins to drain into the steel. As he strikes, the black fire grows in intensity, coalescing into a powerful explosion. *Darkside*

inflicts **200%, Armor** Shadow Elemental damage on the target, striking automatically. Each use of *Darkside* reduces the Dark Knight's current HP by **25%** of its maximum value. This damage cannot be reduced or prevented by anything except the Status Condition *Shield*.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Dark Knight can use his spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Destruction, Fire, Poison, Shadow

BLACK SKY

LEVEL 8

Target: Group

Type: Magic Ability (19 MP)

Holding his weapon at the ready, the Dark Knight unleashes his life force in rolling waves of negative energy. *Black Sky* inflicts **75%, Armor** Shadow Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Condition *Blind* (∞); roll separately for each eligible combatant in the targeted Group.

NIGHT SWORD

LEVEL 15

Target: Single

Type: Magic Ability (17 MP)

The Dark Knight lashes out, an attack that seems to strike at nothing but thin air. A second later, a baleful red eye opens above the target and begins weeping magical energy, building up a vicious blade of power that callously tears through the Dark Knight's hapless opponent. *Night Sword* inflicts **100%, Armor** Physical damage on the target, striking automatically. In addition, the Dark Knight regains a number of Hit Points equal to **50%** of the final damage dealt by the attack.

CORRUPTION

LEVEL 22

Target: Single

Type: Magic Ability (40 MP)

Noxious green gases pour from the Dark Knight's weapon as he makes his attack, forming a life-sapping mist that rapidly grows to swallow the target whole. *Corruption* inflicts **100%, Armor** Shadow Elemental damage on the target, striking automatically; in addition, it has a CoS of (**M. ACC - 50**), **M. Evasion** of inflicting the Status Condition *Zombie* on the target (∞).

DUSKBLADE

LEVEL 29

Target: Single

Type: Magic Ability (12 MP)

Shadow energy whirls around the target at the Dark Knight's behest, gathering speed before coalescing into the pitted, man-high blade of an ethereal bastard sword. In one swift motion, the blade pierces the target and fades away again. *Duskblade* inflicts **100%, Armor** Physical damage subtracted from the target's MP rather than HP, striking automatically. In addition, the Dark Knight regains a number of Magic Points equal to **50%** of the final damage dealt by the attack.

BEAST FLARE

LEVEL 36

Target: Group

Type: Magic Ability (65 MP)

Spheres of fire rush forth from the Dark Knight's weapon, rolling into position around the targets before detonating into blistering balls of heat and light. *Beast Flare* inflicts **(17 x MAG) + 4d8, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically.

CATASTROPHE

LEVEL 43

Target: Group

Type: Magic Ability (70 MP)

A swing of the Dark Knight's blade sends cascades of dark and icy particles roaring towards the enemy, a cloak of darkness that tears at the spirits of anything it touches. *Catastrophe* has a CoS of **(M. ACC - 50), M. Evasion** of canceling all Barrier- and Enhance-type Status Conditions currently active on the targeted Group, save for *Shield*. Roll separately for each eligible combatant.

NIGHTMARE

LEVEL 50

Target: Single

Type: Magic Ability (90 MP)

The Dark Knight coolly levels his sword at his chosen victim, summoning a column of choking vapors from the ground below. *Nightmare* inflicts **100%, Armor** Shadow Elemental damage on the target, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Conditions *Curse* **(4)**, *Mini* **(∞)**, *Poison* **(∞)**, and *Sleep* **(4)**; roll separately for each Status Condition.

DEMON SLICE

LEVEL 57

Target: Single

Type: Magic Ability (125 MP)

Extending a hand, the Dark Knight sends a single bolt of negative energy jetting towards the target. Yet this is only warm-up; before the smoke from the strike has even had time to clear, the Dark Knight is in motion again, whirling like a dervish as he rushes at his disoriented foe and rains down a hurricane of attacks. *Demon Slice* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting **(Target's Current HP / 2)** Magical damage on the target. Regardless of the targets current HP, *Demon Slice* can never inflict more than 999 damage. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Sap* **(4)**.

SOUL EATER

LEVEL 64

Target: Group

Type: Magic Ability (175 MP)

For a split second, the battlefield is shrouded in impenetrable darkness as the Dark Knight opens a yawning void above his foes and man-sized fragments of onyx begin thundering down. *Soul Eater* has a flat CoS of **30%** instantly reducing all opponents in the targeted Group to 0 HP, regardless of their current HP scores, Armor, or M. Armor ratings; roll separately for each eligible target. Treat this as a Death effect. Any target not affected in this manner takes **150%, Armor** Shadow Elemental damage instead.

風水士

Geomancer

In a world where man has the power to ignore the laws of nature, the Geomancer stands as a living reminder of why humanity discounts nature at its own peril. The Geomancer's domain is the earth itself, tapping into the tiny flickers of sentience in the slumbering power of a great mountain, the boiling fury of an active volcano, or the swift and capricious course of a fast-moving river. By strategically reawakening those dormant energies, Geomancers can gain control over the entirety of the natural world: animals, spirits, weather, and even geography bend to their will with nary a twinge of resistance.

The greater their proficiency, the more miraculous their feats become: an experienced Geomancer can summon a blizzard in the midst of a sea of fire, walk on quicksand, or make water fountain up from bone-dry desert soil. In ancient times, such powers could mean the difference between life and death for a village or town; geomancy and religion were often intertwined, and the act of calling up nature's power a thing of ritual, song, and dance. Today's Geomancers are far less likely to engage in such acts, though a few still 'enhance their focus' by painting themselves with mystical patterns or wielding ancient ceremonial bells reputed to resonate with the heartbeat of the world.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Geomancer	+10	+10	+10	+10	+12	+8

JOB PROFILE

Representatives: Geomancer Job (FFIII, FFV, FFT, FFTA2), Mog (FFVI), Elemental Job (FFTA, FFTA2)

HP Die: d8

MP Die: n/a

Weapons: Axes, Instruments, Knives, Light Swords, Polearms, Swords

Armor: Armwear, Hats, Helmets, Robes, Shields, Suits

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Wilderness

Expertise Formula: (Survival/Rating / 2) + Level + (MAG x 2)

GAIA

The power of nature is the only weapon a Geomancer ever truly needs.

GEOMANCY

LEVEL 1

Target: As Effect

Type: Fast Action

The secrets of geomancy allow a Geomancer to create useful and powerful effects by summoning the power of the land around him. When *Geomancy* is used, roll a d8 and consult the table below. Because the targets are determined by the individual effect, the Geomancer does not have to initially declare what he is targeting when *Geomancy* is used.

