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## Introduction



16-Bit Adventures is a game for 1 or more players with best results with 3-5 PCs and 1 GM. These rules are the most basic version of the game, meant to provide ideas for users to create their own adventures and settings.

As you will see the meat of the system can work with any trappings but it is presented here , unabashedly, as an ode to Final Fantasy.

## Game Terms

**LV:** A measure of how powerful a character is.

**ATK:** Number and type of dice used for physical attacks

**HP:** Amount of damage a character can take before becoming KO'd.

**MP:** Fuel for spells.

**DMG:** Modifier for added to ATK to see how many HPs a target loses.

**DEF:** Modifier subtracted from all physical attacks that hit the character.

**EVA:** Chance that an attack will miss or be resisted.

**MGK:** Number and type of dice used for magical attacks

**MDmg:** Modifier added to MGK to see how many HPs a target loses.

**MDef:** Modifier subtracted from all magical attacks that hit the character.

## Making a Character

Creating a character in 16-Bit Adventures is quite easy. Simply Pick a class, print out its character sheet and fill in the boxes by referring to the class page and record your starting equipment.

With that done you are ready to adventure!

## Starting Gear

**All PCs:** 100GP

**Fighter:** Onion Axe, Onion Shield

**Monk:** White Belt (+1 Subtle)

**Thief:** Onion Knife, Onion Boomerang

**Red Mage:** Onion Sword, Scroll of Dia

**White Mage:** Onion Rod, Scroll of Cure

**Black Mage:** Onion Staff, Scroll of Blast



## Status Effects

### Negative

(In effect until removed)

**Poison:** Affected takes damage each round on its action as well as at the beginning of each battle, moving 1 unit in a dungeon or entering town.

**Blind:** Affected treats enemy EVA as higher for physical attacks.

**Sleep:** Affected can take no actions until spell resisted or target damaged

**Stun:** Affected can take no actions until spell resisted

**Petrify:** Affected can take no actions until status removed

**Confuse:** Affected randomly chooses both action and target among both allies and enemies.

**Charm:** Affected chooses targets as if allies are enemies and enemies are allies

**Doom:** Affected will be automatically KO'd when counter reaches 0.

**Slow:** Affected loses ATK dice and Agility is reduced by 1 die type.

**Mute:** Affected can not cast any spells or use songs.

### Positive

(In effect until the end of the current battle)

**Protect:** Affected takes reduced damage from physical attacks.

**Shell:** Affected takes reduced damage from magical attacks.

**Haste:** Affected gains additional ATK dice and Agility is increased by 1 die type.

**Bar:** Affected negates a number of elemental attacks.

**Regen:** Affected regains HP each round on its action.

**Blink:** Affected negates a number of physical attacks.

**Reraise:** Affected immediately heals to half HP next time it is KO'd.

**Reflect:** Affected negates a number of magical attacks and the caster suffers their effects instead.

**Spikes:** Affected is surrounded by an aura that deals elemental damage to those who hit them with melee attacks.

## Basic Rules

The basic mechanic in 16-Bit Adventures is to roll 1 or more dice against a set target number. Those dice come from a character's ATK, MGK or Skills most often and increase in number as the character increases in level.

### Skills

(Might, Agility, Lore, Charm)

All Characters have each of the four skills rated from D6-D12.

**Using Skills:** Each task will have a difficulty, roll appropriate skill vs it like an attack. If the die exceeds the difficulty that use of the skill succeeds. Some obstacles, typically large or high level ones, require multiple successes. Higher level characters gain an additional skill die at levels 4, 7 & 10.

**Resisted skills:** The user and target both roll their Skill dice and compare them. Multiple dice are rolled at once and compared left to right from the user's perspective. If there is confusion about which dice compare to which the GM arranges them.

## Magic

**Learning Spells:** All Mages begin play with a single spell and can learn additional spells from scrolls. Most spell scrolls can be purchased at Magic Shops but scrolls can also be found as loot. Keep in mind that only one character can use a scroll to learn the spell, others will need to find or purchase one themselves. To use a scroll the character must be of the proper class and level to use that spell. Refer to the Magic Tables for each class.

**Casting a Spell:** To use a spell simply subtract the MP required to cast it as shown on the Magic Table and choose the target or targets.

**Area Effects (AE):** You may increase a spell from single target to hit an entire row by reducing your Mgc Die type by 1 and increasing the EVA of all targets by 1. You may do this multiple times to hit multiple rows. PC parties only have 2 rows, monster parties can have up to 3. Spells that do not reference your Mgc. Die can not be made into AEs.

