

“Your fate is in your hands.”

Auron
FINAL FANTASY X

Previous chapters and appendices have looked at the mechanical aspects of playing the FFRPG – the hard numbers which set out the capabilities of characters and their opponents in a concrete and definite manner. This Appendix tackles the opposite end of the spectrum, one where characters' actions are not determined by statistics, but by narrative convenience.

The material presented here may not be suited to every group, and depends on the willingness of both GM and players to create a mutually engaging experience; in groups with problematic players or a generally confrontational playstyle, opening the narrative up to player intervention can cause more trouble than it's worth.

KEY POINTS

The FFRPG is ultimately a game of cooperative storytelling; between the descriptions of the GM and the actions of the PC, a plot is created and events unfold. However, the GM still directs the majority of the action; the players' powers in shaping the story tend to be limited to the capabilities of their characters. Key Points offer a means of leveling the playing field, giving players the ability to 'dramatically edit' a story in progress by introducing elements and affecting the outcome of events.

Earning Key Points

Players earn Key Points through play; a certain number of them are 'guaranteed', but the majority will depend on how willing a player is to participate in and shape the game's plot. Potential sources of Key Points include:

Character Creation. Under ordinary circumstances, all newly-generated characters begin the game with no Key Points, and must earn these through play. The GM may, however, choose to award up to 2 Points to new characters – one for detailed, fleshed-out and interesting character writeups which evidence particular care and creativity; two for players who pull out all the stops by including artwork, fiction and other supplementary material with their final submission.

Traits. Traits – described later in this section – allow players to define the quirks, allegiances, edges, and hallmarks of their characters. Each character has a default 'package' of Traits based on their personality; playing the character in accordance with these

will earn a player 1 Key Point at the end of a session. Many Traits allow players to earn additional Key Points in exchange for permitting certain complications to enter their characters' lives; for instance, a character with the Trait *Beauty* can gain a dangerous admirer in exchange for 4 Key Points. Gains like these can offer many opportunities for good roleplaying and long-term plotlines, but should be agreed on by both player and GM before entering play. More details on how such situations are negotiated can be found further on.

Goals. Most players will outline one or more goals for their characters during creation. If a character is able to make headway towards fulfilling their goal during the course of a session, they gain a Key Point at the end.

Quest Rewards. In addition to the Gil, XP and equipment rewards given for completing a quest or adventure, GMs may also award one Key Point to all participating players.

Spending Key Points

Key Points are used to influence the course of events during a game. This is accomplished by giving them a wide variety of potential applications, including:

Traits. Most Traits allow players to spend Key Points in exchange for beneficial effects. For instance, a player with the Trait *A Face in the Crowd* can avoid detection in exchange for 1 Key Point. Unlike the negative aspects of Traits, their benefits can be used whenever the player desires, provided their use is appropriate at the time.

Performing feats of heroism. Breaking physical and mental limits to accomplish tasks they would never be able to master under normal circumstances is bread and butter for *Final Fantasy* heroes. By spending 3 Key Points during a session, a player can allow one of their characters to pass any one Attribute Check or Skill Test of their choice with a Critical Success – provided that success is applied to a suitably dramatic outcome. The watch-word here is 'heroic effort' – 'heroic' means disarming a city-leveling bomb at the four-second mark, supporting an entire two-story house with nothing but muscle power, or leaping a twenty-foot drop to catch a rope dangling from the side of a getaway vehicle. Successfully haggling down the price of a Longsword, on the other hand, lacks in the all-important drama department.

Invoking divine intervention. There are times in a story when a party is saved not by skill, but pure, blind luck. A pursuing car blows a tire or suffers an engine malfunction, letting the heroes make their getaway in the nick of time. A steep, featureless cliff suddenly sports a branch large enough for a falling character to snag, allowing them to escape certain death. Collapsing masonry reveals an ancient

teleporter seconds before the entire structure collapses. By spending a total of 5 Key Points as a group, the players can end a Scene with an outcome of their choosing. This, however, has two important restrictions. Firstly, the characters must be in actual and immediate life-threatening danger in order to invoke this option; secondly, it can only help characters escape the current circumstances. Dragging out divine intervention to give the Dark Lord a heart attack in the midst of a climatic confrontation is straight out of the question.

Obtaining clues. Should the PCs find themselves stranded in the middle of a session with no idea what to do, spending 1 Key Point as a group allows them to explicitly request a clue or pointer telling them where to proceed next. The easiest way for a GM to do so is to have a nondescript townspeople wander up to disperse terse-but-useful one-liners as *“Don Tonberry dislikes smoke!”* or *“You need a raft to cross the River Lethe.”* This service completed, the clue-giver returns from whence they came.