Table 4-8: Geomancy Results

RANK	1 - 7	8 - 21	22 - 35	36 - 49	50 - 64	65+
1	1 - 8	1 - 4	1 - 2	---	---	---
2	---	5 - 8	3 - 6	1 - 2	---	---
3	---	---	7 - 8	3 - 6	1 - 2	---
4	---	---	---	7 - 8	3 - 6	1 - 4
5	--	---	---	---	7 - 8	5 - 8

In this table, find the column with the appropriate Level range at the top, then see which Rank the roll produces. For instance, if the Geomancer was Level 28, he would fall in the 22 – 35 range. A roll of 1 or 2 would thus create a Rank 1 effect, 3 to 6 a Rank 2 effect, and 7 or 8 a Rank 3 effect.

What said effect does depends on the Geomancer's current surroundings. The next few pages contain five Ranks of effects for each the major terrain types encountered in the **FFRPG**: Plains, Forest, Mountains, Desert, Swamp, Water, Underground, Town, Lava, and Snow. Find the terrain type that best reflects the Geomancer's current surroundings, then find the appropriate Rank and resolve the effects as written.

? Geomancy in Action (1)

Luka is a Level 5 Geomancer and a recent addition to the party. In the midst of a pitched battle on an icy mountaintop, he decides to use his *Geomancy* Ability to even the odds a little. James, Luka's player, rolls a 4 on his d8, then checks the Geomancy Results table. At Level 5, he falls into the 1 – 7 range, meaning a roll of 4 produces a Rank 1 result. His current environment could fall under either the Snow or the Mountain terrain sets, but the GM judges that Snow is the more appropriate of the two. James checks the Snow listings and finds that Rank 1 for Snow is *Arctic Hare* – his powers have summoned a snow rabbit to heal the party.

A Geomancer can voluntarily 'reduce' his Level when determining results by declaring he is rolling at an effective Level lower than his current one. If so, *Geomancy's* results are calculated using the effective Level rather than the actual one.

? Geomancy in Action (2)

A few adventures later, Luka and company are back in themountains. A collapsing cliff face has left them stranded on the other side of a crevasse, and nobody in the current party has the means to cross it. The Rank 1 Mountain effect, however, gives the entire party Float – just the thing to overcome this obstacle. Unfortunately, Luka is now Level 24, which means that he would normally only have a 25% chance of getting a Rank 1 effect. James declares that he is using *Geomancy* at an effective Level of 6, allowing him to roll as per the 1 – 7 on the Geomancy Results table and giving him a 100% chance of getting the result he wants. Freed from the bonds of gravity, the party gently drifts over the crevasse and prepares to continue its journey...

GEOAWARENESS

LEVEL 1

Target: Self

Type: Support Ability

By tapping into the power of a given terrain, a Geomancer can not only harness useful effects in battle, but improve his effectiveness in more mundane tasks as well. *Geoawareness* allows the Geomancer to gain a **+(SPR x 2)** Enhancement Bonus on any Task Check where intimate knowledge of the terrain would be beneficial. Some examples might include:

Water — *Swimming*

Snow — *Survival, Navigation*

Mountains — *Climbing*

Towns — *Inquiry, Traps*

Forests — *Navigation, Awareness*

Which Task Checks are eligible for *Geoawareness* is left to the GM's discretion, though the Geomancer should be able to argue for why a specific Task Check would be eligible. *Geoawareness* cannot be used to improve rolls made for *Geotrance*.

LIGHT STEP

LEVEL 1

Target: Self

Type: Support Ability

Knowing a terrain means knowing where to tread. *Light Step* allows the Geomancer to ignore the effects of Difficult terrain and treat Adverse terrain as merely Difficult.

GEOTRANCE

LEVEL 1

Target: Self

Type: Support Ability

Once a Geomancer gains intimate knowledge of a terrain, its powers remain with him throughout his travels. *Geotrance* is used in conjunction with *Geomancy*, and allows the Geomancer to replace the terrain he is currently in with another one of his choosing when resolving *Geomancy*'s effects. At Level 1, Geomancers can choose from Plains, Forest, and Town; every 8 Levels beyond that, the Geomancer may add one terrain he has previously used *Geomancy* in to this list.

! Starting Geotrances

With the GM's consent, a starting Geomancer may replace the standard terrains available at Level 1 with a list of their own choosing. The player receives three 'picks' for terrain selection; Plains, Forest, Mountains, or Town take up one pick each, while Desert, Swamp, Water, and Underground take two picks. Snow and Lava are not available at character creation.

The Geomancer's player must declare that he is using *Geotrance* as well as the terrain being invoked, then make an unmodified Task Check against his current *Survival* Skill Rating. A failure or Botch means that *Geotrance* has failed; the Geomancer's Action is wasted. If the roll is successful, the player rolls a d6 and consults the Geomancy Results table to see which effect he has triggered.

? Geotrance in Action

Still later, Luka is facing a pair of Ice Elementals in the midst of a raging blizzard. While Luka is now Level 30, most of Luka's Snow effects are useless in the face of the Elementals' superior cold resistance. James chooses to use *Geotrance* and summon up Lava instead. He makes a Task Check against *Survival* and easily passes; he then rolls a 3 on a d6 and checks the 22 – 35 column in the Geomancy Results table. A '3' here means Luka has triggered a Rank 2 effect; normally, this would be *Icicle*, but as Luka is using the Lava terrain set, the result is *Shining Air*.

GEOAWARENESS+

LEVEL 30

Target: Self

Type: Support Ability

By further refining his mastery over nature, a Geomancer can bestow its benefits on others. At Level 30, a Geomancer's *Geoawareness* can give all allies a **+(SPR x 2)** Enhancement Bonus for any Task Check the Geomancer is using *Geoawareness* on.

LIGHT STEP+

LEVEL 30

Target: Self

Type: Support Ability

With improved command over the principles of geomancy, a Geomancer can find footing on any ground. At Level 30, *Light Step+* allows the Geomancer to treat Lava as Adverse terrain, swim in Deep Water without penalty, and ignore any damage that would normally be dealt by terrain.

TERRAINS AND EFFECTS

The following section describes the criteria for each terrain category, as well as the *Geomancy* effects they produce.

PLAINS

Open areas of relatively level and dry ground where grass and scrubland are the dominant plant life. Temperatures in this terrain can range from temperate to sub-tropical. Colder grasslands such as taiga will generally use the Snow terrain set, while hotter, drier grasslands such as steppe may use the Desert set.

RANK 1 – Plasma

Iridescent columns of pure energy erupt from the ground around the target. *Plasma* inflicts (2 x MAG) + d8, M. Armor Lightning Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 – Gusty Wind

Gale-force winds assail the target. *Gusty Wind* inflicts (8 x MAG) + 2d10, M. Armor Wind Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Slow* (6).