**Resisting Spells:** Most spells are instantaneous and resisted only by EVA but some allow additional rolls. In this case it becomes a Resisted Skill Test of the caster's Lore vs the appropriate skill of the target which is named in the spell, often this is Lore. Normally the target must resist the entire effect at once (ie to awaken from Sleep with 2 successes the target must roll 2 successes), partial resistance always only lowers the threshold by 1 for the next try.

# Battle System

Fighting is a major part of the adventurer's life., the wilderness is filled with perilous ruins and dangerous monsters.

This is how those challenges are met.

## Initiative

At the start of every fight each monster and each PC rolls their Agility and keeps the highest result as their action order. Actions resolve from highest to lowest and all PCs and monsters know which order they are acting in. The same order is kept for the duration of the battle. If all dice roll lower than EVA treat the result as if they rolled equal to their EVA.

## Battle Commands

**Fight:** Roll your attack dice to deal damage to one enemy.

**Run:** Roll your Agility vs Highest Monster EVA+1 to flee the battle.

**JA:** Activate a Job Ability

**Magic:** Cast a spell you know

**Item:** Use an item or switch weapons.

**Guard:** Choose yourself or 1 ally in the row behind you, that PC takes half damage from physical attacks until your next action.

# Making an Attack

All attacks are resolved using the same process whether they are melee, ranged or magic.

**All Attacks:** Roll ATK and compare each die to the target's EVA. All dice that *exceed* EVA hit and deal damage equal to the rolled value plus the damage bonus of the attacker minus the DEF (or MDEF) bonuses of the target. The target then subtracts the remainder from their HP.

**Physical Attacks:** ATK dice that roll equal to or less than EVA deal 0 DMG and do not inflict any special or status effects. Additionally, if an attack does hit but still deals 0DMG also do not inflict their special effects.

**Magical Attacks:** MAtk dice that roll equal to or less than EVA are resisted and deal half damage and reduced effect for any Status inflicted. If some but not all dice are resisted the spell is Partially Resisted, if all dice are resisted the spell is Fully Resisted.



# Monster Attacks

Unless specified differently in the monster or adventure description monsters determine their actions randomly between Fight and use of a Special Attack or Spell. Typically monsters have only one special attack so its a simple Even/Odd roll to determine which is used. If they have more the description will say how to decide.

To determine the target of the attack use one of the following methods:

**Most HP:** The PC with the highest current HP is the target. Most HP is determined by each monster on its initiative.

**Least HP:** The PC with the lowest current HP is the target. Lowest HP is determined by each monster on its initiative.

**Leader:** The party leader is the target.. If the party has no Leader then use Random..

**Retaliate:** The monster attacks whomever hit them for the most damage since its last action. If it was not hit since then use Random.

**Random:** 2/3rds of all attacks hit the Front Row, the rest the Back Row. One character in the Front may choose to be the Leader and is hit more often.

Monsters otherwise follow the normal rules for making attacks.

# Towns and Cities

Settlements are points of light in the wilderness where adventurers can stay at the Inn, buy supplies and equipment, sell loot and learn of new quests.

## The Inn

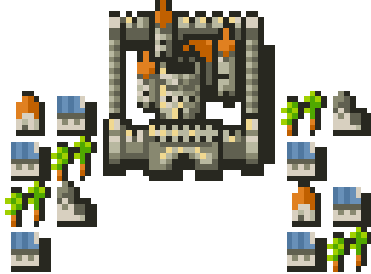


Staying the night at an Inn restores all HP and MP. It does not remove Status effects.

The cost of the Inn per PC is based on the level of the area, typically  $5 \times (\text{TownLevel})^2$ . So a level 1 Town costs 5GP per party member while a level 10 Town costs 500. There is no difference in healing effect; all Inns restore you to full, the higher level ones simply cost more.

## Typical Quests

- Slay Monster:** A powerful monster is in the area and must be defeated.
- Gather Item:** An NPC needs some quantity of items that are often obtained as Loot from specific monsters.
- Rescue Person:** Someone is missing and must be found and returned to the town.
- Explore:** Go to a specific place.



## Shops

**Item:** consumable items and accessories

**Armor:** armor and shields

**Weapon:** 1hand, 2hand and range weapons

**Magic:** spell scrolls

Each shop carries things suitable to the level of the town it is in though many towns do not have full options for their level. For example: sometimes the Item shop is fully stocked but the Armor shop only has last level's options.