Cheating death. Death is a fact of life in the worlds of **Final Fantasy** — after all, no saga is truly complete without at least one tragic demise or inspiring sacrifice. However, the death of a leading character in a storyline can have major repercussions on the story as a whole, particularly for the unfortunate player now left scrambling for a replacement. By spending 12 Key Points, a player can restore their dead character to life or escape a situation which would otherwise kill the character outright. This ‘resurrection’ will never be an immediate one; if engaged in a battle, the character will not revive until after the battle is over and won. If caught in a certain-death situation, their survival will not be apparent until some time has passed — and the rest of the party has already given them up for dead.

How the character manages to escape the Reaper is left to the player to explain. It’s important to note, however, that cheating death doesn’t mean the would-be victim gets away scot-free. Broken bones and lingering wounds may leave the character bed-ridden or temporarily incapacitated — the narrow miss can even translate to permanent physical injuries and Disadvantages like *Blind* or *Crippled Arm*.

Making a comeback. Fewer actions are more dramatic than returning from the brink of death to turn surefire rout into victory. By expending 7 Key Points, a player may restore their character’s HP and MP to their maximum values and remove all Status Conditions, negative or otherwise. This is only an option if the character in question currently has 1 or more Hit Points remaining. Regardless of how many Key Points the character possesses, this option may not be used more than once in any given battle.

Buying off Disadvantages. Key Points can be used by players to circumvent Disadvantages possessed by their characters on a case-by-case basis. By paying a Key Point, a player can ignore one of their character’s Disadvantages for the duration of one Battle or Scene.

TRAITS

Few characters are identical. Though two Human Knights may share identical races and Jobs, one could be a noble and loyal servant of his liege; the other, a disgraced ex-soldier making his way as a cut-throat mercenary. In the **FFRPG**, many of these differences are defined through the use of **Dramatic Traits**, or ‘Traits’ for short.

Traits embody certain qualities of a character that can’t be represented through Skills, Attributes, or Abilities; ones which affect a character’s social interactions and adventuring life in both positive and negative ways. Though most are clear-cut ‘good’ or ‘bad’, some can work in both directions. A character with *Beauty* can easily turn heads — but also attract the unwelcome attentions of a lecherous local monarch. A member with *Status* in the prestigious White Crow Knights might command considerable respect in his native kingdom — but be a prominent target in others. The list goes on.

Though a player may take any number of Traits to round their characters off, it is best to limit them to five or six traits per character. In addition, the GM should feel at liberty to veto any Trait inconsistent with the character’s background and concept.

Basic Traits

The use of Traits allows **FFRPG** characters to develop complex, challenging quirks and hooks to further flesh out the party’s adventures. However, as with all things, it’s best to start small — for this reason, the first Trait every character takes is the one defining their basic personality. This is called their **Trait Package**, and bundles together ten one-word attributes — such as ‘Naive’, ‘Argumentative’, ‘Valorous’, or ‘Inquisitive’ — that describe the character’s general attitudes and responses. — These ten — ideally, five positive and five negative — attributes are called the **Key Traits**, and can be generated either by brainstorming or by defining them using the character’s birthdate and blood type as a shortcut.

ZODIAC TRAITS

Many cultures believe the stars a character is born under determines their personality — and destiny. Decide the day and month the character was born, then consult the list below to find what star sign the character falls under, noting down one or more of the Key Traits given for that sign’s profile to add to your character’s Trait Package.

[♊] CAPRICORN (DEC 22 – JAN 19)

Key Traits: Ambitious, conservative, hard-working, scrupulous, overbearing, egotistical, fatalistic, sulky.

Representatives: Laguna Loire, Cyan Garamonde, Strago Magus, Seifer Almay

[♈] AQUARIUS (JAN 20 – FEB 18)

Key Traits: Inventive, independent, logical, understanding, aloof, unpredictable, eccentric.

Representatives: Aerith Gainsborough, Setzer Gabbiani

[♉] PISCES (FEB 19 – MAR 20)

Key Traits: Intuitive, compassionate, emotional, sacrificing, pessimistic, overly chatty, emotionally constrained, impractical.

Representatives: Celes Chere, Rinoa Heartilly, Zell Dincht, Cid Highwind, Ward Zabac

[♊] ARIES (MAR 21 – APR 19)

Key Traits: Eager, courageous, independent, quick to anger, impatient, impulsive, violent.

Representatives: Gau

[♋] TAURUS (APR 20 – MAY 20)

Key Traits: Stable, practical, thorough, short-tempered, bull-headed, selfish, materialistic.

Representatives: Tifa Lockheart, Mog

[♌] GEMINI (MAY 21 – JUN 21)

Key Traits: Versatile, sociable, inquisitive, inventive, absent-minded, conniving, fidgety, short attention span.

Representatives: Marach Galthena, Construct 8.

[♍] CANCER (JUN 22 – JUL 22)

Key Traits: Supportive, sensitive, emotional, selfish, moody, manipulative.

Representatives: Kiros Seagull, Selphie Tilmitt

[♎] LEO (JUL 23 – AUG 22)

Key Traits: Proud, romantic, charismatic, ambitious, self-assured, idealistic, cruel, conceited, childish.