Target: Single

RANK 3 – Pitfall

A crevice pulls open beneath the Geomancer's foes, unceremoniously dropping them into a gaping pit. *Pitfall* inflicts (12 x MAG) + 5d8, M. Armor Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Immobilize* (6).

Target: Group

RANK 4 – Sunbath

Golden light shimmers and dances over the battlefield. *Sunbath* restores (16 x MAG) + 4d10 Hit Points to all active allies.

Target: Party

RANK 5 – Tempest

A roaring, towering cyclone bears down on the target. *Tempest* has a CoS of (M. ACC - 50), M. Evasion of instantly reducing the target to 1 HP, regardless of their current HP scores, Armor, or M. Armor ratings. Treat this as a Death effect. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Meltdown* (2); roll separately for each Status.

Target: Single

FOREST

Terrain marked by extensive tree growth. Forests can range in size from a small wood to a sprawling rainforest, and cover a wide range of climate types. Colder, snow-blown forests can use the Forest or Snow terrain sets, while moist, water-logged jungles qualify as both Forest and Swamp, depending on the party's current location.

RANK 1 – Leaf Swirl

Whipped up by the wind, a cloud of razor-sharp leaves encircles a single foe. *Leaf Swirl* inflicts (1 x MAG) + d8, M. Armor Magical damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Sleep* (6).

Target: Single

RANK 2 – Will O' The Wisp

Glowing spirits converge on the Geomancer's enemies in a disorienting dance, burning a single target with spectral fire. *Will O' The Wisp* inflicts (8 x MAG) + 3d8, M. Armor Fire Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (4).

Target: Single

RANK 3 – Wild Bear

A feral bear appears from the undergrowth, radiating sylvan energy. *Wild Bear* removes negative Status Conditions from one combatant as if they had been targeted by *Esuna*.

Target: Single

RANK 4 – Tanglevine

Brambled vines of ivy shoot out of the ground, catching the Geomancer's enemies in a thorny embrace. *Tanglevine* inflicts (16 x MAG) + 4d10, M. Armor Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stop* (4).

Target: Group

RANK 5 – Branch Spears

The forest shakes and shivers, seeming to come to life as sharpened branches begin to rain down on the battlefield. *Branch Spears* automatically strikes 1d6 times, each strike inflicting (10 x MAG) + 5d8 Magical damage on one randomly determined combatant in the targeted Group.

Target: Group

MOUNTAINS

Rocky, elevated terrain with cooler temperatures and sparse, if not outright non-existent, vegetation. At the highest elevations, air temperature can drop to freezing levels and sharp winds frequently blow; these conditions may qualify for the Snow terrain set.

RANK 1 – Gust

A blast of mountain air lifts the party off its feet, suspending it in mid-air. *Gust* bestows the Status Condition *Float* on all active combatants in the current Party (4).

Target: Party

RANK 2 – Collapse

Jagged columns of rock shoot up around the target, trapping it in a rapidly-shrinking stone cocoon. *Collapse* inflicts (8 x MAG) + 3d8, **M. Armor** Earth Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Petrify* (4).

Target: Single

RANK 3 – Tremor

The Geomancer calls violent tremors to shake the battlefield. *Tremor* inflicts (12 x MAG) + 5d8, **M. Armor** Earth Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Confuse* (6); roll separately for each eligible combatant.

Target: Group

RANK 4 – Sonic Boom

A tremendous thunderclap echoes across the battlefield, distracting and disorienting all opponents. *Sonic Boom* has a CoS of (M. ACC - 50), **M. Evasion** of reducing the current Hit Points of all active combatants in the targeted Group by 50%. Treat this as a Gravity-type effect. It also has CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Silence* (6); roll separately for each Status and eligible combatant.

Target: Group

RANK 5 – Landslide

Set into motion by the Geomancer's power, a crushing wave of dirt and debris sweeps over the battlefield. *Landslide* inflicts (24 x MAG) + 5d10, **M. Armor** Earth Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of reducing all combatants' current Initiative by 50%; roll separately for each eligible combatant.

Target: Group

DESERT

Dry areas of often intense heat and relatively little plant growth. Sand and dust are an omnipresent feature of the landscape, and are easily whipped up by passing winds.

RANK 1 – Vacuum Blade

A howling crescent of wind scythes across the battlefield, cutting into a single foe. *Vacuum Blade* inflicts (3 x MAG) + d8, **M. Armor** Wind Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 – Quicksand

The ground beneath the target gives way, turning into a sucking pit of quicksand. *Quicksand* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Conditions *Immobilize* (6) and *Sap* (6); roll separately for each Status.

Target: Single

RANK 3 – Sand Storm

A howling wind picks up and sweeps across the battlefield, assailing the Geomancer's foes with a veil of sand and small stones. *Sand Storm* inflicts (14 x MAG) + 5d8, **M. Armor** Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Blind* (6); roll separately for each eligible combatant in the targeted Group.

Target: Group

RANK 4 – Antlion

A monstrous antlion surfaces in the midst of the enemy, clamping down on an unfortunate target with jaws tough enough to crack boulders before digging its way back into the earth. *Antlion* has a CoS of (M. ACC - 50), **M. Evasion** of instantly reducing the target to 0 HP, regardless of their current HP score, Armor, or M. Armor rating; treat this as a Death effect. If the target survives, *Antlion* has an additional CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Berserk* (6).

Target: Single

RANK 5 – Desert Storm

Called up by the Geomancer's powers, a chaotic vortex of heat, wind, and sand forms in the battlefield, building in power before roaring towards the party's foes. *Desert Storm* inflicts (26 x MAG) + 5d10, **M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Slow* (6); roll separately for each eligible combatant.

Target: Group

SWAMP

Low-lying wetlands with relatively little solid ground. A swamp can be composed primarily of mud, slow-moving, or stationary shallow water, and often features a rich array of vegetation. Jungles with high levels of rainfall or tree growth close to a body of water can also exhibit swamp-like terrain.

RANK 1 — Poison Mist

Deadly vapors bubble up from the mire, drawing a choking veil over a single foe. *Poison Mist* inflicts (3 x MAG) + d8, **M. Armor** Bio Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Poison* (∞).

Target: Single

RANK 2 — Marsh Lights

An eerie mystical haze rises from the fetid waters to envelop the battlefield. *Marsh Lights* gives all active combatants in the Geomancer's current party a +30 bonus to their **M. Evasion** (4).

Target: Party

RANK 3 — Bottomless Bog

The ground suddenly shifts beneath the Geomancer's foes, leaving them at the mercy of the swamp's sucking waters. *Bottomless Bog* inflicts (14 x MAG) + 4d10, **M. Armor** Water Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Condemned* (4).

