



Kingdom Hearts RPG

I've been having these weird thoughts lately... Like, is any of this for real... or not?

-Sora

If you have questions, comments, suggestions, or just want to let me know how your game went, please direct them to khtrpg@gmail.com. I'd love to hear any and all feedback.

Current content:

- Kingdom Hearts
- Chain of Memories

CHARACTER CREATION

Each primary stat begins with a d4 in each attribute. At level one, you start with 20 Ability Points to spend. You can spend these in several ways:

- Increasing a Primary Stat or Skill by one die.
- Buying a Spell or Special Ability
- Increasing HP, Defense, or MP by 1.

Skills may not have a higher die type than their associated Primary Stat.

For example, if you were to raise an attribute by one die type, a d4 in Body would become a d6 in Body. This cannot go past a d20.

Your HP is by default 3, and Defense is by default 1. This can be increased through AP or Equipment.

Your MP is by default 15. This can be increased through AP or Equipment.

Munny and Fame represent your buying power and your power to convince people of things, or take on larger tasks. You have 1d6 Munny to start with, and 0 Fame. They increase as rewards by the DM for deeds done during gameplay.

PRIMARY STATS

- **BODY**
 - How strong, fast, or tough a character is. Represents general athletic ability. Manages physical damage.
- **MIND**
 - How intelligent a character is. Represents intellectual ability and retention. Manages many skills.
- **HEART**
 - How strong a character's spirit is. Represents strength of will. Manages magical damage.

SECONDARY STATS

Hit Points (HP)

- How much damage a character can take before succumbing to darkness.
- By default the player starts with 1 HP. This can be increased with AP or Equipment.
- HP dropping below 0 doesn't kill the player. Instead the player is required to make a HRT saving throw. If they roll below a 4, they take 1 point of temporary darkness from their HEART score.
- HP can be increased by 1 by spending 1 AP.

Defense

- How easy a character is to hit.
- This is by default 1. It can be increased with AP or Equipment.
- Defense is increased in the same way that Primary Stats or skills are, with each subsequent rank costing another point than the last. From Defense 1 to 2 costs 1 point. 2 to 3 costs 2 points, 3 to 4 costs 3, etc.

Magic Points

- How many times per long rest the player can use a Special Ability.
- This is by default 15. It can be increased with AP or Equipment.
- MP can be increased by 1 by spending 1 AP.

Drive Gauge

- How much potential the player's Drive abilities have, and how fast the gauge fills.
- This is by default 10. It can be increased with AP or Equipment.
- The Drive Gauge can be increased by 1 by spending 1 AP.

Munny

- How much money a character has.
- Starts at 0, increases with deeds.

Fame

- How recognizable or influential a character is.
- Starts at 0, increases with deeds.

Ability Points (AP)

- Used to buy special abilities.
- Can be awarded by the DM for outstanding RPing or clever puzzle-solving.

RACES

Human

- +1 die type to any attribute.

Cartoon

- +2 HEART, -1 BODY.

MODIFIERS

Heartless

- +2 BODY, -2 MIND, take 50% Darkness damage, X2 Light damage.

Nobody

- +2 BODY, -2 HEART, take 50% Darkness damage, X2 Light damage.

SKILLS

Climb	Body	
Computers	Mind	
Driving/Piloting	Body	
Games	Mind	
Intimidation	Mind	
Investigation	Mind	
Keyblade Mastery	Heart	General use of keyblade functions beyond combat.
Knowledge Creatures	Mind	Knowledge of various types of enemies.
Knowledge Local	Mind	Knowledge of the particular world you are in.
Knowledge Worlds	Heart	Knowledge of how the general cosmology works.
Knowledge Magic	Heart	Knowledge of how magic works.
Notice	Mind	
Persuasion	Mind	
Throw	Body	Accuracy of thrown items.
Repair	Mind	
Skulduggery	Body	General roguish activities. Lock picking, stealing.
Stealth	Body	
Willpower	Heart	The ability to leap into profound danger.

ABILITIES AND SPELLS

Abilities and Spells are special attacks and character modifiers you can buy with AP. Executing most of them takes a standard action to do, although if there are exceptions it is listed under the description of the ability.

Team Attacks require several players to have the same ability, and use up the turns of any players involved. They tend to do more damage. **Subslot** abilities are abilities that modify existing ones. They operate the same way as their primary counterpart, but have an added bonus for a small amount of extra MP. **Finishers** are special abilities that do extra damage, but deplete the Drive Gauge.

ROLEPLAY

For those unfamiliar with the source material, or who are just having trouble coming up with a character, it may be useful to consult the following tables in order to determine what sort of character you have. These are by no means required, but may give you a starting point to build a character off of. The DM is suggested to take these motivators into account when designing adventures and story arcs.

MOTIVATIONS: A motivation can give you a starting idea on who your character is as a person and what makes them tick.

D20 Roll	Description
1	Wanderlust: Your character was born on a world that felt all-too small. They braved many dangers in search of adventure, and found out that there are many worlds out there that share the same sky.
2	Power: Your character felt stifled, far too weak. Whether it's to protect others, or for their own selfish ends, your character wanted to amass power. How they come across it is up to you...
3	Rescue: Your character lost someone important to them, and will cross any expanse necessary to save them.
4	Accident: Your character stumbled on to forces beyond their control, sending them stumbling into the larger world. While it may have been an accident, they're out to make the best of their situation.
5	Treasure: Your character has heard tales of a legendary weapon or artifact that makes their mouth water. They'll stop at nothing to get their hands on it.
6	Revenge: Something terrible was done to your character, or someone they love. Now they are on a quest to bring the perpetrator to justice. How far will they go?
7	Honor: Perhaps your character belongs to a chivalric order, or maybe they live by a strict moral code. Either way, they feel duty-bound to enact justice wherever it is needed.
8	Secrets: The world contains many mysteries, and your character wants to learn them all! They have roved out in search of some truth, and are eager to learn more.
9	Learning: Your character is a student of some kind. Perhaps a squire, or a wizard-in-training. Either way, they have something to prove and much to gain by completing the mission they are on.
10	Mission: Your character has been sent on a quest by someone important to them. They must do whatever they can in order to complete this mission.
11	Obsession: Your character is obsessed with something. Perhaps it's an artifact? Perhaps a concept, or an ideal. Either way, this drives their every action, and they are consumed with seeking it.
12	Truth: Something isn't right. Something, in your heart or mind, is missing. There is a gap where your memory should be. You must find out what's happened to you, or you will never know peace.
13	Debt: You owe someone big time. Maybe it's money. Maybe it's your life. You have placed yourself, or been placed, in the debt of someone else.

14	Loss: Your home was destroyed entirely. You managed to survive, and with no other options you wandered out into the greater world. Perhaps you're looking for another home, or maybe revenge?
15	Good News: You know a greater truth of the world, and it's your job to spread it! You know the new good news, and you won't rest until everyone has been enlightened.
16	Loner: You wander about to avoid making permanent ties. But perhaps this latest adventure is the one that will finally forge a bond within you.
17	Fame: You are a star waiting to be born! You are on a quest to spread your name far and wide. But are you seeking fame, or infamy?
18	Perfection: You want to be the absolute best at something. It could be a martial skill, a discipline, a collector, any number of things.
19	Fear: You are running from something. It could be your past life, a responsibility, or the horrible things you've done. You want to start over, but the looming specter of your past haunts you.
20	Friendship: You're just looking for friends. Are you looking for more, or your first ones ever?

THE BASE GAME

All checks in the game are made by rolling an associate die in Primary Stats, Secondary Stats, or Skills. If you need to lift a box, you would make a Body check. If you have a d6 in BODY, you roll a d6. The DM determines what the score required to pass a check is, although most checks should succeed on a 3 or 4.

INITIATIVE

When combat begins, all players and enemies draw a card from a deck. Whoever has the highest value card goes first, with Aces being high. In the event of a draw, cards take priority in this order. Hearts > Clubs > Spades > Diamonds. To remember, try this mnemonic: "Help, Cure Sora, Donald".

If a player draws the Joker card, they may interject with their turn at any time.

It is advised to group enemies together under a single card, as the Kingdom Hearts RPG emphasizes large groups of enemies in combat.

COMBAT

To attack, the player makes a Body roll if attacking physically, or Heart roll if casting a spell to determine if they hit. If the player passes the Defense threshold of the enemy, the player inflicts the damage they have rolled.

All attacks have a basic attack that does a d4 of damage, but Abilities and Weapons can modify damage.

Damage output is calculated like so: Primary Stat+Ability Used+Weapon Damage.