**Costs** (Item Level^2 x base cost)

- 5:** Potion
- 10:** Other consumable (ammo)
- 25:** Dagger, robe, leather, gi, coat, buckler
- 50:** Weapon, scale, chain, heavy coat, vestment, round
- 75:** Great weapon, bow, xbow, kite
- 100:** Spell, plate, gun, tower
- \*\*\*:** Accessories



## Recovery

Sleeping at an Inn restores all HP and MP.

Some items can give Inn-like benefits as well (tents and cabins)

Potions can restore HP, Ethers MP. Elixirs restore both. These work on a single target and can be used as an action in battle.

Cure spells cost MP but restore HP.

## Other Buildings and Areas



**Church:** The priests at the Church can remove status effects and revive fallen characters. Status removal costs half what an Item that removes that Status costs and Revive costs 10GPxPCLv.

**Tavern:** Often attached to the Inn, townsfolk congregate in Taverns and will have rumors.

**Town Hall:** The Mayor can be found here during the day. They often have quests to give.

**Homes:** Where the townsfolk live, they often have items that they will give to adventurers for free.

**Park:** Another area where townsfolk congregate, but beware at night!

## The Wilderness

Outside the safety of settlements lays the untamed, monster-infested wild. To get from one town to the next and to find dungeons you must travel through the wilderness.

### Types of Terrain

**Plains:** The most basic of terrain types and the baseline for the others.

**Forest:** Forests are dark and dangerous places where nocturnal creatures can often be found by day.

**Hills:** Travel through hills is slower than other terrain types.

**Swamp:** Swamp travel is dangerous and drains resources quickly. Additionally they are murky like forests.

**Mountains:** Normally impassable.

**Desert:** As swamps are to forests, deserts are to plains.

## Random Encounters

Each area has a random table to determine what monsters are found. These tables are all unique but they share the same structure:

**Roll 2d6 (XP =)**

**2:**  $.25 \times (\#PCs) \times (TLv)^2$

**3:**  $.5 \times (\#PCs) \times (TLv)^2$

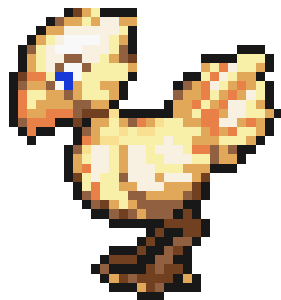
**4-5:**  $.75 \times (\#PCs) \times (TLv)^2$

**6-8:**  $1 \times (\#PCs) \times (TLv)^2$

**9-10:**  $1.25 \times (\#PCs) \times (TLv)^2$

**11:**  $1.5 \times (\#PCs) \times (TLv)^2$

**12:**  $1.75 \times (\#PCs) \times (TLv)^2$



## Travelling

Distances are abstract in 16-Bit Adventures and whether its going to a nearby dungeon or off to the next town what matters is the number of encounters along the way.

For the simplest cases you simply roll the die to see how far away the destination is. If % sign is used then make an Even/Odd roll as normal to see if there is an encounter or not.

**Nearby Dungeon:** 1d6 Encounters

**Next Town:** 1d6 Encounters in both the current and destination areas.

For more complex areas different terrains might have a distance needed to cross them. So a Dungeon off in some distant hills might require crossing the plains, then going through a forest and finally climbing into the hills: each terrain would have its own encounter distance.

**Distant Dungeon:** 1d6 Plains + 1d3 Forest +1 Hills  
Forest Temple: 1d3 Forest OR 1d6 Plains +% Forest

## Room Generator

**Entry way:** Dungeon Exit and 3 Paths

**Other Rooms**

**roll D4 for #Paths** (if only 1, Even/Odd: secret door/chest)

**roll D6 for type of room:**

**1: Short Corridor** (half wide, 1 long), half Paths, if 1 Path Even/Odd for stairs or chest instead of secret door.

**2: Long Corridor** (half wide, 2 long)

**3: Small chamber** (1 wide, 1 long)

**4: Long chamber** (1 wide, 2 long)

**5: Wide chamber** (2 wide, 1 long)

**6: Large chamber** (2 wide, 2 long), 4-#Paths Chests ( If Empty Even/Odd for Trap/Monsters then roll again for items found, another Empty means the chest is actually empty)

### Encounters

roll D6 for each 1 unit explored

**1-2:** Nothing

**3:** Puzzle (Roll D4: Might, Agility, Lore, Charm, TN 3)

**4-6:** Monsters!

## Dungeons

Deep in the wilderness lie dark caves, ancient ruins, forgotten temples and even monster cities. Each of these is a type of dungeon, an area where monsters lurk around every corner and cunning traps await to snare the unwary.