Representatives: Squall Leonhart, Cloud Strife, Edgar Roni Figaro, Sabin Rene Figaro

[♏] VIRGO (AUG 23 – SEP 22)

Key Traits: Practical, analytical, exacting, diligent, picky, cynical, snobbish, self-centered.

Representatives: Goffard Gaffgarion, Relm Arrowny

[♐] LIBRA (SEP 23 – OCT 23)

Key Traits: Sociable, tactful, persuasive, peace-loving, fair, indecisive, inconsistent, easily-deterred.

Representatives: Locke Cole, Quistis Trepe, Terra Branford

[♑] SCORPIO (OCT 24 – NOV 21)

Key Traits: Intense, motivated, resourceful, temperamental, intolerant, domineering, distrustful, secretive.

Representatives: Yuffie Kisaragi

[♒] SAGITTARIUS (NOV 22 – DEC 21)

Key Traits: Freedom-loving, straightforward, open-minded, philosophical, ethical, optimistic, enthusiastic, blunt, impatient, hot-headed, self-indulgent.

Representatives: Barret Wallace, Irvine Kinneas

BLOOD TYPE TRAITS

A character's Blood Type may seem like a trivial detail, but in Japanese popular culture, it is considered an important factor in determining a person's personality and temperament. For this reason, characters in games, television series, and comics will invariably have Blood Type listed along with their other 'vital statistics'. Select one of the Blood Types below and note down one or more of the Key Traits given for that Blood Type's profile to add to your character's Trait Package.

TYPE A

Key Traits: Conservative, reserved, patient, conformist, punctual, introverted, obsessive, stubborn, self-conscious, uptight.

Representatives: Yuffie Kisaragi, Vincent Valentine, Quistis Trepe, Irvine Kinneas, Ward Zabac

TYPE B

Key Traits: Creative, passionate, optimistic, flexible, forgetful, irresponsible, individualistic.

Representatives: Tifa Lockheart, Cid Highwind, Zell Dincht, Selphie Tilmitt, Laguna Loire

TYPE AB

Key Traits: Cool, controlled, rational, outgoing, popular, emphatic, aloof, critical, unforgiving, indecisive.

Representatives: Cloud Strife, Squall Leonhart

TYPE O

Key Traits: Ambitious, robust, self-confident, vain, insensitive, ruthless, arrogant.

Representatives: Aerith Gainsborough, Barret Wallace, Kiros Seagull, Seifer Almasy

COMPLETING THE TRAIT PACKAGE

Take the combined set of attributes you have generated and — if needed — add enough additional positive or negative traits to ensure the character has five of each. This is your character's final Trait Package.

Advanced Traits

Once the character's Trait Package has been put together, they can be assigned additional Traits to further flesh out personality, quirks, and plot hooks. These 'advanced' Traits are a little more complex, as most of them are bundles of possible effects and uses ownership of that Trait opens up.

For clarity's sake, these effects are divided into two categories:

Tied effects, whose use needs to be planned out in advance, and **Spontaneous** effects that can be used at any time — provided the circumstances are appropriate. Tied effects are discussed in more detail later in this appendix; for now, just note the effects themselves.

ORIGIN TRAITS

Origin Traits look at a character's origins and the potential impact these have on a storyline.

ANCIENT HISTORY

Effect: The character has a deep, abiding connection to an ancient civilization or vanished race. In many cases, such a heritage will not be obvious until later in the game; only when the party discovers fragments of said civilization will her knowledge and powers fully manifest themselves. While such ties will be useful to the party, they will also draw the attention of opponents scheming to use them for their own ends.

-1 Point (Spontaneous): By spending 1 Point, the character can activate a piece of ancient machinery, deduce the function of a mysterious mechanism, or decipher an important piece of text connected to her heritage.

-2 Points (Tied): By spending 2 Points, the character reveals or acquires a small relic or physical feature which ties to her heritage during the course of the session.

-1 Point (Tied): For 1 Point, a previously established relic or feature helps the character — or party — overcome an obstacle encountered during the course of the session.

+1 Point (Tied): For 1 Point, the character's heritage places her in serious danger during the course of the session.

FAMILY TIES

Effect: The character has a claim to greatness or notoriety through ancestors, parents, children, siblings, or extended relatives whose names and deeds are widely known.

-2 Point (Spontaneous): By spending 2 Points, the character can 'cash in' on the family name, turning a failed *Etiquette*, *Negotiation*, or *Leadership* roll into a success against anybody who is familiar with the character's family.

-2 Points (Tied): By spending 2 Points, the character's family connections help the character — or party — overcome an obstacle during the course of the session.

+4 Points (Tied): 4 Points are earned if events end up pitting the character against their family, cutting them off from the family's resources and goodwill. This effect cancels out this Trait.

NOBILITY

Effect: Noble blood runs through the character's veins, placing them a few notches above the average adventurer. Characters with this kind of background may not always have kingdoms and other holdings to call their own; in some cases, they may be illegitimate heirs or outcasts from their own domain.