If no special Ability or Weapon was used, then those are skipped.

During combat, a player may do a base attack, use an Ability, or take a skill action. Some skill actions like notice or knowledge are free actions. Speaking is always a free action.

If an enemy's HP is reduced to 0, they are destroyed and removed from play. If the player's HP is reduced to 0, they must interact with their Heart Primary Stat.

All combatants threaten the 8 squares around them. An enemy leaving a threatened square allows for one free Attack of Opportunity (AOO) per round per player or enemy. Healing spells provoke Attacks of Opportunity.

EXPLODING DICE

If the player ever rolls the maximum number on a die, the die “explodes” and the player can roll again and add the total to their roll. This goes on for as long as the player keeps rolling the max number. Certain items and abilities can increase the player’s range to explode.

Conversely, rolling a 1 on your Primary Stat die is an automatic failure.

ASSISTANCE

Both players and enemies can Assist allies in combat. This involves giving up their turn in order to add their Attack roll to an ally’s attack roll. For example, if a Shadow has 1d4 Attack, two supporting Shadows could give up their turn to assist the first one, giving it a total of 3d4 to attack.

MUNNY

Munny is an expendable resource awarded by the DM. Generally for an easy combat, the DM might award 1 or 2 Munny per player. Once Munny is spent, it is gone, the resource does not replenish unless the DM gives it to the player through combat or through treasure.

HEART PRIMARY STAT (HRT)

- The Heart or HRT Primary Stat represents the player’s ability to resist darkness and stay in a fight.
- When HP drops to 0 or below, the player must make a HRT saving throw. Rolling 4 or above stabilizes the player. Below 4 and they take 1 point of temporary Darkness damage to their HRT score.
- HRT scores can be restored after a long rest, or through certain Abilities.
- If a player’s HRT score falls to 0 or below, they fall to darkness. They must make a final HRT saving throw of 7. For every party member that makes an assisting HRT saving throw of 4 or above, that number is decreased by one. So if three party members make their saving throw, the player must make a HRT saving throw of 4.
- If the player makes this saving throw, they are stable but unconscious. If they fail, they succumb to darkness and are transformed into a mindless Heartless of appropriate level.

DRIVE GAUGE

The Drive Gauge is a meter that fills up whenever a spell or special ability is used. By default, Drive Gauge maxes out at 10, but can be increased by spending AP. Whenever a player is in their standard form, using a spell or ability increases the Drive Gauge by 1. When the player has amassed enough points in their Drive Gauge, they can enter a Drive Form or use a Finisher.

Drive Forms are special transformations the player can enter to gain a boost in stats and gain access to special abilities that are unavailable elsewhere. While a Drive Form is active, the Drive Gauge decreases by 1 every round. Using a special ability while in a Drive Form depletes the Drive Gauge by the MP cost of the ability, as well as using up MP as normal.

When the Drive Gauge reaches 0 again, the player reverts to normal.

Finishers are unique abilities that can be used by spending both Drive Gauge points as well as MP. They are often more powerful than most special abilities.

ACTIONS

Different kinds of actions in the Kingdom Hearts RPG can be seen as either “Standard Actions”, “Move Actions” or “Free Actions”. All characters get one standard, one move, and a number of free actions up to the DM’s discretion in every round of combat.

A **Standard Action** is an action that takes up the majority of a round of combat. Examples include attacking an enemy, using an item, casting a spell, or any skill check that would take up an inordinate amount of time.

A **Move Action** is the ability for a character to move a certain amount of space during a round of combat. Every character has a base movement speed, which determines how much ground they can cover over the course of 1 round, or 30 seconds. This is displayed in increments of 5ft. For the purposes of tabletop gaming, 5 ft. is considered a “square” on most board layouts. Movement speed can be broken up. For instance, a character with a base speed of 30 ft./sec. could move up 15 ft., attack an enemy, then move away the remaining 15 ft.

Some other actions could be considered a move action. Dropping to or standing from a prone position, entering stealth, or climbing could be considered move actions.

A **Free Action** is any action that does not require an inordinate amount of effort. The player can have as many of these as the DM will allow. Talking is always a free action. Other examples are Knowledge skill checks, dropping a weapon or item, or Notice skill checks.

A **Reaction** is any action that is triggered by the actions of another character. While a player might have several different abilities that allow for different types of Reactions, each player may only make one Reaction per round.

A **Team Attack** is a type of Special Ability that is executed by multiple players. It requires all players involved to have this ability, and they all must use their standard action in order to execute the attack. Whichever player activates the attack, the other players involved forfeit their turn order for that round in order to assist with the Team Attack.

ADVANCEMENT

The players gain Ability Points at the DM’s discretion. This can be for completing combat, solving a puzzle, particularly clever roleplaying, or any other aspect of the game the players manage to excel at. A normally-paced game will reward the players with one ability point for completing a challenge. However the DM may award more or less depending on how fast they would like the players to advance.

Upon leveling up, the player gains an Ability Point, and may do one of the following things:

- Increase a Primary Stat
- Increase HP, Defense, or MP by 1.
- Gain a new Ability
- Increase 2 Skills by 1
- Gain 1 new Skill

TARGET MODIFIERS

Name	Effect
Projectile	A projectile that can hit a target within range of the player. Can be blocked by cover.
Spot	A spot on the map within the player’s view within range.
Radius	A radius, emanating from the player.

Person or Target	A specific enemy or target within the player's range.
Line	A line, originating from the player that stretches a certain length.
Cone	A cone, emanating from the player. It starts at 1 square in width, and an additional two squares in width are added in a triangular shape for the range of the spell.
Actor	Creates an object that has its own move action.

STATUS EFFECTS

Name	Effect
Burned	1d4 points of fire damage every turn.
Frozen	-2 to Defense.
Stunned	Immediately drop your weapon.
Dazzled	-2 on Attack rolls.
Paralyzed	Incapable of making any actions besides saving throws.
Poisoned	-2 to damage.
Silenced	Unable to cast any magic spells.
Doom	Starts a counter on a creature that counts down from 5 each round. When the counter reaches 0, the creature dies instantly. Spellcaster must be killed or hit 6 times to stop the countdown.
Terrorized	Target will use their full move action to flee in the opposite direction.
Bound	Incapable of taking move actions.
Angry	Disadvantage on attack rolls, but an extra d6 of damage in the event of a successful hit.
Confused	1/3 rd chance the target will attack either themselves, an ally, or the intended target.

Any time a player or enemy attempts to inflict a status condition they must make a separate Heart roll against the opponent's Defense, with no other bonuses. Lower tiered spells have a penalty to this roll, indicating that it is harder to inflict a status condition with a weaker spell.

ABILITIES

TIER 0 SPELLS

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Honey Storm	N/A	15 ft. Radius	Summons a swarm of uncontrollable bees. Enemies and allies that end their turn inside of it	1	1	None	Bees

			take 1 point of damage.				
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TIER 1 SPELLS

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Fire	+1	15 ft. Projectile	-2 to inflict Burned for 1 Round	1	1	None	Fire
Fire Wall	None	20 ft. Line	Wall of fire that inflicts Burned on any that end their turn in it.	2	1	Fire	Fire
Temper Flare	None	15 ft. Cone	Inflict the Burned condition, knock enemies back to the edge of the cone.	2	1	Fire	Fire
Blizzard	+1	20 ft. Spot	-2 to inflict Frozen for 1 Round	1	1	None	Ice
Ice Burn	None	20 ft. Spot	Create a puddle that if walked through, knocks an enemy prone. Lasts for 2 rounds.	1	1	Blizzard	Ice
Aqua Splash	+1	10 ft. Cone	Spray water at an enemy in a cone.	1	1	None	Water
Thunder	+1	10 ft. Radius	-2 to inflict Stunned for 1 Round	1	1	None	Thunder
Lightning Bolt	+1	15 ft. Projectile	-2 to inflict Stunned for 1 Round	1	1	Thunder	Thunder
Gravity	+1	5 ft. Radius	-2 to inflict Dazzled for 1 Round	1	1	None	Space
Bind	None	15 ft. Person	-2 to inflict Bind for 1 Round	1	1	None	Space
Cure	None	15 ft. Person	+1HP	1	1	None	Healing
Aero	None	15 ft. Person	+1 Defense for 3 Round	1	1	None	Wind
Wind Armor	None	Self	Enemies cannot enter 5 ft. radius around you for 2 Rounds.	1	1	Aero	Wind
Wind	None	15 ft. Cone	Blows targets back. Does no damage.	1	1	Aero	Wind
Tornado	+1	10 ft. Line	-2 to inflict Stunned for 1 Round	1	1	Aero	Wind
Quake	None	10 ft. Radius	-2 to knock enemies prone in a radius.	1	1	None	Earth
Stop	None	15 ft. Person	Inflict Paralyzed for 1 Round	2	1	None	Time
Time Out	None	10 ft. Radius	-2 to inflict Bind in a 10 ft. Radius for 1 Round	2	1	Stop	Time
Terror	None	20 ft. Person	-2 to inflict Terror for 1 Round.	1	1	None	Darkness
Confuse	None	15 ft. Person	-2 to inflict Confuse for 1 Round	1	1	None	Darkness
Dark	None	30 ft. Spot	Create a portal to teleport between	1	1	None	Darkness