But dungeons are also where the best loot is found.

### Types of Dungeon

**Cave:** Naturally occurring dungeons. Typically populated with beast types. Found in Forests and Hills.

**Ruins:** Abandoned structures. Typical enemies are undead and other supernatural creatures. Found in all terrain.

**Castle:** Occupied strongholds. Humanoid enemies. Plains and Hills.

**Chests** (Roll 2D6)

**2:** Empty

**3:** Empty

**4:** GP =  $10 \times DLv^2$

**5:** 1 Item of DLv

**6:** 2 Item of DLv

**7:** GP =  $25 \times DLv^2$

**8:** 1 Item of DLv+1

**10:** DLv Gear

**11:** DLv+1 Gear

**12:** DLv+2 Gear

### Looking For Trouble

Sometimes you don't want to actually travel but just want to fight monsters. In this case you can fight as many encounters in an area as you wish. But when you want to return to town roll % to see if you return safely or have to fight 1 more encounter before you make it back.

## Equipment

Characters have 5 slots in which they can equip items to gain their benefits:

**Hand1, Hand2, Armor, ACC1, ACC2**

### Armor (ARM)

Armor is equipped in the Armor slot. It increases HP, DEF and M.Def.

**Light:** Low HP/DEF, High MDef

→ Coat (High MDmg. Low Mdef), Robe (Low MDmg), Gi

**Medium:** Med HP/DEF/MDef

→ Leather, Heavy Coat, Scale

**Heavy:** High HP/DEF, Low MDef

→ Chain, Plate (Best HP)

Armor Level	Modifier			Bonus HP			
	Low	Med	High	Low	Med	High	Plate
1	0	0	1	3	5	7	9
2	1	1	2	8	12	16	20
3	1	2	3	15	21	27	33
4	2	3	4	24	32	40	48
5	2	3	5	35	45	55	65
6	3	4	6	48	60	72	84
7	3	5	7	63	77	91	105
8	4	6	8	80	96	112	128
9	4	6	9	99	117	135	153
10	5	7	10	120	140	160	180

### Shields (SLD)

Shields are equipped in either Hand or Acc slots and provide bonuses to DEF and MDEF as well as a chance to block incoming attacks for reduced damage. This chance is called the Rating, is based on EVA and is checked at the same time as EVA. IE a hit is either blocked or evaded, never both.

**Buckler:** Hand or ACC, Low DEF, Low Mdef

Rating = EVA+3, Block 1/4

**Round:** Hand, Med DEF, Low Mdef

Rating = EVA+2, Block 1/2

**Kite:** Hand, High Def, Low Mdef

Rating = EVA+1, Block 3/4

### Accessories (ACC)

Accessories are equipped in the ACC1 and ACC2 slots and are the most diverse of all gear. Cloaks, Helms, Gauntlets, Rings, Hats, Belts, Boots and more are all Accessories.

They can increase any stat or provide special abilities or resistances.

### Weapons (WPN)

Weapons are equipped in the Hand slots and occupy either 1 or both Hand slots. Ranged weapons are a special case as they take up Hand1 and Hand2 must have appropriate Ammo or the weapon does not function. All weapons increase DMG, some also increase M.Dmg.

**1Hand:** Axe, Dagger, Mace, Rod, Sword, Thrown

**2Hand:** Fist, G.Axe, G.Sword, Spear, Staff

**Range:** Bow (Arrows), Gun (Shot), Xbow (Bolts)

**Low:** Dagger, Rod (High MDmg), Staff (High MDmg)

**Med:** Sword, Fist, Mace, Spear, Thrown

**High:** Axe, Gun, Ammo

Most weapons only improve DMG but some, especially Rods and Staffs increase MDmg as well.