-2 Point (Spontaneous): By spending 2 Points, the character can leverage favors from a loyal subject; a shelter for the night, transportation, items, or money.

-3 Points (Spontaneous): By spending 3 Points, a character with *Nobility* can establish a previous history between himself and any other monarch or member of a noble family upon first meeting them, turning them into old acquaintances.

SOCIAL TRAITS

Social Traits look at a character's social aspects — their loyalties to groups as well as the way society as a whole treats them.

ALLEGIANCE

Effect: The character belongs to a group or organization that may be capable of helping her out during the course of her travels — a mercenary group, a band of thieves, loyal vassals of a king or kingdom.

-2 Points (Tied): By spending 2 Points, a member of a group the character has membership with will appear during the course of the session to offer advice, small services, or items.

-3 Points (Tied): By spending 3 Points, members of a group the character has membership with will appear during the course of the session, helping her — or her party — overcome a challenge.

+1 Points (Tied): For 1 Point, the character will be called on to assist or perform services for their group during the course of the session.

+5 Points (Tied): For 5 Points, the character's organization turns against them, canceling out this Trait.

ALLY

Effect: The character has an ally — a partner, a mentor, a loyal servant, or simply a good friend — they can lean on in times of trouble. Specify who the ally is and what their relationship is based on when choosing this Trait.

-1 Point (Tied): By spending 1 Point, the character's ally surfaces during the course of the session, and is willing to do a small favor or offer basic items to help them out.

-2 Point (Tied): By spending 2 Points, the character's ally surfaces during the course of the session, and is willing to do a significant favor or offer an important item to help them out.

+4 Points (Tied): For 4 Points, the character's ally betrays him — and by extension, the rest of the party — during the course of the session, canceling out this Trait.

CONTACTS

Effect: The character has been knocking around long enough to pick up friends, acquaintances and contacts almost everywhere in the world; not always in the highest or most exalted of positions, but almost always useful in the right sort of situation.

-1 Point (Spontaneous): By spending 1 Point, the character can track down a contact in the current location. The GM should feel at liberty to veto this if there is no feasible way for the character to have a contact in that location. Note that knowing somebody doesn't automatically guarantee any special breaks or favors; just because the chief engineer of the Empire's new Doom Sphere happens to be your old drinking buddy doesn't mean he'll hand over the security card to the construction site without wrangling.

-2 Points (Spontaneous): By spending 2 Points, the character can upgrade a previously-established contact in the current location to a close acquaintance — one who's either well-disposed enough to help the party out or owes the character a few favors.

+1 Point (Spontaneous): 1 Point is earned if a previously established contact is a traitor or otherwise dangerous to the character's well-being.

DIVIDED LOYALTIES

Effect: Not everyone is as they seem. Though superficially loyal to the party, a character with this Trait is either a double agent or unsure of where her true allegiance lies — a fact the party's enemies can exploit when push comes to shove. Determine which group or cause the character has an additional allegiance to when taking *Divided Loyalties*.

-2 Points (Spontaneous): By spending 2 Points, the character can gain access to a useful piece of information or obtain a favor from whichever group she is secretly serving.

+1 Point (Tied): 1 Point is earned every time a character with *Divided Loyalties* passes on sensitive information about the party's activities to the enemy or otherwise covertly endangers the party.

+6 Points (Tied): For 6 Points, the character openly betrays her comrades during the course of the session, canceling out this Trait.

FAME

Effect: No matter where you go, it seems like everybody knows who you are — and what you've done. While the baying throngs awaiting you at each and every town may be good for the ego, the well-wishers aren't the only ones taking an interest.

+1 Point (Tied): For 1 Point, the character encounters serious problems as a result of being just a little *too* recognizable in public during the course of the session.

-1 Point (Spontaneous): By spending 1 Point, the character can use her celebrity to leverage a minor favor; directions, a piece of information, a low-key item such as a Potion.

-3 Points (Spontaneous): By spending 3 Points, the character can use her celebrity to leverage a significant favor; transportation, an honor guard, mid-to-high level items, money.

HUNTED

Effect: Somebody is after the character. Perhaps it's a crime lord looking to collect on a debt, or an evil sorcerer on the search for suitable a sacrifice; regardless of the reasons, the character will spend an inordinate amount of time dodging a seemingly endless stream of thugs, henchmen, and troublemakers. Player and GM should decide why the character is wanted in the first place, and whether the terms specify 'dead' or 'alive'.

+1 Point (Tied): For 1 Point, a weaker party or opponent will come after the character during the course of the session.

+2 Points (Tied): For 2 Points, a stronger party or opponent will come after the character during the course of the session.

+3 Points (Tied): For 3 Points, events over the course of the session leave the character wanted more than ever; from then on, only stronger opponents and parties will come after him.

-5 Points (Tied): By spending 5 Points, the character can do something during the course of the session to ensure they will never be pursued again, canceling out this Trait.