Corridor			any two known locations. Unless properly protected, take temporary Darkness damage to your HRT score every round in the portal as if failing your saving throws.				
Sample Memory	None	5 ft. Person	Read someone's memory of a specific event.	2	1	None	Memory
Adjust Memory	None	5 ft. Person	Improve someone's opinion of you, giving an advantage on speech checks.	2	1	Sample Memory	Memory
Present	None	5 ft. Person	Give someone a present that explodes at the end of your turn, damaging enemies and allies for 1d4 damage.	1	1	None	Physical

TIER 2 SPELLS

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Fira	+2	30 ft. Projectile	-1 to inflict Burned for 2 Rounds	2	2	D6 HRT, Fire	Fire
Homing Fira	+1	30 ft. Actor	-2 to inflict Burned for 2 Rounds. Creates a ball of fire that can be moved up to 30 ft. Does damage on contact, disappears after 1 Round.	2	2	D6 HRT, Fire	Fire
Blazing Fury	+1	15 ft. Cone	-1 to inflict Burned for 2 Rounds	2	2	D6 HRT, Fire	Fire
Firetooth	None	5 ft. Person	Set your weapon on fire. -2 to inflict Burned for 2 Rounds with every standard attack.	2	2	D6 HRT, Fire	Fire
Blizzara	+2	40 ft. Spot	-1 to inflict Frozen for 2 Rounds	2	2	D6 HRT, Blizzard	Ice
Homing Blizzara	+1	30 ft. Actor	-2 to inflict Frozen for 2 Rounds. Creates a ball of ice that can be moved up to 30 ft. Does damage on contact, disappears after 1 Round.	2	2	D6 HRT, Blizzard	Ice
Ice Needle	+2	15 ft. Actor	Creates ice needles that can move up to 30 ft. in one round. Damages for 1d4 anyone who touches them on the first round, acts as a barrier afterward.	2	2	D6 HRT, Blizzard	Ice
Icy Terror	+1	15 ft. Radius	-1 to inflict Frozen for 2 Rounds	2	2	D6 HRT, Blizzard	Ice
Slide Break	None	5 ft. Person	Coat your weapon in ice. -2 to inflict Frozen for 2 Rounds with every standard attack.	2	2	D6 HRT, Blizzard	Ice

Thundara	+2	20 ft. Radius	-1 to inflict Stunned for 2 Rounds	2	2	D6 HRT, Thunder	Thunder
Bolts of Sorrow	+1	30 ft. Spot	-1 to inflict Stunned for 2 Rounds	2	2	D6 HRT, Thunder	Thunder
Mega Volt	+1	15 ft. Line	Creates a wall of lightning. -1 to inflict Stunned for 1 Round.	2	2	D6 HRT, Thundara	Thunder
Gravira	+2	10 ft. Radius	-1 to inflict Dazzled for 2 Rounds	2	2	D6 HRT, Gravity	Space
Warpinator	None	5 ft. Person	-7 to destroy the nearest enemy instantly. Does not work on targets with more HP than the caster.	2	2	D6 HRT, Gravity	Space
Teleport	None	20 ft. Radius	Use your standard action to teleport behind an enemy.	3	2	D8 HRT, Gravity, Stop	Space
Magnet Spiral	+1	15 ft. Radius	Pulls all enemies within a 30 ft. radius 15 ft. closer to you, then does damage within a 15 ft. radius.	3	2	D6 HRT, Gravira	Space
Synchro	None	20 ft. Radius	Average out the HP between two targets.	3	3	D6 HRT, Gravira, Cura	Space
Cura	None	30 ft. Person	+3 HP	2	2	D6 HRT, Cure	Healing
Aerora	None	30 ft. Person	+3 Defense for 4 Rounds	2	2	D6 HRT, Aero	Wind
Gale of Severance	+1	30 ft. Line	-1 to inflict Stunned and knock enemy prone.	3	3	D6 HRT, Aerora	Wind
Storm's Eye	None	Self	Enemies cannot enter 10 ft. radius around you for 3 Rounds.	2	2	D6 HRT, Aerora	Wind
Impact Quake	None	20 ft. Radius	-1 to knock enemies prone in a radius.	2	2	D6 HRT, Quake	Earth
Ground Impact	+2	30 ft. Person	-1 to inflict Bind for 2 Rounds. Summon rocks on a target to do damage.	3	2	D6 HRT, Quake	Earth
Blossom Shower	None	20 ft. Radius	Creates a shower of petals that damage all who end their turn in the radius for 1 point of damage.	3	2	D6 HRT	Plant
Stopra	None	30 ft. Person	Inflict Paralyzed for 2 Rounds	3	2	D6 HRT, Stop	Time
Shock Impact	+1	20 ft. Radius	Knocks enemies back 20 ft., -1 to inflict Paralyzed for 1 Round.	3	2	D6 HRT, Stop	Time
Ghostly Scream	+2	30 ft. Spot	Blast up to two targets with darkness.	3	2	D6 HRT	Darkness
Dark Punisher	None	5 ft. Target	Drain 1d4 HP from an enemy to yourself. If this kills the enemy, only drain the remaining HP.	2	2	D6 HRT, Cure	Darkness
Dark Rush	+1	20 ft. Line	Use both your standard and	2	2	D6 HRT	Darkness

			movement action to rush forward, damaging anything in your path for 1d4 damage.				
Holy	+2	10 ft. Radius	Calls down a pillar of light. Allies within the radius get a +1 to DEF for a turn, enemies take damage.	3	2	D6 HRT	Light
	Holy Burst	+10 ft.	Extends the radius of Holy.	3	3	D8 HRT, Holy	Light
Miracle	None	20 ft. Radius	Restores 1d4 HP and MP.	3	3	D8 HRT, Cura	Light
	Gifted Miracle	N/A	Extend effect by an extra 1d4.	5	5	D10 HRT, Miracle	Light
Omnilaser	None	15 ft. Actor	Create a stationary portal that can shoot one laser per round for 1d4 points of damage. Lasts 3 rounds.	3	3	D8 HRT	Light
Delete Memory	None	5 ft. Person	-2 to delete the last few minutes from someone's mind.	2	2	D8 HRT, Sample Memory	Memory
Overwrite Memory	None	15 ft. Person	Change a memory slightly. Can only overwrite one element per casting. -1 to success each time an element of a specific memory is edited. Cannot change more than 4 elements of an event. If the check fails, the original memory returns.	3	2	D8 HRT, Sample Memory	Memory
Blast Barrel	None	10 ft. Actor	Summon a barrel that can move in a line 5 ft./Round. Upon contact with someone it explodes, doing 2d4 damage in a 10 ft. radius.	2	2	D8 HRT, Present	Physical

TIER 3 SPELLS

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Firaga	+4	60 ft. Projectile	Inflict Burned for 4 Rounds	4	4	D10 HRT, Fira	Fire
Firaga Burst	None	20 ft. Radius	Inflict Burned for 4 Rounds on a wide radius.	4	4	D10 HRT, Firaga	Fire
Firagaball	+2	30 ft. Projectile	Cast Firaga that explodes on contact, dealing 1d6 splash damage in a 10 ft. Radius.	5	4	D10 HRT, Firaga	Fire
Firaga Break	+4	30 ft. Line	Create a large line of fire magic. Anyone ending their turn in it takes 1d6 points of damage.	5	4	D10 HRT, Firaga	Fire
Blizzaga	+4	80 ft. Spot	Inflict Frozen for 4 Rounds	4	4	D10 HRT, Blizzara	Ice