Target: Group

RANK 4 — Ignus Fatuus

A ghostly, ominous shape slowly materializes and drifts into the melee, shining its strange light all the while. *Ignus Fatuus* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Conditions *Venom* (4) and *Zombie* (4); roll separately for each Status.

Target: Single

RANK 5 — Bindweed

With a shudder and a scream, the swamp itself seems to come alive, trapping the Geomancer's foes in a tangle of tree branches, crawling vines, and slithering fauna. *Bindweed* inflicts (26 x MAG) + 5d10, **M. Armor** Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Disable* (6); roll separately for each eligible combatant.

Target: Group

WATER

Large bodies of fresh- or saltwater, ranging from small lakes to great rivers and the mighty ocean itself. Smaller water-based features, such as a pond found in a forest or a mountain stream, generally do not qualify as Water terrain unless they are prominently involved in a battle.

RANK 1 — Plasma

Iridescent columns of pure energy erupt from the ground around the target. *Plasma* inflicts (2 x MAG) + d8, **M. Armor** Lightning Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 — Waterfall

Soothing droplets of water cascade down on the Geomancer's comrades. *Waterfall* restores (6 x MAG) + 3d8 Hit Points to all active allies.

Target: Party

RANK 3 — Sliprain

Bright light refracts in a mysterious pattern through the water, disorienting all who behold it. *Sliprain* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Conditions *Confusion* (4) and *Blind* (4); roll separately for each Status.

Target: Group

RANK 4 — Torrent

A globe of sludgy, putrid green detaches from the water's surface and sails towards the enemy, crashing into them in an explosion of filth and mire. *Torrent* inflicts (14 x MAG) + 5d8, **M. Armor** Water Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Toad* (4); roll separately for each eligible combatant.

Target: Group

RANK 5 — El Niño

Unleashed by the Geomancer's power, the fury of the deeps washes over the battlefield in an unstoppable tidal wave. *El Niño* inflicts (26 x MAG) + 5d10, **M. Armor** Water Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Confuse* (4); roll separately for each eligible combatant.

Target: Group

UNDERGROUND

Covers subterranean areas both natural and artificial, including, but not limited to, caverns, tunnels, and ruined underground complexes. These environments tend to see little sunlight, making them both cool and frequently damp. Abandoned buildings above ground may also qualify for this terrain set, provided they are in an advanced state of disrepair.

RANK 1 – Phantom

A fearful apparition emerges from the darkness, its body shining with such intensity that all who see it run the risk of being struck blind on the spot. *Phantom* inflicts **(3 x MAG) + d8, M. Armor** Shadow Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Blind* (6).

Target: Single

RANK 2 – Will O' The Wisp

Glowing spirits converge on the Geomancer's enemies in a disorienting dance, burning a single target with spectral fire. *Will O' The Wisp* inflicts **(8 x MAG) + 3d8, M. Armor** Fire Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Confuse* (4).

Target: Single

RANK 3 – Earth Heal

Greenish-brown dust swirls forth from nowhere, settling onto the Geomancer's comrades. *Earth Heal* restores **(14 x MAG) + 5d8** Hit Points to all active allies.

Target: Party

RANK 4 – Contortion

Gray dust creeps up to cover the enemy, quickly hardening into a shell of solid rock. *Contortion* inflicts **(20 x MAG) + 4d10, M. Armor** Earth Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Stone* (∞); roll separately for each eligible combatant.

Target: Group

RANK 5 – Cave-In

A dangerous rumble tears through the cavern; seconds later, man-size boulders begin crashing down. *Cave-In* automatically strikes 1d6 times, each strike inflicting **(10 x MAG) + 5d8** Physical damage on one randomly determined combatant in the targeted Group.

Target: Group

TOWN

Buildings and areas of habitation constructed by intelligent life. Because of its broad focus, this terrain set encompasses everything from ancient temples to bustling metropolitan areas. A building or complex does not have to be in active use to qualify for this terrain type, but must be in good repair; if it is collapsing or crumbling, it should be treated as belonging to the Underground terrain set.

RANK 1 – Mindia Rabbit

A small creature with a great cotton tail and large, feathery ears prances up from behind the party. Its eyes glow, and in an instant the Geomancer has an intimate knowledge of a single foe. *Mindia Rabbit* allows the Geomancer to see the targeted combatant's Level, Monster Type (if applicable), current and maximum HP and MP values, Absorbances, Immunities, Resistances, Weaknesses and Status Immunities. Opponents who are immune to the effects of *Scan* will also be immune to *Mindia Rabbit*.

Target: Single

RANK 2 – Will O' The Wisp

Glowing spirits converge on the Geomancer's foes in a disorienting dance, burning a single target with spectral fire. *Will O' The Wisp* inflicts **(8 x MAG) + 3d8, M. Armor** Fire Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Confuse* (4).

Target: Single

RANK 3 – Wind Slash

Howling storm spirits swirl about the enemy, calling down crackling bolts of lightning upon all and sundry. *Wind Slash* inflicts **(12 x MAG) + 5d8, M. Armor** Lightning Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Disable* (6).

Target: Group

RANK 4 – Tapir

A snuffling, piglike creature shimmers into existence in front of the Geomancer, sizing up the party before showering them with bubbles of vital of energy. *Tapir* removes negative Status Conditions from the Geomancer and all active allies as if they had been targeted by *Esuna*.

Target: Party

RANK 5 – Tempest

An unstoppable cyclone roars across the battlefield. *Tempest* has a CoS of **(M. ACC - 50), M. Evasion** of reducing the targeted combatant to 1 HP, regardless of their current HP scores, Armor, or M. Armor ratings; treat this as a Death effect. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Meltdown* (2). Roll separately for each effect.

Target: Single

LAVA

Areas of extreme heat. Typically volcanic terrain, though fierce blazes, industrial structures such as blast furnaces and magical fire may qualify for this terrain set.

RANK 1 — Flame Blast

Flames unceremoniously explode around a single target. *Flame Blast* inflicts **(6 x MAG) + 2d8, M. Armor** Fire Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 — Shining Air

The air around the Geomancer's foes begins to heat up, turning the battlefield into a shimmering array of mirages. *Shining Air* bestows the Status Condition *Ruse* on all allies in range **(4)**.

Target: Party

RANK 3 — White Flame

Holy fire engulfs the target, searing away sickness and injury with an intense blaze of life. *White Flame* bestows the Status Condition *Reraise* (**∞**), and may not target the same combatant more than one per battle or Scene.