HIGHER CALLING

Effect: Hard as it may be to believe, saving the world from evil isn't *everybody's* top priority. A character with *Higher Calling* has pledged his loyalty first and foremost to a religion, organization, or other cause like pacifism; specify which when choosing this Trait.

+1 Point (Spontaneous): 1 Point is earned every time the character's cause 'forces' her to act in a manner that goes against the rest of the party's will — for instance, barring the characters from entering sacred ground, refusing to fight in a life-threatening situation, or acting openly hostile to 'infidels' capable of helping the party out.

+2 Points (Tied): For 2 Points, the character's cause results in a serious conflict between her and the other party members during the course of the session.

-4 Points (Tied): By spending 4 Points, the character becomes disillusioned with her cause during the course of the session, resulting in her breaking away from it and canceling out this Trait.

MISTAKEN IDENTITY

Effect: For some reason, the character has been mistaken for someone else — a famous opera singer, a notorious criminal, somebody's dead brother — and is now profiting from the ensuing confusion.

+1 Point (Tied): For 1 Point, the character's mistaken identity results in them encountering trouble during the course of the session.

+4 Points (Tied): For 4 Points, the person the character is being mistaken for surfaces during the course of the session, blowing their 'cover' and canceling out this Trait.

-1 Point (Tied): By spending 1 Point, the character's mistaken identity unexpectedly earns the character assistance during the course of the session.

NEMESIS

Effect: Overzealous stalkers, hard-headed military men with a grudge, purple octopi with attitude — whatever their identity, the character's *Nemesis* just keeps popping up to cause trouble. Decide who the nemesis is — and why they are after the character — when choosing this Trait.

+1 Point (Tied): For 1 Point, the character's nemesis surfaces during the course of the session, leading to a fight or other confrontation.

-3 Points (Tied): By spending 3 Points, the nemesis finally decides they've had enough and leave the character alone, canceling this Trait.

-5 Points (Tied): By spending 5 Points, events during the course of the session result in a change of heart for the nemesis, turning them into an *Ally* instead. This effect cancels this Trait.

NOTORIETY

Effect: The character has an out-and-out bad reputation — as a murderer, as a traitor, as a criminal of the highest caliber. Whether justified or just the result of hearsay, this *Notoriety* makes his life that much more interesting.

-1 Point (Spontaneous): By spending 1 Point, the character can reroll any Skill Tests involving *Intimidation* once.

+1 Point (Tied): For 1 Point, the character's *Notoriety* causes serious problems during the course of the session — innkeepers refusing service, local authorities taking a close interest in the character's actions, or howling mobs hounding him out of town are all fair game.

-5 Point (Tied): By spending 5 Points, the character can do something during the course of the session to redeem himself, canceling out this Trait.

OBLIGATION

Effect: The character has to split her world-saving activities with another obligation — a sickly sister, the security of a small village, personal favors owed to a monarch. Decide the nature of the character's obligation when choosing this Trait.

+1 Point (Tied): For 1 Point, the character must attend to her obligation during the course of the session, distracting her from other activities.

OUTCAST

Effect: The character has managed to make himself highly unwelcome somewhere — to such an extent that he is banned outright from entering, or would risk life and limb in doing so. Decide where and why the character has earned this dubious distinction when choosing this Trait.

+1 Point (Tied): For 1 Point, the character's inability to enter a location creates complications for himself or the rest of his party during the course of the session.

-3 Point (Tied): By spending 3 Points, the character can do something during the course of the session to redeem himself, canceling out this Trait.

STIGMA

Effect: The character belongs to a group that faces active discrimination in society at large. Whether for racial, religious, or class reasons, the reality is that there's plenty of people willing to make the character's life unpleasant.

+1 Point (Tied): For 1 Point, the character encounters serious problems as a result of active discrimination during the course of the session.

PERSONAL TRAITS

Personal Traits cover all the territories the other categories don't — quirks, skills, habits and oddities that set the character apart from the masses.

AMNESIA

Effect: Through trauma or magic, the character has little — if any — memory of his own past. People and places of his past will go unrecognized, and sometimes he won't even know his own name.

+15 Points (Special): Build a character with the *Amnesia* Trait as normal. At the beginning of the game, a character with *Amnesia* will only have access to the basic Skills all Jobs begin the game with, a Weapon Skill, an Expert Skill — if applicable — and one additional Skill of the player's choice. Origin and Social Traits cannot be used, nor can the character gain Key Points for his Goal.

-1 Point (Spontaneous): By spending 1 Point, the character can permanently regain use of one additional Skill bought at character creation.

-2 Points (Spontaneous): By spending 2 Points, a character with *Amnesia* can recall his Goal. Once this has been done, he earns Key Points for steps taken towards it as normal.

-2 Points (Spontaneous): By spending 2 Points, the character can permanently regain use of one other Origin or Social Trait bought at character creation.

ANDROGYNY

Effect: Regardless of his true sex, the character blurs the gender lines just enough to leave everybody guessing — at times to his own advantage.