Diamond Dust	None	30 ft. Radius	Inflict Frozen for 2 Rounds	4	4	D10 HRT, Blizzaga	Ice
Freeze	None	30 ft. Person	Unblockable. Encases a foe in ice, but only lasts one round. 1/Rest.	4	4	D10 HRT, Blizzara	Ice
Thundaga	+4	40 ft. Radius	Inflict Stunned for 4 Rounds	4	4	D10 HRT, Thundaga	Thunder
Graviga	+4	20 ft. Radius	Inflict Dazzled for 4 Rounds	4	4	D10 HRT, Gravira	Space
Warp	None	15 ft. Cone	-7 to destroy all enemies within a 15 ft. cone. Does not work on enemies with more HP than the caster.	6	5	D10 HRT, Warpinator, Gravira	Space
Curaga	None	60 ft. Person	+5 HP	4	4	D10 HRT, Cura	Healing
Aeroaga	None	60 ft. Person	+5 Defense for 6 Rounds	4	4	D10 HRT, Aerora	Wind
Whirlwind to the Void	+3	20 ft. Spot	Summons a Large tornado for 2 Rounds. Tornado can move 30 ft/Round, anyone who ends their turn in it is inflicted Stunned and knocked prone.	5	5	D10 HRT, Aeroaga	Wind
Cyclone Snatch	None	20 ft. Spot	Summons a fixed Large tornado. Anyone who ends their turn within a 30 ft. radius of it is drawn 15 ft. towards it. Anyone who ends their turn within a 15 ft. radius of it takes 1d4 points of damage.	5	5	D10 HRT, Aeroaga	Wind
Rockshatter	+3	20 ft. Line	Summons 4 rocks that shoot off in cardinal directions from the caster.	5	5	D10 HRT, Ground Impact	Earth
Stopga	None	60 ft. Person	Inflict Paralyzed for 3 Rounds	6	5	D10 HRT, Stopra	Time
Lethal Frame	None	N/A	Take an extra turn at the end of the round.	5	5	D10 HRT, Stopga	Time
Catastrophe	+2	30 ft. Projectile	Two-turn attack. On the first turn, take aim at an enemy, doing 1d4 points of damage. If the enemy has not moved, on the second turn do 2d6 points of damage.	5	5	D10 HRT	Light
Copy Memory	None	15 ft. Person	Copy the attack of an enemy and store it. Can take this ability multiple times to copy more attacks.	4	5	D10 HRT, Sample Memory	Memory
Unchain Memories	None	15 ft. Person	-5 to knock someone unconscious immediately. Difficulty is reduced by 1 for each time Overwrite	5	5	D10 HRT, Sample Memory,	Memory

			Memory has been used on that person.			Overwrite Memory	
Furious Bellow	None	20 ft. Radius	Inflict Stunned in a 15 ft. radius, pushes enemies back to the edge of spell.	4	4	D10 HRT	Physical
Doom	None	20 ft. Person	-2 to inflict Doom on a target.	5	5	D10 HRT	Nothing

TIER 4 SPELLS

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Ragnarok	5D6	15 ft. Radius	Fire a powerful burst spell.	All	5	D20 HRT	Light
Mega Flare	+5	30 ft. Cone	Cast an incredibly large fire spell.	10	5	D20 HRT, Firaga	Fire
Raging Storm	+3	20 ft. Actors	Summons 1d4 Large fire tornados that can move at 20 ft./Round. Anyone ending their turn in them takes 2d4 points of damage and can be Burned.	10	5	D20 HRT, Firaga, Aeroaga	Fire

TEAM ABILITIES

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Wild Crush	+3d6	15 ft. Line	Two players carry a third like a battering ram. Takes all three player's turns to use. Uses the battering ram player's BODY stat for damage.	5	5	D8 BODY	Physical
Stardust Blitz	+1d6	Varies	Make a physical attack with a DC of 3 to baseball-swing another player's spell into an enemy for extra damage.	3	5	D8 BODY	Physical
Furious Volley	+1d4	15 ft. Target	Knock an enemy at another player, who can hit the enemy back to you. Each successive hit deals an extra d4 of damage and is another -1 to hit. Ends on the first miss.	7	5	D8 BODY	Physical
Trinity Limit	10D6	20 ft. Radius	The whole party must sacrifice a turn to cast.	All	5	D12 HRT	Light

SUMMONS

Name	Damage	Radius	Effects	MP	AP	Requirements
Earthshine (Simba)	+5	10 ft. Radius	Does damage in a radius.	5	2	D8 HRT
Watergleam (Dumbo)	+1	20 ft. Cone	Pushes enemies.	5	2	D8 HRT
Naturespark (Bambi)	None	20 ft. Radius	Special abilities cost 1 less MP inside radius.	5	2	D8 HRT
Fireglow (Mushu)	+3	15 ft. Spot	Inflict Burned for 1 Round	5	2	D8 HRT

Omnislash (Cloud)	+3	20 ft. Line	Attacks enemies in a line.	5	2	D8 HRT
Lucky Bounty (Pluto)	None	None	Digs up a random item from the Potions table. On a 1, finds nothing. Can be used once per long rest.	5	3	D8 HRT
Smash (Goofy)	+2	10 ft. Radius	Goofy knocks a target into the air. Hit the target's DEF to deal an extra 1d6 damage.	5	3	D8 HRT
Magic! (Donald)	+2	Varies	Roll a 1d4. On a 4, Donald casts Fira. 3 Blizzara, 2 Thundara. On a 1, Donald explodes, dealing damage to allies and enemies in a 15 ft. Radius.	5	3	D8 HRT
Lamp Charm (Genie)	None	Varies	Genie mimics your actions for 2 turns.	5	3	D8 HRT
Feather Charm (Peter Pan/Tinkerbell)	+1	15 ft. Radius	Attacks any enemies within reach for 1 point of damage. Can make up to 1d4 attacks.	5	2	D8 HRT

REACTIONS

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Guard	None	N/A	Take ½ Damage on one attack.	1	1	None	Reaction
Counter attack	Standard	N/A	Make a standard attack against an enemy that exits your threatened squares. (Attack of Opportunity)	1	2	None	Reaction
Sandstorm	None	None	Make an AOO on enemies moving through your threat range.	1	3	D8 BODY	Reaction
MP Gift	None	20 ft.	Sacrifice 2 MP to give to an ally.	2	4	D8 HRT	Reaction
Evolution	None	20 ft.	Subtract up to 1d4 HP from your own HP and give it to an ally.	3	4	D8 HRT	Reaction
Barrage	None	20 ft.	Move an enemy within line of sight 5 ft. away from you.	1	2	D6 BODY	Reaction
Card Break	None	5 ft.	Make an opposed attack roll to prevent an enemy from attacking. Uses up your standard action.	3	3	D8 BODY	Reaction

TIER 1 ABILITIES

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Dodge Roll	None	N/A	Move without provoking AOO.	1	1	None	Physical
Slapshot	+1d4	5 ft.	Add 1d4 damage to a base attack.	1	1	None	Physical
Sliding Dash	None	N/A	Increase movement speed by 5 ft.	1	1	None	Physical
Vortex	None	N/A	+5 ft. Range to any base attack.	1	1	None	Physical

Combo Plus	None	N/A	+1 attack.	Passive	1	None	Physical
Scan	None	20 ft.	Free action to see enemy's HP.	0	1	None	Physical
Berserk	+1d6	N/A	Boosts damage when at 1 HP	Passive	1	None	Physical
Cheer	None	N/A	Summons last 1 extra round.	1	1	None	Physical
High Jump	None	N/A	+2 to Climb checks.	1	1	D8 BODY	Physical
Mermaid Kick	None	N/A	Doubles speed underwater.	1	1	D8 BODY	Physical
Rocket	+1d4	10 ft.	Knock down flying enemies.	1	1	D6 BODY	Physical
Applause!	None	15 ft.	Quickly close the gap between an enemy.	1	1	D8 MIND	Physical
Spiral Wave	+1d4	10 ft. Cone	Attack in a spiral in a cone in front of you.	1	1	D6 BODY	Physical
Strike Raid	+1d4	20 ft.	Hurl the keyblade at an enemy. Takes a turn to re-summon.	1	1	D6 HRT, D6 BODY	Physical
	Fire Raid	N/A	-2 to inflict Burned for 1 Round.	2	2	Strike Raid, Fire	Subslot
	Blizzard Raid	N/A	-2 to inflict Frozen for 1 Round.	2	2	Strike Raid, Blizzard	Subslot
	Thunder Raid	N/A	-2 to inflict Stunned for 1 Round.	2	2	Strike Raid, Thunder	Subslot
	Gravity Raid	N/A	-2 to inflict Dazzled for 1 Round.	2	2	Strike Raid, Gravity	Subslot
	Stop Raid	N/A	-2 to inflict Paralyzed for 1 Round.	2	2	Strike Raid, Stop	Subslot
	Blade Storm	N/A	Drain 1 HP from a target to yourself.	2	2	Strike Raid, Cure	Subslot
Helm Split	None	5 ft. Radius	Knock 1d4 enemies adjacent to you back 5 feet.	1	1	None	Physical