Quality	Effect
	Target EVA +1, Increase DMG to next column.
<b>Heavy</b>	
<b>2Hand</b>	Increase DMG to next column.
	No penalty to attack 1 rank away.
<b>Long</b>	
<b>Range</b>	May attack any rank.
<b>Fast</b>	ATK+1, Target EVA +1.
	ATK-1, or Target EVA+1 if ATK=1
<b>Slow</b>	

Level	Low	Med	High	High+
1	1	2	3	4
2	2	4	6	9
3	4	6	9	13
4	6	8	12	18
5	7	10	15	22
6	9	12	18	27
7	10	14	21	31
8	12	16	24	36
9	13	18	27	40
10	15	20	30	45

Loot

When defeated all monsters leave behind usable items and/or GP. For each type of monster in the battle make only 1 loot roll but add a bonus to the roll for each monster beyond the first (EX. 3 Goblins allow only 1 roll with +2 but 1 Goblin and 1 Wolf give two rolls each with no bonus). Each monster has both an 'Always Drops' loot as well as a Loot Table, note that it is possible for some or all entries on those to be empty.

**Always Drops** (normally GP = 5\*Level per monster, or a quest item appropriate to monster)

Loot Table

The party Looter (any non-KO character, preferably the one with highest Agility) rolls one Agility die and gets only the highest item, lower ones are not gained.

- 4+ Minor Item of Monster level or lower
- 10+ Major Item or 2 Minor Items
- 16+ Gear
- 22+ Special Gear or higher level Item

Note that the Thief ability Steal rolls against this table as well and that Stealing an item has no effect on the end of battle Loot Roll.



GOBLIN

Humanoid
Goblin Punch: 3d6

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
1/1	6	1d10	0	0	3	0
Loot	5GP	Potion	2 Potion	L1 Leather	L1 Dagger	

Here's an example enemy statblock. The Loot Table is written in the order: Always, 4+, 10+, 16+, 22+. The labels are omitted to save on space.

Loot Example

The PCs defeat a group of 5 Goblins. 25GP drop automatically. The party looter now rolls Agility + 4 against the loot table for Goblins.

# WHITE MAGIC

Spell	MP	White	Red	Effect
Esuna	1	1	-	Removes Negative Status of level cast or lower on the White or Black mage list
Cure	2	1	1	Target regains HP=max value of Magic Die + M.Def
Dia	1	1	1	DoT Holy DMG (2/rnd) and DEF -1, +2/-1 per 3 levels
Holy	5	2	-	Mgk. Die +M.Def Holy damage
Protect	3	2	2	Target Def +Caster's M.Def
Shell	5	3	3	Target M.Def +Caster's M.Def
Regen	5	3	4	HoT (10/rnd) +5/2 levels
Bar	10	4	5	Negate next attack of specified Element, +1/3levels
Mute	10	4	6	Target cannot cast spells
Blink	15	5	7	Negate next physical attack, +1/2 levels
Raise	50	5	8	Remove KO, Half HP
Haste	20	6	9	Target gains +1 Attack Die
Reraise	75	7	-	Negate next KO on target and instead set to half HP
Charm	30	8	10	Caster chooses target's actions. Resist with Charm.
Reflect	35	9	-	All spells cast on target affect caster instead
Arise	100	10	-	Remove KO, Full HP

# BLACK MAGIC

Spell	MP	Black	Red	Effect
Poison	1	1	1	DoT Dark DMG (5/rnd) +5/2 levels
Blind	2	1	1	Target's physical attacks give enemies +2EVA
Blast	2	1	2	Elemental Damage
Bio	5	2	3	Dark Damage + Poison (as spell)
Spikes	4	2	4	Elemental Damage to enemies who hit caster with M.Atk equal to half (Max Mgk.Die+M.DMG)
Drain	10	3	5	Half Dark DMG and caster heals that amount
Sleep	10	3	6	Target is Asleep. Damage ends, Resist with Lore
Escape	15	4	-	Exit dungeon or town
Stun	15	4	7	Target can't take actions. Resist with Agility.
Aspir	5	5	8	Half Dark MP damage and caster regains that much MP
Warp	25	5	-	Return to last Inn
Break	30	6	9	Target suffers Petrify
Confuse	25	7	10	Target randomly determines both action and target, resist with Lore.
Flare	50	8	-	LevelD+High non-elemental single target only
Doom	50	9	-	Instant Death
Ultima	100	10	-	LevelD+High non-elemental AoE All only





# FIGHTER



# THIEF



Level	HP	ATK	DMG	DEF	M.Def	Special
1	13	1d12	1	1	0	Provoke
2	28	1d12	2	2	1	Advance
3	45	1d12	3	3	1	Defend
4	64	2d12	4	4	1	Warcry
5	85	2d12	5	5	2	Retaliate
6	108	2d12	6	6	2	Shield 1
7	133	3d12	7	7	2	Aggression
8	160	3d12	8	8	3	Savagery
9	189	3d12	9	9	3	Howl
10	220	4d12	10	10	3	Onslaught