-1 Point (Spontaneous): By spending 1 Point, the character can successfully disguise himself as a member of the opposite gender or use *Smooth Talk* without gender penalties. They may also ignore any penalties to Skill Tests normally incurred by their gender.

“Hmph. I knew you were too beautiful to be a man.”

Galuf Baldeison
FINAL FANTASY V

BEAUTY

Effect: While the definition of 'attractive' continues to be hotly debated in pubs the world over, a character with this Advantage taps into some timeless, universal standard of beauty that never quite goes out of fashion.

-1 Point (Spontaneous): By spending 1 Point, the character can use her beauty to obtain a small favor or a gift of a low-level item from an admirer.

-2 Points (Spontaneous): By spending 2 Points, the character can automatically succeed at a *Smooth Talk* Skill Test aimed at any willing or plausibly willing target.

-6 Points (Tied): By spending 6 Points, the character acquires a sympathetic admirer with a significant level of influence or wealth during the course of the session. Depending on the circumstances — and the character's actions — such admirers may be able to grant significant favors to the character and her comrades.

-1 Point (Tied): By spending 1 Point, a previously-established admirer will resurface during the course of a session.

+1 Point (Tied): For 1 Point, the character's *Beauty* attracts

unwanted attention or leaves her in a dangerous situation during the course of the session.

+4 Points (Tied): For 4 Points, the character acquires a dangerous — and persistent — admirer who will stop at nothing to woo — or subjugate — her during the course of the session.

+1 Point (Tied): For 1 Point, a previously-established dangerous admirer will resurface during the course of the session.

BOTTOMLESS POCKETS

Effect: You never realize how valuable a strategically-bent piece of wire is until you're staring at the inside of a locked prison door. In keeping with this philosophy, the character has an odd or end for every situation.

-1 Point (Spontaneous): By spending 1 Point, the character can 'conjure up' a mundane item, no questions asked — provided it's small enough for them to be carrying around. Even if they have no *logical* reason to be hauling around a lifetime's supply of armor polish, twenty meters of rope, an LED-equipped Chocobo lure and invisible ink, the rest of the party can rest assured it'll be there when they need it the most.

CHARISMATIC

Effect: Whether it's through good looks, riveting oratory, or blind animal magnetism — a *Charismatic* character has the uncanny ability to wrap people around her little finger in no time flat.

-1 Point (Spontaneous): By spending 1 Point, the character can reroll any Task Check involving one of the following Skills once: *Acting, Command, Etiquette, Inquiry, Negotiation, Smooth Talk, Streetwise, Teaching.*

-2 Points (Spontaneous): By spending 2 Points, the character can automatically succeed at any one Task Check involving one of the following Skills: *Acting, Command, Etiquette, Inquiry, Negotiation, Smooth Talk.*

COMPULSION

Effect: The character has a compulsive need for a certain something, whether a physical substance — herbal tea, coffee, cheap cigarettes — or a particular activity, such as high-stakes gambling or airship racing. As a result, they will be through hell and high water to get their 'fix'.

+1 Point (Tied): For 1 Point, the character's pursuit of his indulgence causes problems for himself — or the rest of the group — during the course of the session.

-4 Points (Tied): By spending 4 Points, the character 'kicks the habit' during the course of the session, canceling out this Trait.

CRYPTIC

Effect: Who is that mysterious masked man? A *Cryptic* character seems to operate on a different level of reality than the world around him, knowing things nobody else is privy to.

-1 Point (Spontaneous): By spending 1 Point, the character can request a useful fact or piece of information regarding the party's current situation from the GM in private. This information should be something none of the other characters could know, even with

successful *Lore** Task Checks.

DIVINATION

Effect: The character can foresee tiny fragments of the future or inklings of a destiny yet to come. How the character derives this knowledge varies from person to person; some may use Tarot cards or palmistry, others swear by smoke and tea leaves, and others still see the future through natural talents alone.

-1 Point (Spontaneous): By spending 1 Point, the character can obtain a vague vision of the not-too-distant future — either pertaining to themselves, another character, or the party as a whole. While accurate, this vision is open-ended enough to allow a number of interpretations.

-3 Point (Spontaneous): By spending 3 Points, the character can obtain a clear and unmistakable vision of the not-too-distant future — either pertaining to themselves, another character, or the party as a whole. This vision is lucid enough that there is no doubt as to what is happening, but still given without context.

“Be careful of forgetfulness. Your lucky color is... blue? ...Forget it.”

Cloud Strife
FINAL FANTASY VII

EIDETIC MEMORY

The character is blessed with an unusually sharp memory, being able to recall almost anything read, seen or heard during the course of their life — even minute details are retained precisely and completely.

-1 Point (Spontaneous): By spending 1 Point, the character's player can ask the GM to repeat any one piece of information the character has previously learned.

FACE IN THE CROWD

Effect: The character has the kind of features that just doesn't stay in the memory; those who see him once will rarely remember him even five minutes later.

+1 Point (Tied): For 1 Point, the character's anonymity results in allies being unable to recognize him during the course of the session.