Target: Single

RANK 4 — Magma

Columns of burning lava erupt underneath the Geomancer's foes, spreading fiery destruction throughout the immediate area. *Magma* inflicts **(24 x MAG) + 4d12, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Heat* **(2)**.

Target: Group

RANK 5 — Prominence

An explosion of white-hot fury engulfs the target, searing it within an inch of its life. *Prominence* inflicts **(28 x MAG) + 5d8, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Elemental Weakness: Fire* **(6)**.

Target: Group

SNOW

Areas of extreme cold, typically at freezing point or below. Includes environments with high levels of snowfall, though cold tundra and terrain such as icebergs and glaciers also qualify for this set.

RANK 1 — Arctic Hare

A small, white-furred rabbit burrows out of the snow, rubs noses with a single combatant, and then vanishes. *Arctic Hare* restores **(3 x MAG) + 2d6** Hit Points to the targeted combatant.

Target: Single

RANK 2 — Icicle

Blades of extreme cold stab up from under the Geomancer's foes. *Icicle* inflicts **(10 x MAG) + 4d8, M. Armor** Ice Elemental damage on all active combatants in the targeted Group, striking automatically.

Target: Group

RANK 3 — Ice Storm

The air around the Geomancer's opponents begins to chill to absolute zero, assailing all in range with bitter, crippling cold. *Ice Storm* inflicts **(16 x MAG) + 5d8, M. Armor** Ice Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Silence* **(6)**.

Target: Group

RANK 4 — Avalanche

A shower of snow, ice, rocks, and debris descends, burying a single unfortunate victim. *Avalanche* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Frozen* **(2)** and *Curse* **(6)**; roll separately for each Status Condition.

Target: Single

RANK 5 — Ice Pillar

Spears of sharp, polished ice rain down on the target, mercilessly skewering it. *Ice Pillar* inflicts **(28 x MAG) + 5d8, M. Armor** Ice Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Elemental Weakness: Ice* **(6)**.

Target: Single

魔法剣士

Magic Knight

At a distance, they look like any other swordsman — only when the Black Magic begins to course through their blades does their true nature emerge. Magic Knights are initiates in a mysterious and secretive order of magical swordsmen gifted with the ability to store spells within their weapons, leaving them capable of turning a simple sword-slash into flaming devastation, clouds of toxin, or black holes capable of warping reality itself.

Because the nature of their magic requires them to get up close and personal with foes, Magic Knights are warriors first and sorcerers second. While a handful of Mages dabble in the Magic Knights' signature art, only the Knights themselves have the arms mastery needed to exploit it to its fullest; even when stripped of her magical abilities, a Magic Knight can still hold her own against a Swordmaster or Fighter.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Magic Knight	+12	+10	+10	+10	+6	+12

JOB PROFILE

Representatives: Mystic Knight Job (*FFV*), Adelbert Steiner (*FFIX*), Warrior Dressphere (*FFX-2*)

HP Die: d8

MP Die: d8

Weapons: Axes, Bows, Flails, Gloves, Greatswords, Knives, Light Swords, Polearms, Rods, Staves, Swallows, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

SPELLBLADE MAGIC

Spellblade Magic gives the Magic Knight a versatile arsenal of enchantments, allowing them to tailor their attacks to foes' weaknesses with absolute precision.

SPELLBLADE

LEVEL 1

Target: Self

Type: Magic Ability

Magic Knights can cast Spells from the Spellblade Magic list in **Chapter 8**. Like Blue and Summon Magic, Spellblade Magic has no discrete Levels, but is organized into four tiers according to effect: Elemental, Status, Effect, and Ultimate. As the Magic Knight gains Levels, she will gain the option of choosing Spells from each of these tiers.

While players can choose which Spells they gain when they qualify for new ones, each Spell has its own Level requirement. The Status effect *Stone Strike*, for instance, can only be acquired if the Magic Knight is at Level 43 or higher, even though the Magic Knight first gains access to Status effects at Level 1.

Because they simply enhance the Magic Knight's basic attacks, most Spellblade magics can score Critical Hits in the same manner as

normal Attack Actions. Their effects also stack with a number of Weapon Equipment Abilities — *Auto-[Status]*, *+ [x] [Attribute/Combat Statistic]*, *Break Damage Limit*, *Critical+*, *Critical++*, *[Element] Enhancer*, *Sensor*, and the special rules associated with Ultima Weapon and the Valiant Knife. All other Equipment Abilities on the Weapon are ignored.

KNIGHT'S LEVEL	NEW SPELLS GAINED
1	Status x 1, Elemental x 1
8	Status x 1, Elemental x 1
15	Status x 2, Elemental x 1
22	Status x 1, Elemental x 1, Effect x 1
29	Status x 1, Elemental x 1, Effect x 1
36	Status x 2, Elemental x 1, Effect x 1
43	Status x 2, Elemental x 1, Effect x 2
50	Status x 1, Elemental x 1, Effect x 1, Ultimate x 1
57	Status x 1, Elemental x 1, Ultimate x 1
64	Status x 2, Ultimate x 1

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Magic Knight can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Earth, Elemental Manipulation, Fire, Holy, Ice, Lightning, Poison, Shadow, Water, Wind

SOS SKILL

When danger looms, Magic Knights can protect themselves in the blink of an eye.

SOS-SHELL

LEVEL 1

Target: Self

Type: Support Ability

Due to their heavy reliance on spellcasting, Magic Knights are taught from early on how to prepare anti-magic barriers at a moment's notice — as much to protect them from the sorcery of an opponent as the potentially devastating consequences of a miscast Spellblade effect. *SOS-Shell* takes effect when the Magic Knight's current Hit Points are reduced to **25%** or lower of their maximum value, bestowing the Status Condition *Shell*. The Status Condition is automatically canceled once the Magic Knight's current Hit Points are more than **25%** of their maximum value. This Ability stacks with *SOS-Protect* and *SOS-Haste*.

SOS-PROTECT

LEVEL 15

Target: Self

Type: Support Ability

As they begin to gain hands-on combat experience, Mystic Knights quickly learn how to broaden their reflexive defenses. *SOS-Protect* takes effect when the Magic Knight's current Hit Points are reduced to **25%** or lower of their maximum value, bestowing the Status Condition *Protect*. The Status Condition is automatically canceled once the Mystic Knight's current Hit Points are more than **25%** of their maximum value. This Ability stacks with *SOS-Shell* and *SOS-Haste*.

SOS-HASTE

LEVEL 40

Target: Self

Type: Support Ability

A savvy Magic Knight knows that speed is of the essence, particularly when death is near. *SOS-Haste* takes effect when the Magic Knight's current Hit Points are reduced to **25%** or lower of their maximum value, bestowing the Status Condition *Haste*. The Status Condition is automatically canceled once the Magic Knight's current Hit Points are more than **25%** of their maximum value. This Ability stacks with *SOS-Shell* and *SOS-Protect*.