TIER 2 ABILITIES

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Aerial Sweep	+2	N/A	Extra damage if you are at a lower elevation than the enemy.	0	2	None	Physical
Hurricane Blast	+2	N/A	Extra damage if you are at a higher elevation than the enemy.	0	2	None	Physical
Ripple Drive	None	N/A	Use HEART to calculate damage instead of BODY.	Passive	2	D6 HRT	Physical

Stun Impact	+2	5 ft.	Inflicts Stunned at a -1.	1	2	D6 BODY	Physical
Treasure Magnet	None	N/A	+1 Munny whenever it is earned.	Passive	3	D6 MIND	Physical
MP Rage	None	N/A	+5 MP when HP is at 1.	Passive	3	D8 HRT	Physical
Second Chance	None	N/A	Keep 1 HP after taking a fatal hit.	1/Rest	3	None	Healing
Jackpot	None	N/A	Loot more items at DM's discretion.	1/Rest	3	D8 MIND	Physical
Tech Boost	None	N/A	Gain additional Ability Points.	1 Every 2 Levels	3	D8 HRT	Physical
Glide	None	30 ft.	Glide for 30 ft.	1	3	D6 BODY, D6 HRT	Physical
Charge	None	20 ft.	Rush forward and knock an enemy Dazzled for 2 turns.	1	3	D8 BODY	Physical
Weapon Tornado	+2	5 ft.	Make up to 3 attacks on enemies adjacent to you for 1d4 damage.	2	3	D8 BODY	Physical
Raging Boar	+1	5 ft.	Push up to 3 enemies adjacent to you 10 ft. back.	2	3	D8 BODY	Physical
Asp's Bite	+1	5 ft.	Immediately knock an enemy prone.	2	3	D8 BODY	Physical
Crescent	None	+10 ft. Cone	Leap 10 feet into the air to attack flying enemies.	Passive	3	D8 BODY	Physical
Humming bird	+1	5 ft.	Do 1d4 strikes for 1d4 points of damage each. Ends on the first miss.	2	3	D8 BODY	Physical
Ferocious Lunge	+2	15 ft. Line	Close a gap and do extra damage.	2	3	D8 BODY	Physical
Impulse	+1	5 ft.	Knock an enemy into the air, then spike them into the ground for 1d4 splash damage in a 5 ft. radius.	2	2	D8 BODY, 2 attacks	Physical
Maelstrom	+2	5 ft.	Hit an enemy many times for 1 point of damage. Each successive attack gets an additional -1 to hit. Ends on the first miss.	2	2	D8 BODY	Physical
Drop Shot	+2	15 ft. Cone	Slam your weapon into the ground. -1 to inflict Dazzle in a 15 ft. cone.	2	2	D8 BODY	Physical
Circle Reject	+2	15 ft. Radius	Create a shockwave that has a -1 to inflict Dazzle.	2	2	D8 BODY	Physical

TIER 3 ABILITIES

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Blitz	+2d6	10 ft.	Strike enemies in front of you with	2	3	D6 BODY	Physical

		Line	a leap.				
Gravity Break	25% enemy's HP	5 ft.	25% chance of casting Gravity.	4	3	D8 HRT	Gravity
Zantetsuken	+3	15 ft.	If the enemy has 5 HP or less, kills instantly.	3	3	D8 BODY	Physical
Critical Plus	None	N/A	Subtract 1d4 from the explode chance of an attack.	1/Rest	3	None	Physical
MP Haste	None	N/A	Reduces the MP cost of a spell by 2.	1/Rest	3	D8 HRT	Physical
Second Wind	None	N/A	When healed from being knocked out, double the amount of HP received.	1/Rest	3	None	Healing
Sonic Blade	+D4	10 ft.	Make up to 5 additional attacks on an enemy for a d4 of damage each. Ends on the first miss.	3	3	D8 BODY	Physical
Judgment	+1d4	20 ft. Line	Hurl the keyblade at an enemy 1d4 times. Takes a turn to re-summon.	3	3	D8 HRT, D8 BODY	Physical
Reflect Raid	+1d4	20 ft. Line	Hurl the keyblade at an enemy. Bounces off 1d6 enemies. Takes a turn to re-summon.	3	3	D8 HRT, D8 BODY	Physical
Superglide	None	N/A	Can fly as a movement action for 30 ft/sec.	Passive	4	D8 HRT	Physical
Teleport Rush	+3	10 ft. Person	Teleport 1d4 times to attack different enemies. Cannot take a standard action next turn.	4	3	D8 HRT, D8 BODY	Physical, Space
Deathscythe	+3	20 ft. Projectile	Fire a 10ft wide projectile in a line.	3	3	D10 BODY	Physical

TIER 4 ABILITIES

Name	Damage	Range	Effects	MP	AP	Requirements	Type
Leaf Bracer	None	N/A	Casting Cure does not provoke AOO.	Passive	4	D10 HRT	Healing
Ars Arcanum	13D4	15 ft.	Unleash a flurry of blows.	1/Rest	4	D10 BODY	Physical

TIER 1 DRIVE FORMS

Dark Mode			
MP	AP	Drive Cost	Effects
3	5	3	+10 ft/Round, -3 HRT checks, ½ damage from Darkness attacks, X2 from light.

Special Abilities						
Name	Damage	Range	Effects	MP	Drive Gauge	Type
Inverse Burst	+2	20 ft. Radius	Release a burst of dark energy that inflicts Confused.	2	2	Darkness
Dark Firaga	+2	20 ft. Projectile	Fire a blast of dark fire that explodes on impact. Does 1d4 splash damage in a 10 ft. radius.	3	3	Darkness, Fire
Shock Slash	+2	20 ft. Projectile	Fire 1d4 bursts of darkness that can inflict Confused.	2	2	Darkness
Dark Shadow	None	N/A	Meld with any surface into a shadow, as a standard action. Incapable of attacking or being attacked in this form.	2	1	Darkness
Dark Break	+2	5 ft.	Leap over an enemy and attack them. Can knock the enemy prone.	2	2	Physical
Dark Aura	+2	5 ft.	Attack an enemy 1d4 times.	5	All	Finisher

REPLICAS AND GUARDIANS

To create a Replica or Guardian servant, the player must first expend 7 AP, 7 MP, and 13 Munny to do so. This actor is then a separate entity that is controlled by the player, with the abilities of a blank character sheet. All of their Primary or Secondary Stats or Skills are treated as if they have no points in them.

Thereafter, whenever the player has unspent AP, they may invest it in their creation. They can improve their creations stats and buy it abilities and spells, just as they would for themselves.

However, Replicas and Guardians have Growth stat, which starts at 0. Whenever the DM feels that the players have interacted with the creation in a meaningful way, the DM may award the creation a Growth point. If the creation ever reaches 7 Growth points, they grow a heart, and become a character independent of the players. After this, it is treated as an NPC and is no longer controlled by their creator.

If the player creates a Guardian, they may assign it the Heartless or Nobody race if they wish, and add the associated Race stats to it during creation without having to spend AP. This requires a DC 7 HRT check to do so however.

ARMS

TIER 0 KEYBLADES

Name	Damage	Range	Explode Chance	Munny	Effects
Beeblade	N/A	5 ft.	N/A	X	Does no damage, summons a swarm of angry bees when used.