Level	HP	ATK	DMG	DEF	M.Def	Special
1	7	1d10	0	0	0	Steal, Flee, Sneak 1
2	16	1d10	1	1	1	Finder 1
3	27	2d10	2	1	1	Assassin 1, Sneak 2
4	40	2d10	3	2	1	Mug
5	55	3d10	3	2	2	Dual 1, Sneak 3
6	72	3d10	4	3	2	Trick, Assassin 2
7	91	4d10	5	3	2	M. Steal, Sneak 4
8	112	4d10	6	4	3	Finder 2
9	135	4d10	6	4	3	Assassin 3, Sneak 5
10	160	5d10	7	5	3	Dual 2, Inflict

Gear	Allowed Types
1 Hand:	Axe, Dagger, Fist, Mace, Sword
2 Hand:	Axe, Spear, Sword
Range:	Bow, Throw, Xbow
Shield:	Buckler, Round, Kite
Armor:	Chain, Leather, Plate, Scale

Might	Agility
D12	D8
Lore	Charm
D6	D8

Job Ability	Effect
Provoke	Guard: Might vs Lore, target Berserk
Advance	Stance: DMG+level, DEF-level
Defend	Stance: DEF+level, DMG-level
Warcry	Shout: Party DMG+level
Retaliate	When Crit by enemy M.Atk, make 1 M.Atk vs that enemy
Shield	Increase rating of equipped shield by ability rating
Aggression	Stance: Enemy EVA-1 vs your M.ATK, own EVA-1 vs all attacks
Savagery	Party gains bonus to Limit Attacks with Warcry
Howl	Shout: Party scores Crit more often: D12 on 10+, D10 on 8+ etc.
Onslaught	When deal Crit with M.Atk, make additional M.Atk vs same enemy.

Job Ability	Effect
Steal	Roll Agility die vs target's loot table.
Flee	Reroll failed Agility dice.
Finder	Increase quality of Loot rolls by rating (ie shift columns)
Sneak	When hidden, enemies have -(rating)EVA vs your M.Atk.
Mug	When you Fight you also Steal
Dual	Add M.Atk dice equal to rating when using 2 weapons
Trick	When in back row enemies in front row treat rating M.Atk dice as if you were hidden
M. Steal	Your Steal attempts may take beneficial Status Effects instead of loot.
Assassin	When hidden rating M.Atk dice that hit are automatically Crits

Gear	Allowed Types
1 Hand:	Dagger, Fist, Sword
2 Hand:	None
Range:	Gun, Throw, Xbow
Shield:	Buckler
Armor:	Leather, Heavy Coat

Might	Agility
D6	D12
Lore	Charm
D6	D10



# MONK



Level	HP	ATK	DMG	DEF	M.Def	Special
1	13	1d10	1	0	0	Kung Fu 1, Subtle 1
2	28	1d10	2	1	1	Chakra
3	45	2d10	3	2	2	Counter 1, Subtle 2
4	64	2d10	4	3	3	Kung Fu 2, Chi Blast
5	85	3d10	5	3	3	Counter 2, Subtle 3
6	108	3d10	6	4	4	Anticipate
7	133	4d10	7	5	5	Kung Fu 3, Subtle 4
8	160	4d10	8	6	6	Counter 3
9	189	4d10	9	6	6	Subtle 5
10	220	5d10	10	7	7	Counter 4, Kung Fu 4

Gear	Allowed Types
1 Hand:	Fist, Rod
2 Hand:	Spear, Staff
Range:	Throw
Shield:	None
Armor:	Robe, Gi

Might	Agility
D10	D10
Lore	Charm
D8	D6

Job Ability	Effect
Kung Fu	Add M.Atk dice equal to rating when using Allowed Monk weapons.
Chakra	Remove Negtive Status on self as Esuna spell
Subtle	A number of your hits equal to rating do not add to enemy Limit Gauge each turn
Counter	If enemy M.Atk misses and rolls under rating you make 1 M.Atk against them
Chi Blast	NormD10+M.DEF non-elemental magic attack, no MP cost, 1 target only
Anticipate	Stance: Increase Counter +1 (+2 at level 10), Reduce DEF to 0