忍者

Ninja

The Ninja is a warrior of shadow, combining the talents of infiltrator, spy, and assassin in a single finely-trained body. Ruthlessly independent by nature, Ninja are schooled from early on in the virtues of silent action and caution, the art of killing from a distance as well as a hair's breadth away. To do so, they make use of a wide range of tools: scrolls and powders imbued with magical properties, compact bombs for clearing away obstacles or stubborn opponents, deadly throwing stars, and much more besides.

In the old days, Ninja served a feudal lord, dispatching political enemies and gathering intelligence at his behest. Today, they are more likely to be mercenaries, selling their skills out to the highest bidder. Few, if any, worry about the ethics of their actions — cold-hearted amorality is the Ninja's stock in trade, a trait that accounts for much of their power and mystique. Nor are they team players by any stretch of the imagination; they are trained to work alone and rely only on themselves in battle. But parties willing to overlook the Ninja's more selfish edges will find them to be superbly versatile combatants capable of matching — and mastering — the most overwhelming challenges.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Ninja	+10	+8	+12	+12	+10	+8

JOB PROFILE

Representatives: Edward Geraldine “Edge” Eblan (*FFIV*), Clyde “Shadow” Arwyny (*FFVI*), Ninja Job (*FFI*, *FFIII*, *FFV*, *FFXI*, *FFT*, *FFTA*)

HP Die: d8

MP Die: d6

Weapons: Boomerangs, Claws, Flails, Katana, Knives, Ninja Blades

Armor: Armwear, Hats, Suits

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Thievery

NINJUTSU

Ninjutsu is the Ninja Art, a blend of mysticism and martial technique that emphasizes the destruction of an opponent at any cost.

THROW

LEVEL 1

Target: Single

Type: Support Ability

Fast and discreet, throwing weapons are a natural favorite among Ninja, who are trained from early on to wound and kill with any projectile they can lay their hands on. *Throw* allows the Ninja to launch a single Weapon or Throwing Weapon at an opponent with devastating force and accuracy, striking automatically for **200%**, **Armor** damage. Damage for this attack is always calculated using the Ninja's STR Attribute, even with Weapons whose damage code normally defaults to MAG or AGI, and may ignore the Damage Cap. Equipment Abilities are ignored unless a Throwing Weapon was used; in this case, they apply as normal.

This technique does come with a price, however. Any Weapon used in conjunction with *Throw* breaks on impact and cannot be retrieved after it has been thrown. This includes Artifact and Unique-type Weapons — even these rare relics cannot stand up to the Ninja's throwing arm.

DUAL WIELD

LEVEL 1

Target: Self

Type: Support Ability

Because they operate alone, many Ninja prefer to wield paired weapons in order to scrape up a fighting chance against multiple opponents. *Dual Wield* may be used to equip a Weapon in the Shield Slot as per the *Two Weapons* Skill. With two Weapons equipped, the Ninja will strike twice when making an Attack Action against a target; calculate damage for each Weapon as if the Ninja had made two separate attacks, rolling to hit for each as normal.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Ninja can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Earth, Elemental Manipulation, Fire, Illusion, Lightning, Water

UTUSEMI

LEVEL 8

Target: Self

Type: Slow Action (4)

The Ninja clasps his hands together in a meditative pose, standing utterly still even as his outline begins to swim and blur. *Utusemi* bestows the Status Condition *Agility Up* (6).

KATON

LEVEL 15

Target: Single

Type: Magic Ability (28 MP)

Focusing the power of the elements, the Ninja calls up a sudden, stabbing eruption of flame beneath the target. *Katon* inflicts (12 x MAG) + 3d6, M. Armor Fire Elemental damage on the target, striking automatically; in addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Confuse* on the target (4).

IMAGE

LEVEL 22

Target: Self

Type: Slow Action (8)

The Ninja's body begins to waver, becoming more and more indistinct until one lone figure has become a host of dark, obscure assassins. *Image* creates 4 silhouettes around the Ninja (6), each of which grants a +5 bonus to the Ninja's Evasion for as long as they remain in existence. Whenever the Ninja takes damage, reduce the number of silhouettes by one; *Image* may not be used again until all silhouettes have expired or been destroyed.

SUITON

LEVEL 29

Target: Single

Type: Magic Ability (46 MP)

Drawing on the power of the surrounding elements, the Ninja unleashes the might of the tide in a torrent of powerful ocean waves. *Suiton* inflicts **(16 x MAG) + 5d6, M. Armor** Water Elemental Magical damage on the target, striking automatically. In addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Silence* on the target **(4)**.

SHADOW STITCH

LEVEL 36

Target: Single

Type: Magic Ability (66 MP)

With a single hand-clap, the Ninja summons a burst of tiny needles to stitch the target's shadow to the ground, trapping it in place. *Shadow Stitch* has a CoS of **Mind, Evasion** of inflicting the Status Conditions *Disable* and *Immobilize* on the target **(4)**. Roll for both Status Conditions at once; either the target is affected by both or it is affected by neither.

RAITON

LEVEL 43

Target: Single

Type: Magic Ability (70 MP)

Summoning the might of the storm and skies, the Ninja calls down an arcing barrage of lightning to incinerate his foes. *Raiton* inflicts **(20 x MAG) + 4d10, M. Armor** Lightning Elemental damage on the target, striking automatically. In addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Blind* on the target **(4)**.

SUNKEN STATE

LEVEL 50

Target: Self

Type: Reaction

By temporarily harnessing the dark energies of the underworld, a skilled Ninja can sink into the ground to evade attacks, leaving only their shadow behind. When triggered, *Sunken State* has a flat CoS of **30%** of bestowing the Status Condition *Vanish* **(2)**.

Trigger: Physical damage targeting the Ninja.

DOTON

LEVEL 57

Target: Single

Type: Magic Ability (90 MP)

The Ninja slaps the ground with the palm of his hand, unleashing intense tremors that toss the target like a ragdoll. *Doton* inflicts **(24 x MAG) + 4d12, M. Armor** Earth Elemental damage on the target, striking automatically. In addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Slow* on the target **(4)**.

ELAN

LEVEL 64

Target: Self

Type: Support Ability

The Ninja slips into a trance-like state as he begins to soak in ambient *chi*, building a store of energy capable of supercharging his already formidable techniques. When using *Katon*, *Suiton*, *Raiton*, *Doton*, or *Shadow Stitch*, the Ninja may elect to add a Charge Time of 10 to the Ability's MP cost in order to empower the technique with *Elan*. If they choose to do so, the Ability's Target is changed from *Single* to *Group* for the duration of that Action. Once this is done, *Elan*'s effects expire.