TIER 1 KEYBLADES

Name	Damage	Range	Explode Chance	Munny	Effects
Kingdom Key	+1	5 ft.	0	X	None

Kingdom Key D	+1	5 ft.	0	X	None
Jungle King	+1	10 ft.	0	5	None
Olympia	+1	5 ft.	-1	5	None
Lady Luck	+1	5 ft.	0	5	+1 MP

TIER 2 KEYBLADES

Name	Damage	Range	Explode Chance	Munny	Effects
Three Wishes	+2	5 ft.	0	15	None
Pumpkinhead	+2	10 ft.	-1	15	None
Crabclaw	+3	5 ft.	0	15	+1 MP
Wishing Star	+3	5 ft.	-1	15	None
Fairy Harp	+2	5 ft.	-1	15	+1 MP
Divine Rose	+3	5 ft.	-1	15	None
Star Seeker	+2	5 ft.	0	15	Extra attack when in midair.
Monochrome	+2	5 ft.	0	15	Doubles effectiveness of healing spells/items used by wielder.
Follow the Wind	+2	5 ft.	0	15	Gain 1 extra Munny whenever it is earned.
Maverick Flare	+0	5 ft.	-3	20	None

TIER 3 KEYBLADES

Name	Damage	Range	Explode Chance	Munny	Effects
Spellbinder	+3	5 ft.	0	30	+2 MP
Metal Chocobo	+4	10 ft.	X	30	-1 MP
Lionheart	+3	5 ft.	0	30	+1 Bonus Attack
Diamond Dust	+3	5 ft.	0	30	+1d4 ice damage.
One Winged Angel	+1	10 ft.	-3	45	-3 MP
Hidden Dragon	+3	5 ft.	0	30	Restore 1d4 MP whenever damage is taken.
Photon Debugger	+3	5 ft.	0	30	+1d4 thunder damage.
Bond of Flame	+3	5 ft.	0	30	+1d4 fire damage.
Total Eclipse	+6	5 ft.	0	30	-3 DEF
Midnight Roar	+4	5 ft.	0	30	+3 DEF when at 1 HP.

TIER 4 KEYBLADES

Name	Damage	Range	Explode Chance	Munny	Effects
Oathkeeper	+2	10 ft.	-2	50	+3 MP
Oblivion	+5	10 ft.	-1	50	-3 MP
Keyblade of Heart	+3	10 ft.	-1	50	-2 HRT

TIER 5 KEYBLADES

Name	Damage	Range	Explode Chance	Munny	Effects
Ultima	+5	10 ft.	-2	X	+2 all Primary Stats

TIER 1 STAFFS

Name	Damage	Range	Explode Chance	Munny	Effects
Mage's Staff	0	5 ft.	0	X	+1 MP
Morning Star	0	5 ft.	0	5	+2 MP
Warhammer	+1	5 ft.	0	5	None

TIER 2 STAFFS

Name	Damage	Range	Explode Chance	Munny	Effects
Shooting Star	+1	5 ft.	0	15	+1 MP
Magus Staff	+2	5 ft.	0	15	None
Lord Fortune	+1	5 ft.	-1	15	+1 MP
Wizard's Relic	+1	5 ft.	0	15	+2 MP

TIER 3 STAFFS

Name	Damage	Range	Explode Chance	Munny	Effects
Silver Mallet	+2	5 ft.	0	30	+2 BODY
Heart Staff	+1	5 ft.	0	30	+1 HRT, +1 MP
Violetta	+2	5 ft.	0	30	-2 MP

TIER 4 STAFFS

Name	Damage	Range	Explode Chance	Munny	Effects
Dream Rod	+2	5 ft.	-1	50	+3 MP,

Grand Mallet	+3	5 ft.	0	50	-1 MP
Fantasia	0	5 ft.	X	50	+4 MP
Meteor Strike	+4	5 ft.	X	50	+2 MP

TIER 5 STAFFS

Name	Damage	Range	Explode Chance	Munny	Effects
Save the Queen	+5	10 ft.	-2	X	+2 all Primary Stats

TIER 1 SHIELDS

Name	Damage	Range	Explode Chance	Munny	Effects
Knight's Shield	+1	5 ft.	0	X	None
Stout Shield	+1	5 ft.	0	5	+1 DEF

TIER 2 SHIELDS

Name	Damage	Range	Explode Chance	Munny	Effects
Smasher	+2	5 ft.	0	15	+1 BODY
Golem Shield	+2	5 ft.	-1	15	+1 DEF
Mythril Shield	+4	5 ft.	0	15	None
Adamant Shield	+2	5 ft.	0	15	+2 DEF

TIER 3 SHIELDS

Name	Damage	Range	Explode Chance	Munny	Effects
Onyx Shield	+3	5 ft.	-1	30	+2 DEF
Dream Shield	+3	5 ft.	0	30	+1 DEF, +1 BODY, -2 HRT
Seven Elements	+3	5 ft.	0	30	-1d4 damage when hit with elemental spell
Gigas Fist	+3	5 ft.	0	30	+2 BODY

TIER 4 SHIELDS

Name	Damage	Range	Explode Chance	Munny	Effects
Genji Shield	+4	5 ft.	0	50	+3 DEF, -2 BODY
Herc's Shield	+4	5 ft.	0	50	+3 BODY, -1 DEF, -1 MP
Defender	+4	5 ft.	X	50	+5 DEF

Mighty Shield	+4	5 ft.	-2	50	+3 BODY, -1 DEF, -1 MP
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TIER 5 SHIELDS

Name	Damage	Range	Explode Chance	Munny	Effects
Save the King	+5	5 ft.	-2	X	+2 all Primary Stats

TIER 0 SWORDS

Name	Damage	Range	Explode Chance	Munny	Effects
Wooden Sword	None	5 ft.	N/A	X	Incapable of dealing damage.
Dummy Soul Eater	+1	5 ft.	0	X	Cursed, stuns the wielder if used.

TIER 1 SWORDS

Name	Damage	Range	Explode Chance	Munny	Effects
Dream Sword	+1	5 ft.	0	X	None
Soul Eater	+1	5 ft.	0	X	-2 Explode chance when at 1 HP.

ACCESSORIES, ARMOR, AND ITEMS

Accessories are a way for the players to further improve their characters. Accessories and armor often have abilities that modify the player's stats in a passive way so as to make them better equipped to handle the dangers the world possesses.

Armor falls into different slots. Each slot can only have one thing equipped to it at a time. For instance, if a player owns two different rings, they may only have one equipped.

Cards are a unique brand of accessory, as they often allow the player to modify dice rolls, or other game mechanics once every so often. A player may only have one type of card at a time.

ACCESSORIES

Name	Munny	Slot	Effects
Protect Chain	10	Neck	+1 DEF
Protera Chain	20	Neck	+2 DEF
Protega Chain	30	Neck	+3 DEF
Obsidian Ring	5	Ring	+1 Attack

Prime Cap	5	Head	+1 DEF
Fire Ring	7	Ring	-1d4 Fire Damage
Fira Ring	13	Ring	-1d6 Fire Damage
Firaga Ring	20	Ring	-1d8 Fire Damage, Advantage against Burned
Firagun Band	30	Ring	-1d10 Fire Damage, Advantage against Burned, +1 Attack
Blizzard Ring	7	Ring	-1d4 Ice Damage
Blizzara Ring	13	Ring	-1d6 Ice Damage
Blizzaga Ring	20	Ring	-1d8 Ice Damage, Advantage against Frozen
Blizzagun Band	30	Ring	-1d10 Ice Damage, Advantage against Frozen, +1 Attack
Thunder Ring	7	Ring	-1d4 Thunder Damage
Thundara Ring	13	Ring	-1d6 Thunder Damage
Thundaga Ring	20	Ring	-1d8 Thunder Damage, Advantage against Stunned
Thundagun Band	30	Ring	-1d8 Thunder Damage, Advantage against Stunned, +1 AP
Ability Stud	10	Earring	+1 AP
Guard Earring	20	Earring	+2 AP, +1 DEF
Master Earring	40	Earring	+3 AP, +2 DEF
Chaos Ring	7	Ring	-1d4 Darkness Damage
Dark Ring	13	Ring	-1d6 Darkness Damage, +2 DEF
Element Ring	22	Ring	-1d6 Fire, Ice, or Thunder Damage
Three Stars	27	Ring	-1d6 Fire, Ice, or Thunder Damage, +2 DEF
Power Chain	15	Neck	+1 Attack
Golem Chain	20	Neck	+1 Attack, +1 BODY
Titan Chain	25	Neck	+2 Attack, +2 BODY, +1 DEF
Energy Bangle	15	Wrist	+1 DEF, +1 HP
Angel Bangle	25	Wrist	+2 DEF, +2 HP
Gaia Bangle	35	Wrist	+3 DEF, +3 HP
Magic Armlet	15	Wrist	+1 MP
Rune Armlet	20	Wrist	+2 MP, +1 DEF
Atlas Armlet	25	Wrist	+3 MP, +2 DEF, +1 HRT
EXP Bracelet	20	Wrist	+4 AP