# RED MAGE



Level	HP	MP	ATK	DMG	DEF	M.Dmg	M.Def	Special
1	9	7	1d10	0	0	0	0	Red Magic
2	20	16	1d10	1	1	1	1	
3	33	27	1d10	2	1	2	2	
4	48	40	2d10	3	2	3	3	Composure
5	65	55	2d10	3	2	3	3	
6	84	72	2d10	4	3	4	4	
7	105	91	3d10	5	3	5	5	Convert
8	128	112	3d10	6	4	6	6	
9	153	135	3d10	6	4	6	6	
10	180	160	4d10	7	5	7	7	Doublecast

Job Ability	Effect
Red Magic	You may cast White and Black Magic spells from the Red Mage list with D10s: 1 at Lv1, 2 at Lv4, 3 at Lv7, 4 at Lv10.
Composure	Stance: Gain an additional M.Atk die but lose 1 Magic die.
Convert	Switch your current values of HP and MP.
Doublecast	You may cast two spells each turn.

Gear	Allowed Types
1 Hand:	Dagger, Rod, Sword
2 Hand:	Staff
Range:	Bow
Shield:	Buckler, Round
Armor:	Coat, Robe, Leather, Scale

Might	Agility
D8	D8
Lore	Charm
D8	D8



# BLACK MAGE



Level	HP	MP	ATK	DMG	DEF	M.Dmg	M.Def	Special
1	5	13	1d6	0	0	1	0	Black Magic
2	12	28	1d6	1	1	2	1	
3	21	45	1d6	1	1	3	1	Devastation 1
4	32	64	1d6	1	1	4	2	
5	45	85	2d6	2	2	5	2	Seal
6	60	108	2d6	2	2	6	3	
7	77	133	2d6	2	2	7	3	Devastation 2
8	96	160	2d6	3	3	8	4	
9	117	189	2d6	3	3	9	4	
10	140	220	3d6	3	3	10	5	Conserve MP

Gear	Allowed Types
1 Hand:	Dagger, Rod
2 Hand:	Staff
Range:	None
Shield:	None
Armor:	Coat

Might	Agility
D6	D8
Lore	Charm
D12	D6

Job Ability	Effect
Black Magic	You may cast Black Magic with a D12: 1 at Lv1, 2 at Lv4, 3 at Lv7, 4 at Lv10.
Arcane Focus	You may reroll any dice of next damaging spell.
Devastation	Single target spells +rating Mgc Die
Conserve MP	Your resisted and partially resisted spells cost only half MP



# WHITE MAGE



Level	HP	MP	ATK	DMG	DEF	M.Dmg	M.Def	Special
1	7	11	1d8	0	0	0	1	White magic
2	16	24	1d8	1	1	1	2	
3	27	39	1d8	1	1	1	3	
4	40	56	2d8	2	2	2	4	
5	55	75	2d8	2	2	2	5	Solace, Misery
6	72	96	2d8	3	3	3	6	
7	91	119	3d8	3	3	3	7	
8	112	144	3d8	4	4	4	8	
9	135	171	3d8	4	4	4	9	
10	160	200	4d8	5	5	5	10	Divinity

Job Ability	Effect
White Magic	You may cast White Magic with a D12: 1 at Lv1, 2 at Lv4, 3 at Lv7, 4 at Lv10.
Solace	Stance: Your Cures give Stoneskin equal to Robe of the level cast
Misery	Stance: Holy deals bonus damage based on Limit and your melee attacks deal +M.Def Holy damage
Divinity	Next time you remove a Status target negates the next instance of that status except KO

Gear	Allowed Types
1 Hand:	Rod, Mace, Hammer
2 Hand:	Staff
Range:	None
Shield:	Round
Armor:	Robe, Vestment

Might	Agility
D8	D6
Lore	Charm
D10	D10



# GOBLIN

Humanoid
Goblin Punch: 3d6

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
1/1	6	1d10	0	0	3	0
Loot	5GP	Potion	2 Potion	L1 Leather	L1 Dagger	

# ENEMIES



# GHOUL

Undead
Paraclaw: 1d10+Stun

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
2/6	24	2d10	5	2	3	2
Loot	5GP	Poison	L1 Leather	L1 Heavy Coat		

Undead, Bones
Blood Saber: 1d8+Drain

# SKELETON



Amorph, Earth
Blast: 1d12+3

# WORM



Undead, Ghost
Drain: 1d12+5

# GHOST



LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
1/2	11	1d12	3	2	2	1
Loot	1GP	B. Chip	M. Skull	L1 Chain	L1 Sword	