パラディン

Paladin

The Paladin is a sacred knight, consecrated to the powers of light and dedicated to justice and virtue in their purest forms. Purged of any self-doubt and absolute in their devotion to their cause, these holy warriors form the unlikely middle ground between the White Mage's compassion and the Knight's fierce sense of honor. While all Paladins follow the same basic moral code, each Paladin has their own interpretation of it; some are crusaders dedicated to the extermination of evil in all its worldly forms, others focus their efforts on protecting the lives of those weaker than themselves. The one unifying factor in all is the strength of the Paladin's own beliefs; in sheer moral conviction, few professions can hope to rival them.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Paladin	+12	+13	+9	+8	+8	+10

JOB PROFILE

Representatives: Cecil Harvey (*FFIV*), General Beatrix (*FFIX*), Agrias Oaks (*FFT*), Paladin Job (*FFXI*, *FFTA*)

HP Die: d10

MP Die: d6

Weapons: Axes, Greatswords, Light Swords, Knives, Staves, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

HOLY SWORD

Protector, healer, fighter: the Paladin's talents extend in many directions.

COVER

LEVEL 1

Target: Single

Type: Fast Action/Reaction

The Paladin is a protector first and foremost, thinking nothing of placing herself in harm's way in order to shield a comrade. *Cover* allows the Paladin to select a single target to protect; once a target has been selected, *Cover* becomes a Reaction Ability. When triggered, *Cover* applies all damage that would otherwise be taken by the target to the Paladin instead, modifying for the Paladin's Armor as normal. *Cover* may only affect one target at any given time; switching targets or removing this protection is a Zero Action, but requires the Paladin to be able to use the Ability.

Trigger: The Ally being *Covered* is dealt Physical damage. Will not trigger if the Paladin is **25%** of maximum HP or lower herself.

SENTINEL

LEVEL 1

Target: Party

Type: Reaction

While Paladins can single out individual allies for protection, they are also trained to keep a close eye on the health of the party as a whole. When triggered, *Sentinel* applies all damage that would be

taken by the ally to the Paladin instead, modifying for Armor as normal. *Sentinel* does not affect use of *Cover*, but does not enhance its effects; *Cover* will always be used instead of *Sentinel* where applicable. If multiple combatants could use *Sentinel* on the same target, the one with the highest Hit Points will take the blow.

Trigger: An ally at **25%** or fewer of maximum HP is dealt Physical damage. Will not trigger if the Paladin is **25%** of maximum HP or lower herself.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Paladin can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Healing, Holy, Lightning

HALLOWED BOLT

LEVEL 8

Target: Group

Type: Magic Ability (22 MP)

The Paladin holds her sword to the heavens just as a lightning bolt slams down, guiding that blast of electrical fury straight into the midst of the enemy. *Hallowed Bolt* inflicts **75%, Armor** Lightning Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Silence* (4); roll separately for each eligible target.

HEALING WIND

LEVEL 15

Target: Group

Type: Magic Ability (34 MP)

Gusts of healing energy begin to whirl around the Paladin's body, building up in intensity until the entire party is enveloped. *Healing Wind* restores (9 x MAG) + 2d6 HP to all allies.

CLEANSING STRIKE

LEVEL 22

Target: Single

Type: Magic Ability (40 MP)

The Paladin thrusts her weapon forward, calling a spectral greatsword to erupt from the ground and skewer the target where it stands. *Cleansing Strike* inflicts **125%, Armor** Holy Elemental damage on the target, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Condemned* on the target (4).

ASTRA

LEVEL 29

Target: Single

Type: Magic Ability (46 MP)

The Paladin pours her ironclad resolve into a powerful magical barrier capable of shielding an ally from harmful influences. *Astra* bestows the Status Condition *Resist* (4), but this Status is automatically canceled the first time it protects the target from being afflicted with a Status Condition. If the target is struck by an attack that inflicts multiple Status Conditions at once, all Conditions will be blocked before *Astra's* effects dissipate.

SEAL EVIL LEVEL 36

Target: Single **Type:** Magic Ability (53 MP)

With a wave of her weapon, the Paladin unleashes a swarm of holy spirits, overwhelming the target with a barrage of purity and light. *Seal Evil* can only be used to target Undead and Demons, and has a flat CoS of **60%** of inflicting the Status Condition *Stone* (**∞**).

HOLY CIRCLE LEVEL 43

Target: Party **Type:** Magic Ability (61 MP)

The Paladin raises her weapon to the skies, calling down beams of divine light to empower the party. *Holy Circle* bestows the Status Conditions *Protect* (**4**) and *Holy Enhancer* (**4**).

JUDGMENT BLADE LEVEL 50

Target: Group **Type:** Magic Ability (90 MP)

The Paladin's blade cuts through the air, triggering a shower of ethereal crystals to entomb the enemy. *Judgment Blade* inflicts **125%, Armor** Holy Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Condition *Stop* (**2**); roll separately for each eligible combatant in the targeted Group.

DIVINE RUINATION LEVEL 57

Target: Group **Type:** Magic Ability (155 MP)

With a swing of her blade, the Paladin draws forth the divine energies of the earth itself, sowing panic and chaos among her foes as searing white pillars of light tear across the battlefield. *Divine Ruination* inflicts **150%, Armor** Holy Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Condition *Confuse* (**4**); roll separately for each eligible combatant in the targeted Group.

GREAT GOSPEL LEVEL 64

Target: Party **Type:** Magic Ability (200 MP)

Silver rain begins to fall on the battlefield, drenching all but the silently praying Paladin. Suddenly, the rain ceases; the Paladin rises, arms held aloft as dazzling sunlight bursts forth and cherubs descend from the heavens to bestow their blessings on the party. *Great Gospel* restores **(17 x MAG) + 4d8 HP** to all active combatants in the Party; in addition, it bestows the Status Condition *Wall* (**4**).

ルーンナイト

Rune Knight

The Rune Knight is a curious figure by anyone's reckoning, as much a warrior as a sorcerous lightning rod. Trained to counter the army-shattering effects of large-scale battle magic, they advance ahead of the main force, nullifying incoming spells and draining mana from opposing mages until the enemy's magical firepower has been utterly silenced. Once the Rune Knight's work is done, all that remains is to mop up; for better or worse, the tide of battle has irrevocably turned.