-1 Point (Spontaneous): By spending 1 Point, the character can automatically escape recognition and detection in a situation in which he is under scrutiny.

-5 Points (Tied): By spending 5 Points, the character can ensure that no reliable permanent records are kept on him; photographs and physical descriptions are vague enough to almost guarantee nobody will ever recognize him on the street.

FLASHBACKS

Effect: The character is plagued by vivid flashbacks to a past she can't entirely remember. So powerful are these flashbacks that she essentially 'relives' the experience, losing all connection to the outside world.

-1 Point (Spontaneous): By spending 1 Point, the character undergoes a flashback imparting some piece of information useful to the character or party, either immediately or in the near future.

+1 Point (Spontaneous): For 1 Point, the character undergoes a flashback at a critical juncture, leaving them oblivious to the outside world for the rest of the Scene. During this time, they may not act, and automatically fail any Task Checks they are required to make.

GETAWAY KING

Effect: Cars, trains, planes, and airships — when there's a need to get somewhere fast, the character knows exactly where to rustle up transportation.

-1 Point (Spontaneous): By spending 1 Point, the character can find an appropriate vehicle or mount to commandeer during a chase or getaway scene. Note that this does nothing for their actual ability to pilot or ride their 'discovery'.

-2 Points (Spontaneous): By spending 2 Points, a vehicle the character appropriated will manage to miraculously hold together for the duration of a chase or escape attempt, regardless of how much damage it sustains in the process. However, the vehicle will immediately break down after the action is over, and will need to be repaired — or replaced — before it can be used again.

GRAND ENTRANCE

Effect: Some characters have a knack of arriving at just the right moment.

-1 Point (Spontaneous): By spending 1 Point, the character can instantly join — or rejoin — a group at any point during a session; in the middle of a desert, on a battlefield, atop a deserted mountain peak. How and why the character happens to be show up there is left up to the group's imagination.

HEIGHTENED SENSES

Effect: The character has enhanced hearing, smell, or sight, allowing her to spot things that would normally not be obvious.

-1 Point (Spontaneous): By spending 1 Point, the character can reroll any *Awareness* or *Perception* Skill Test.

-1 Point (Tied): By spending 1 Point, the character's senses uncover a secret or help the party overcome an obstacle during the course of a session.

INNOCENT ABROAD

Effect: Some characters are so hard-bitten and world-weary that nothing can surprise them any more. Others step into adventuring life with a certain measure of innocence — and natural gullibility.

+1 Point (Tied): For 1 Point, the character will fall for a dangerous ruse or scam during the course of the session — fake charities, 'legendary' items of dubious authenticity, or robed strangers asking them to retrieve the Doom Book they need to cure their poor, sick

grandmother.

LONE WOLF

Effect: The character is ill at ease around the company of others; her poor ability to judge responses and gruff demeanor tend to cause offense more often than not.

+1 Point (Tied): For 1 Point, all failed Task Checks involving Social Skills during the course of the session become Critical Failures. Any Critical Successes on these Task Checks are ignored.

MACHINE-SHY

Effect: Some characters are naturally ill at ease around technology, preferring not to get involved with it unless no other alternative presents itself; even then, their grasp of complex devices is likely to be slippery at best.

+1 Point (Tied): For 1 Point, all failed Task Checks involving machinery and complex equipment during the course of the session become Critical Failures. Any Critical Successes on these Task Checks are ignored.

MALADY

Effect: The character has a minor ailment — shooting cramps, sleeping sickness, or generally poor health — that tends to incapacitate them at inopportune moments.

+1 Point (Tied): For 1 Point, the character's malady manifests itself during the course of the session, putting them out of commission for the duration of a Scene.

+3 Points (Tied): For 3 Points, the character's malady will leave them incapacitated for the majority of the session.

PHOBIA

Effect: The character suffers from a deep-seated, pathological fear of something — heights, insects, fire, darkness, root vegetables, Malboros... Decide the object of fear in question when first choosing this Trait; the character will not willingly expose themselves to it unless circumstances leave them with no other alternative.

+1 Point (Tied): For 1 Point, the character's phobia prevents them from carrying out an Attribute Check, Skill Test or other action of import during the course of the session.

-3 Points (Tied): By spending 3 Points, the character manages to circumvent their phobia during the course of the session, canceling out this Trait.

SECRET PLACE

Effect: The character knows the location of a place whose whereabouts are not known to most of the world — a hidden treasure cache, a secretive village, an ancient shrine or temple. This place may have significance to the story as a whole, or simply hold important treasure; define what the place is when taking this Trait.

-1 Point (Spontaneous): By spending 1 Point, the character can learn one important thing about a trap, puzzle, device, treasure, or monster in the place in question.

-2 Point (Tied): By spending 2 Points, the character can guide other characters to the place in question during the course of the session.

No *Navigation* rolls are needed.

+1 Point (Tied): 1 Point is earned if an opponent or hostile power begins actively seeking out the place in question during the course of the session.