EXP Necklace	20	Neck	+4 AP
EXP Earring	20	Earring	+4 AP
EXP Ring	20	Ring	+4 AP
Heartguard	20	Neck	+2 HRT, +1 DEF, -1d6 Darkness Damage
Ribbon	25	Neck	+3 DEF, -1d6 All Elemental Damage
Crystal Crown	25	Head	+1 HP, +1 BODY, +1 HRT, +1 DEF, +1 AP
Brave Warrior	15	Earring	+1 HP, +1 Attack
Ifrit's Horn	20	Neck	+1 AP, +1 DEF, -1d6 Fire Damage
Ifrit's Belt	25	Belt	+1 BODY, +1 Attack, -1d6 Fire Damage
Inferno Band	25	Wrist	+2 DEF, -1d4 Fire or Darkness Damage
Shiva Belt	25	Belt	+1 HRT, +1 Attack, -1d6 Ice Damage
Ramuh Belt	25	Belt	+1 BODY, +1 AP, -1d6 Thunder Damage
White Fang	25	Neck	+1 AP, +1 BODY, +1 DEF
Ray of Light	20	Earring	+2 HP, +1 HRT
Holy Circlet	30	Head	+3 AP, -1d6 Fire, Ice, or Thunder Damage
Raven's Claw	30	Neck	+2 Attack, +2 DEF, -1d6 Darkness Damage
Moogles Badge	30	Neck	+1 HP, +1 AP, +1 BODY, +1 Attack
Royal Crown	40	Head	+2 DEF, +2 HRT, -1d4 Fire, Ice, Thunder Damage
Omega Arts	40	Earring	+3 HP, +3 Attack, +2 HRT, +3 DEF
Cosmic Arts	50	Earring	+4 HP, +4 Attack, +3 HRT, +4 DEF
Black Coat	30	Cloak	Shields the wearer from the darkness of the Dark Corridors and the lanes between worlds. Take -1 to Darkness Damage.

CARDS

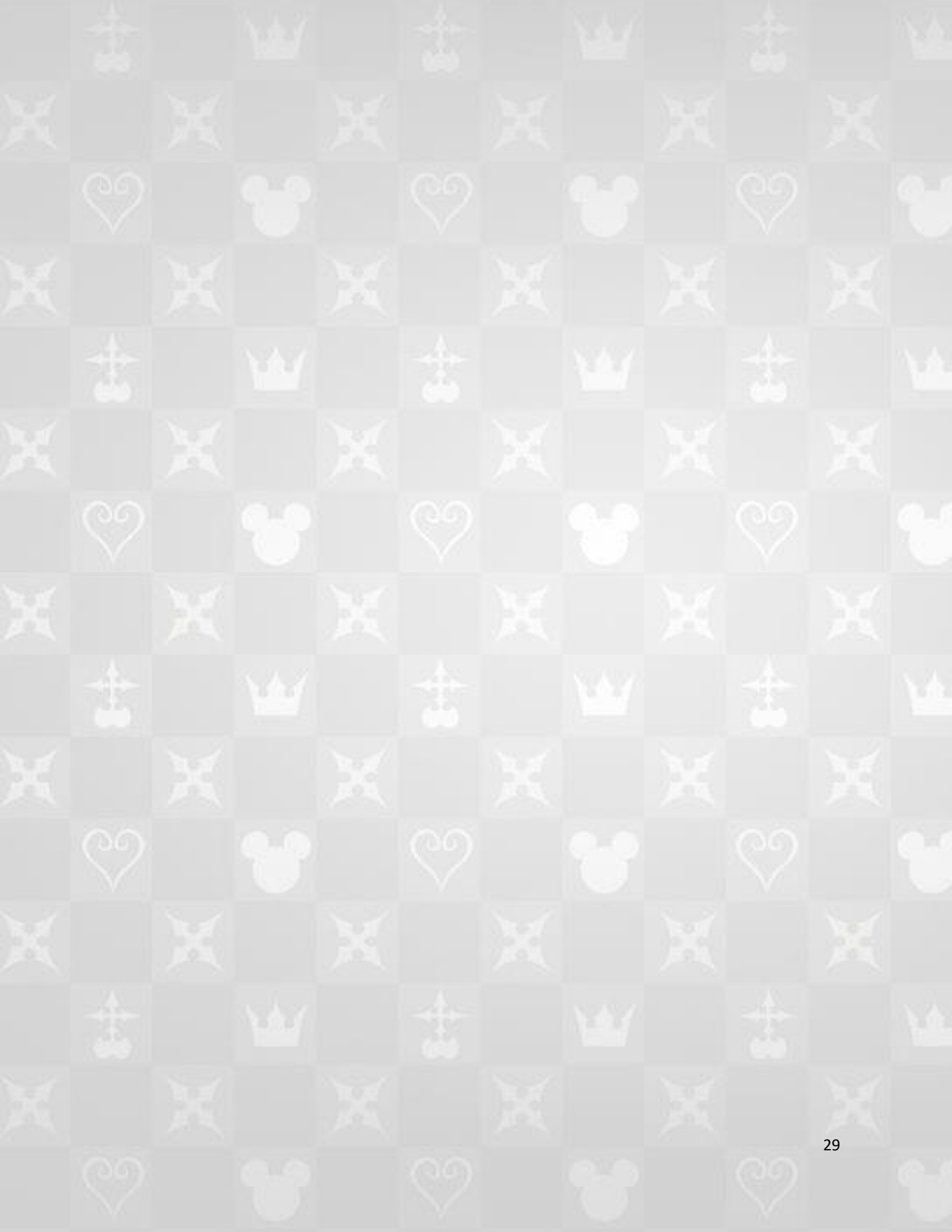
Name	Munny	Effects	Randomizer
Shadow	10	Add +1 to one attack per combat.	1
Soldier	15	At an extra attack once per combat.	2
Powerwild	15	Invert the value of a die once per rest.	3
Bouncywild	15	Gain an extra munny once per rest.	4
Large Body	15	Nullify frontal damage once per day.	5
Fat Bandit	15	Add +2 to one attack when striking an enemy from behind once per combat.	6

Sea Neon	15	Reroll a die once per combat.	7
Bandit	20	Automatically explode a die once per day.	8
Pirate	20	Automatically cause a roll to fail once per day.	9
Red Nocturne	10	+1 to a Fire spell once per combat.	10
Blue Rhapsody	10	+1 to an Ice spell once per combat.	11
Yellow Opera	10	+1 to a Thunder spell once per combat.	12
Green Requiem	10	+1 to an HP boost item or spell once per combat.	13
Wizard	15	+1 to any spell once per combat, but become incapable of receiving benefits from any summon.	14
Air Soldier	10	Re-summon a weapon as a move action once per combat.	15
Barrel Spider	15	Explode upon death, dealing 1d6 damage in a 10 ft. radius.	16
Wight Knight	10	+10 ft to your jumping height/distance.	17
Air Pirate	15	+1 against Stun attempts.	18
Gargoyle	10	Add +1 to defense once per combat.	19
Search Ghost	20	Absorb 1d4 HP from an enemy once per rest.	20
Aquatank	20	+1 MP when you run out once per rest.	21
Screwdriver	10	-1 to an enemy attack once per combat.	22
Wyvern	20	+1 Drive Gauge when you run out once per rest.	23
Defender	15	-1 damage from a physical attack once per combat.	24
White Mushroom	20	Restore 1 HP whenever you use a summon.	25
Black Fungus	30	Store a random card effect once per rest. Roll a d6 for the tens value, then a d10 for the ones value.	26
Creeper	15	Stop an attack of opportunity against a cure spell once per rest.	27
Tornado Step	20	+2 to the Drive Gauge once per rest.	28
Crescendo	20	Become incapable of using spells, but get a +3 to summon abilities.	29
Neoshadow	30	Once per rest, cause an enemy's HP to drop by 1d4 for 3 rounds.	30
Darkball	30	Once per rest, search the initiative deck and draw whichever card you like.	31
Guard Armor	20	Once per combat, add +5 to the range of any attack.	32
Hades	30	+1 attack when at 1 HP.	33