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
1/2	6	1d8	0	0	1	2
Loot	5GP	10GP	15GP	25GP	50GP	

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
3/12	39	1d10	5	3	3	3
Loot	10GP	Shroud	Ether	L2 Coat	Acc	



# BEE

Flyer, Vermin
Poison: 1d8+Poison 2

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
1/2	6	1d10	1	0	2	0
Loot	H. Pot					



# WOLF

Beast
Warycry: +2DMG

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
2/4	24	1d12	5	2	2	2
Loot	1GP	Fang	Pelt			



# GREY OGRE

Humanoid, Gigas
Rock Throw: 1d10+5 AE1
Tremor: 1d8+3 AE2

Flyer, Bird
Swarm, Dark Resist

# BAT



Amorph, Ooze
Poison: 1d10+Poison3

# SLIME



LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
1/1	6	2d6	0	0	3	0
Loot	Wing	Eyedrop	Echodrop	2 Eye/Echodrop		

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
2/6	24	1d10	5	3	1	0
Loot	1GP	1 Oil	1 Oil	2 Oil	3 Oil	

LV/XP	HP	ATK	DMG	DEF	EVA	M.Def
4/16	96	2d12	12	6	1	1
Loot	20GP	H. Potion	L2 Axe	L2 Chain	L2 G.Axe	



# FIGHTER



Level	HP	MP	DMG	DEF	M.Def
EVA	ATK	Might	Agility	Lore	Charm

Slot	Equipped Item
Hand1:	
Hand2:	
Armor:	
Acc1:	
Acc2:	

JA	✓	JA	✓
Provoke		Shield	
Advance		Aggression	
Defend		Savagery	
Warcry		Howl	
Retaliate		Onslaught	

## INVENTORY

[illegible]

# THIEF



Level	HP	MP	DMG	DEF	M.Def
EVA	ATK	Might	Agility	Lore	Charm

Slot	Equipped Item
Hand1:	
Hand2:	
Armor:	
Acc1:	
Acc2:	

JA	v	JA	v
Steal		Mug	
Flee		Dual	
Sneak		Trick	
Finder		M.Steal	
Assassin		Inflict	

## INVENTORY



# MONK



Level	HP	MP	DMG	DEF	M.Def
EVA	ATK	Might	Agility	Lore	Charm

Slot	Equipped Item
Hand1:	
Hand2:	
Armor:	
Acc1:	
Acc2:	

JA	✓	JA	✓
Kung Fu		Counter	
Subtle		Chi Blast	
Chakra		Anticipate	

INVENTORY



# RED MAGE



Level	HP	MP	DMG	DEF	M.Def
EVA	ATK	Might	Agility	Lore	Charm

Slot	Equipped Item
Hand1:	
Hand2:	
Armor:	
Acc1:	
Acc2:	

INVENTORY

JA	✓
Red Magic	
Composure	
Convert	
Doublecast	

Spell	✓	Spell	✓	Spell	✓	Spell	✓
Dia		Shell		Mute		Haste	
Poison		Bio		Sleep		Break	
Cure		Regen		Blink		Charm	
Blind		Spikes		Stun		Confuse	
Protect		Bar		Raise			
Blast		Drain		Aspir			



# BLACK MAGE



Level	HP	MP	DMG	DEF	M.Def
EVA	ATK	Might	Agility	Lore	Charm

Slot	Equipped Item	INVENTORY	
Hand1:			
Hand2:			
Armor:			
Acc1:			
Acc2:			

JA	✓	Spell	✓	Spell	✓	Spell	✓	Spell	✓
Black Magic		Blast		Spikes		Stun		Confuse	
Arcane Focus		Poison		Drain		Aspir		Flare	
Devastation		Blind		Sleep		Warp		Doom	
Conserve MP		Bio		Escape		Break		Ultima	



# WHITE MAGE



Level	HP	MP	DMG	DEF	M.Def
EVA	ATK	Might	Agility	Lore	Charm

Slot	Equipped Item	INVENTORY	
Hand1:			
Hand2:			
Armor:			
Acc1:			
Acc2:			

JA	✓	Spell	✓	Spell	✓	Spell	✓	Spell	✓
White Magic		Cure		Protect		Mute		Reraise	
Solace		Dia		Shell		Blink		Charm	
Misery		Esuna		Regen		Raise		Reflect	
Divinity		Holy		Bar		Haste		Arise	