SPLIT PERSONALITY

Effect: The character's personality is fractured, split into a number of distinctive 'identities' which fight for control of the character. Determine the number and type of personalities the character has when choosing this Trait.

-1 Point (Spontaneous): By spending 1 Point, the character is taken over by another personality capable of helping the party surmount a challenge or obstacle they are currently facing.

+1 Point (Tied): For 1 Point, one of the character's personalities takes over 'off-camera' during the course of the session, causing problems for the 'real' character further down the line. The personality in question could end up picking a fight with the local constabulary, shake down local shopkeepers, or even betray the party's whereabouts to enemy henchmen.

STRAIGHT ARROW

Effect: The character has unusually upstanding moral values and disarming honesty — the kind of man who prides himself on being able to read another's character off the basis of a handshake.

-1 Point (Spontaneous): By spending 1 Point, the character can instantly determine the truthfulness of any one statement or person.

+1 Point (Tied): For 1 Point, the character's overwhelming honesty causes trouble for the party during the course of the session.

TRAVELING SICKNESS

Effect: Sailboats. Trains. Cars. Airships. Put a character with *Traveling Sickness* on a moving vehicle, and what happens next is far from pretty.

+1 Point (Spontaneous): 1 Point is earned every time the character suffers severe, incapacitating nausea from being onboard a moving vehicle, unless medicated beforehand — the Item *Tranquilizer* works wonders in this regard.

VENGEANCE

Effect: The character has sworn revenge on someone — or something — and will not rest until she gets it. Determine what the character has sworn *Vengeance* against and why when choosing this Trait.

+1 Point (Tied): For 1 Point, the character's irrational pursuit of revenge leaves her in a dangerous or life-threatening situation during the course of the session.

WALKING DISASTER

Effect: "Walking disaster" is as apt a description of the character's activities as any; he seems literally incapable of fouling anything up without turning it into a spectacular catastrophe.

+2 Points (Tied): For 2 Points, every failed Task Check during the course of the session is counted as a Botch.

WATERBORN

Effect: Through training or natural selection, the character is capable of spending extended periods of time underwater without any serious ill effects, even without a proper breathing apparatus.

-2 Points (Spontaneous): By spending 2 Points, the character can spend a scene, Ability Check, or Skill Test submerged underwater with no ill effects.

Changing Traits

Traits aren't necessarily permanent; a character may lose or acquire any number during the course of their adventures, even if they only started with a basic Trait Package. Removing and adding Traits should be only done if both player and GM agree the changes are appropriate; some Traits also allow players to 'cash out' of their own volition. The one exception to this is the character's Trait Package; changes in a character's personality can result in some of the attributes listed in the package no longer applying. For this reason, a player is at liberty to change their Trait Package at the beginning or end of a session, provided they inform everyone else of any changes made.

PLANNING

Many of the more complex Trait effects introduced in the previous section are Tied rather than Spontaneous. Due to their potential impacts on the plot, it is important to allow a GM time to prepare for their use and smooth out potential conflicts. For this reason, the use of Tied effects should be planned out before the session begins; take fifteen or twenty minutes as a group and review applicable Traits, conferring with each other regarding the shape of the session and the course it's going to take.

By 'tying' Trait effects into a session, the player can claim Key Points up front in exchange for a complication during the course of a session. A player whose character suffers from a *Stigma*, for instance, can opt to 'build' a situation into the adventure in which that *Stigma* causes trouble for the character. Points earned in this manner can then be used to surmount those challenges or saved up for more 'serious' problems encountered further down the line.

Each character can tie up to three of their Traits into a session, though GMs may limit this to one or two, depending on the length of the session at hand. It is also important that characters work together to ensure the combined effects don't overwhelm the session — in other words, avoid having an *Ally* turn traitor, *Family Ties* turn sour, a *Nemesis* resurface, and a *Hunted* character suddenly have to deal with a passel of bounty hunters all in the same session.

Still, even with a minimum of Trait disruption, it may not be possible to fit every Trait effect into the session's limited running time. If it turns out that a GM doesn't have adequate opportunity to work in a tied Trait effect, the character's player can either give back the Key Points earned or — if they have already spent them — treat them as an 'debt'. In the case of a debt, the effect in question

remains tied until it is used in play, and cannot be tied again until then. Tied Trait effects can also be voluntarily 'untied' during the course of a session by the player before they occur by returning the Key Points earned from them.

CHAPTER GLOSSARY

As this is the final glossary in this book, the list of terms is shorter than in previous chapters.

Dramatic Traits. Certain qualities of a character that can't be represented through Skills, Attributes, or Abilities.

Key Points. 'Currency' used to shape the progress of a story.

Key Traits. Positive and negative words used to describe a character's personality.

Spontaneous. Used to describe a Trait effect that can be used at any time.

Tied. Used to describe a Trait effect that requires advance planning to use.

Trait Package. The 'package' of personality attributes every character possesses.