A successful Rune Knight is the sum of hereditary power, careful training, and unshakable resolve. Genetics and training allow a Rune Knight to intercept enemy magic and reduce it to raw mana and elemental power; resolve gives them the ability to work those talents in the face of impending fiery doom — or worse. Once absorbed, a spell can be promptly flung back at its caster or used as grist for the Rune Knight's extensive arsenal of mana-powered attacks; most Rune Knights have at least a little training in traditional spellcasting, though their swords remain their main means of offense.

To ordinary soldiers, experienced Rune Knights are an awesome and inspiring presence, a fearless aegis willing to put everything on the line for the good of his comrades. The trust and loyalty a Rune Knight enjoys makes him a natural leader; those that survive their often suicidal missions quickly advance up the chain of command, buoyed by tales of the selfless heroism so fundamental to the Job's abilities.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Rune Knight	+12	+10	+10	+10	+8	+10

JOB PROFILE

Representatives: Celes Chere (*FFVI*) Dycedarg Beoulve (*FFT*), Zalbaag Beoulve (*FFT*)

HP Die: d10

MP Die: d6

Weapons: Axes, Flails, Greatswords, Knives, Light Swords, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

COUNTER MAGIC

The Rune Knight's techniques were created to weaken, damage, and ultimately destroy any spellcasting target on the battlefield. To this end, the Rune Knight must confront his would-be targets head-on, using everything at his disposal to withstand the mystical onslaught.

RUNIC

LEVEL 1

Target: Self

Type: Fast Action

The Rune Knight's signature ability allows him to absorb magic by capturing it within weapons or armor inscribed with spell-binding runes, his weapon and breaking it down into raw mana for his own use. *Runic* affects all Red, Black, White, Time, and Blue Spells, except

those with Target: All; monster Abilities with an MP cost may also be affected. Once used, *Runic* absorbs the first eligible Spell or Ability used in the immediate vicinity, regardless of its source; that Spell or Ability has no effect and the Rune Knight gains MP equal to its original casting cost. If *Runic* has absorbed nothing by the time the Rune Knight's next turn comes up, its effects are lost; he must decide whether to use *Runic* again or take another Action.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Rune Knight can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Elemental Manipulation

RETURN MAGIC

LEVEL 36

Target: Single

Type: Reaction

As the Rune Knight gains experience, he learns to do more than simply break down magic to its constituent parts — with practice, he can copy and return sorcerous attacks in a split-second, giving enemy spellcasters a taste of their own medicine. When triggered, *Return Magic* has a CoS of $((\text{Level} / 2) + (\text{Spirit} \times 2))$ of allowing the Rune Knight to immediately cast the exact same Spell, targeting the original caster. Alternately, he may choose to gain a number of MP equal to the Spell's original casting cost. Neither option prevents the Rune Knight from suffering the effects of the affected Spell — these are calculated as normal. If the Rune Knight elects to return the Spell, the original caster will always be the only one affected by it, even if said Spell was Target: Group.

Return Magic is subject to the same restrictions as *Runic*: it cannot be used to counter Spells with Target: All, Summon Magic, or Spellblade Magic. The Rune Knight must also be able to cast Spells in order to be able to use *Return Magic*; Status Conditions such as *Silence* will seal this Ability until they are canceled.

Trigger: Arcane, Elemental, or Status spell or monster ability susceptible to *Runic*.

QUADRA MAGIC

LEVEL 64

Target: Group

Type: Support Ability

Further refinement of *Return Magic*'s principles permits veteran Rune Knights to turn a single hostile spell into a blistering volley of sorcery. *Quadra Magic* may be used whenever *Return Magic* triggers, and allows the Rune Knight to immediately cast the exact same Spell four times, each time targeting a randomly determined combatant in the original caster's Group. To do so, the Rune Knight must have enough MP to cast the relevant Spell three times; otherwise, *Return Magic*'s default effects are used instead. As with *Return Magic*, *Quadra Magic* does not prevent the Rune Knight from suffering the effects of the affected Spell — these are calculated as normal.

UNYIELDING SWORD

Powerful and brutal in equal measures, the Rune Knight's battle techniques turn excess mana into bone-crushing blows.

FURY BRAND

LEVEL 8

Target: Single

Type: Magic Ability (20 MP)

A trident of violent red energy thrusts up from under the target, emitting a single intense pulse as it disappears again. *Fury Brand* inflicts **100%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Berserk* (4).

STARDUST RAY

LEVEL 15

Target: Group

Type: Magic Ability (27 MP)

Glowing arrows of light form around the Rune Knight, trailing glitter as brilliant as the night sky as they begin whistling into the thick of the enemy. *Stardust Ray* inflicts **75%, Armor** Physical damage on all active combatants in the targeted Group, striking automatically. It also has a flat CoS of **30%** of inflicting the Status Condition *Spirit Break* (4); roll separately for each eligible combatant.

SHELLBURST STAB

LEVEL 22

Target: Single

Type: Magic Ability (35 MP)

The Rune Knight extends his weapon, shaping raw mana into a cruel glowing scimitar blade that callously cuts through the target before fading out. *Shellburst Stab* inflicts **(Target's Current MP)** Physical damage on the targeted combatant, striking automatically. Regardless of how many MP the target currently possesses, *Shellburst Stab* may never inflict more than 999 damage.

BLASTAR PUNCH

LEVEL 29

Target: Group

Type: Magic Ability (56 MP)

A glowing white axeblade descends from the heavens, crashing down onto the Rune Knight's foes with brain-shattering force. *Blastar Punch* inflicts **100%, Armor** Physical damage on all eligible combatants in the targeted Group, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Magic Break* (4).

VIPER BITE

LEVEL 43

Target: Single

Type: Magic Ability (70 MP)

Sickly green daggers warp into being around the Rune Knight's enemy, clamping down like the fangs of some great, spectral serpent. *Viper Bite* inflicts **125%, Armor** Physical damage on the target, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Venom* (4).

HELLCRY PUNCH

LEVEL 50

Target: Single

Type: Magic Ability (95 MP)

The Rune Knight unleashes his accumulated power and summons a monolithic greatsword from the depths of the earth, piercing his foe with an ice-blue edge of pure magic. *Hellcry Punch* inflicts **150%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Conditions *Power Break* (4) and *Silence* (4). Roll separately for each Status Condition.

ICEWOLF BITE

LEVEL 57

Target: Group

Type: Magic Ability (110 MP)

Summoned by the Rune Knight's power, a phantom longsword tears through the ground, ornately carved blade coruscating blue and red in turn before vanishing. *Icewolf Bite* inflicts **150%, Armor** Physical damage on all eligible combatants in the targeted Group, striking automatically. In addition, it inflicts **200%, Armor** Physical damage to the combatants' Magic Points. MP damage inflicted by *Icewolf Bite* may ignore the Damage Cap.