Trickmaster	30	+1 DEF when under a status condition.	34
Jafar	30	+1 when using the Card Break reaction.	35
Ursula	30	Once per rest, take ½ damage from any spell.	36
Oogie Boogie	30	Once per rest, get +1 HP per round for 3 rounds.	37
Parasite Cage	20	Once per combat, take away an enemy's move action.	38
Hook	30	If an attack would drop you to 0 HP, hang on with 1 HP if you take more than half your total HP in damage once per rest.	39
Dragon Maleficent	30	Once per combat, get a +1 to attack at the cost of not filling the Drive Gauge.	40
Darkside	30	Once per rest, copy the last attack used by an enemy.	41
Riku Replica	30	Once per rest, a spell or special ability uses no MP.	42
Card Soldier	30	Once per rest, a Drive Form attack uses no Drive Gauge.	43
Ansem	40	Once per rest, nullify all darkness damage for a round.	44
Xemnas	40	When receiving consecutive attacks, the enemy gets disadvantage on the second strike and beyond.	45
Xigbar	40	+1 to projectile attacks.	46
Xaldin	40	Once per rest, cast Aero for free.	47
Vexen	40	-1 to ice damage against you.	48
Lexaus	40	+1 when executing a Finisher.	49
Zexion	40	Once per rest, cast Confuse for free.	50
Saix	40	Once per rest when performing multiple attacks, get a +1 for each subsequent attack.	51
Axel	40	+2 against Stunned.	52
Demyx	40	+1 to water-based attacks.	53
Luxord	40	Once per rest, use Card Break without sacrificing your standard action.	54
Marluxia	40	+3 to your max Drive Gauge.	55
Larxene	40	+10 ft./Round to your speed.	56
Roxas	40	Once per rest, double the damage of a standard attack.	57
Gold Card	50	Once per rest, allow another player to use their Card one more time.	58
Platinum Card	50	Once per combat, take no damage from an attack.	59
Honey Bee	0	Cursed. Once per rest summons an uncontrollable swarm of bees.	60

POTIONS

Name	Munny	Effect	Lucky Bounty
Potion	3	Restore 1 HP	2
Hi-Potion	5	Restore 2 HP	3
Mega-Potion	10	Restore 3 HP	4
Ether	3	Restore 3 MP.	5
Mega-Ether	5	Restore 5 MP.	6
Elixir	10	Restore 1 HP, restore 3 MP.	7
Megalixir	15	Restore 2 HP, restore 5 MP.	8
Tent	15	Restore 1 HP to the entire party. Can only be used in safe situations.	9
Camping Set	20	Fully restores HP to the entire party. Can only be used in safe situations.	10
Cottage	25	Fully restores HP to the entire party. Can only be used in safe situations. Counts as a long rest.	11
Healing Herb	15	Fully restores HP	12
Thunder Potion	5	Casts Thunder.	13
Cure Potion	3	Removes 1 status effect	14
Aero Potion	5	Casts Aero	15
Power Up	20	+1 BODY	16
Defense Up	20	+1 DEF	17
AP UP	20	+1 AP	18
Honey	3	Pour on the ground to create a 10 ft. radius patch that halves movement speed.	19
Honey Pot	10	Set on the ground to attract all mindless enemies within a 25 ft. radius. They will be distracted and eat the honey for 2 rounds.	20





Gummi Garage

"Simply astonishing! Today I had a guest from another world. He is a king, and his vessel is built of the material that composed the meteors. He called the pieces "gummi blocks". It seemed that my opening the door has opened a path to interworld travel."

- Ansem Report 9

Since the age of dreams, the Worlds have remained separated by a vast gulf of darkness. Traversing this is nearly impossible without the special protection of Gummi Ships. These little vessels allow travelers to hop from world to world, yet although they protect from the all-encompassing darkness of the void, they are not impervious to the dangers that lurk within it.

GUMMI COMBAT

In many cases, the player will find themselves accosted by the Heartless in the space between worlds. These Heartless Gummi Ships must be destroyed in order to pass, as they will harass the players at all costs. Different types of ships all behave differently.

Each player starts off with a basic Kingdom model of Gummi Ship, although different models can be purchased from many shops.

The objective of a gummi ship mission isn't necessarily to destroy all of the other ships. Sometimes it could be to get to the other side of a map, or to capture an objective, or simply to destroy all of the other pieces. It's up to the DM's discretion.

SHIP CREATION

Each player begins the game with a Gummi Ship with the following base stats:

- HP: 1
- Defense: 1
- Attack: 1d4
- Range: 3 Squares
- Speed: 1 Square

The player begins the game with 10 AP to spend on Gummi Blocks as they see fit. A Gummi Ship can have 30 AP worth of upgrades in total.

Gummi Blocks are upgrades to the Gummi Ship that modify its stats in some way. Gummi Blocks can be bought from most shops.

GUMMI BLOCKS

Name	Type	AP	Munny	Effect
Cure-G	Cockpit	3	5	+1 HP
Curaga-G	Cockpit	5	7	+2 HP
Life-G	Cockpit	7	9	+3 HP
Full-Life-G	Cockpit	9	11	+4 HP
Fire-G	Engine	1	3	+1 Speed
Fira-G	Engine	2	5	+2 Speed
Firaga-G	Engine	3	7	+3 Speed
Flare-G	Engine	4	9	+4 Speed
Holy-G	Engine	5	11	+5 Speed
Protect-G	Armor	1	2	+1 DEF
Shell-G	Armor	2	4	+2 DEF
Dispel-G	Armor	3	5	+3 DEF
Aero-G	Wing	2	2	+1 Range
Aerora-G	Wing	4	4	+2 Range
Aeroga-G	Wing	6	6	+3 Range
Float-G	Wing	8	8	+4 Range
Tornado-G	Wing	10	10	+5 Range
Thunder-G	Weapon	3	3	+1 Damage (Single Target)
Thundara-G	Weapon	5	5	+2 Damage (Single Target)
Thundaga-G	Weapon	7	7	+3 Damage (Single Target)
Comet-G	Weapon	5	7	+1 Damage (3 Square Line)
Meteor-G	Weapon	9	9	+3 Damage (3 Square Line)
Ultima-G	Weapon	13	11	+5 Damage (3 Square Line)
Drain-G	Special	5	7	Once per combat, drain 1d4 HP from an enemy.
Esuna-G	Special	7	11	Once per travel period, grabs a random item.
Haste-G	Special	5	7	Gain an extra attack per round.
Haste-2G	Special	7	9	Gain two extra attacks per round.
Osmose-G	Special	7	11	Once per travel period, grabs 1d4 Munny.
Warp-G	Special	7	7	Once per 3 rounds, instantly warp to a spot on the map.
Transform-G	Special	9	11	Once per 3 rounds, transforms the Gummi Ship Into another blueprMind that also contains Transform-G.
Scan-G V	Special	7	5	Reveals hidden enemies in a 3-Square cone.
Scan-G O	Special	7	5	Reveals hidden enemies in a 3-Square radius.
Shield-G	Special	5	5	Creates a shield of 1 temporary HP.
Shield2-G	Special	7	7	Creates a shield of 3 temporary HP.

MODELS

Name	HP	Defense	Attack	Range	Speed	Tactics
Stingray	1	1	1d4	2	1	Advances towards the player in a Bodyaight line.
Siren	1	1	1d4	3	2	Hides behind other ships.
Remora	1	2	1d4	2	2	Positions itself in front of other ships.
Lamia	1	1	1d6	2	2	Circles around the player to flank.
Bomb	1	2	1d8	2	2	Attempts to collide with the player, blowing up.
Carbuncle	2	3	1d6	2	2	Defends other ships.
Catoblepas	2	2	1d8	2	2	Advances towards the player.
Cindy	3	2	1d6	2	2	Advances to the front of combat.
Imp	1	2	1d6	2	3	Attacks the player, then runs away.
Adamant	3	3	1d8	3	3	Advances towards the player.
Alexander	3	2	2d4	4	2	Positions itself in the middle of other ships.
Atomos	4	4	1d8	3	2	Positions itself in front of weaker ships.
Goblin	2	2	1d8	4	4	Attacks the player then hides behind other ships.
Ifrit	1	2	2d4	3	4	Moves around the battlefield, attacking at random.
Omega	4	4	1d6	4	2	Gives a +1 to Attack to all adjacent ally ships.
Sandy	2	3	1d8	3	5	Gives a +1 Speed to adjacent ships.
Shiva	5	2	1d8	4	3	Hangs towards the back of combat.
Sylph	1	2	2d4	5	5	Moves around combat healing other ships for 1 HP per turn.
Ahriman	4	5	1d6	3	3	Gives a +1 to Defense to all adjacent ally ships.
Deathguise	3	2	1d10	5	4	Aggressively attacks the player.
Golem	3	4	2d4	3	3	Protects ships low on HP.
Serpent	4	4	1d10	3	3	Gives a +1 to Range on all adjacent ships.
Ramuh	5	3	1d8	5	3	Can cast Drain on a player once per two rounds.
Typhoon	3	6	1d8	5	2	+1 Defense, +1 Range on all adjacent ally ships.
Odin	6	6	1d8	5	2	+2 HP on all adjacent ally ships.
Mindy	2	4	1d10	4	6	Backs up ships low on HP.
Diabolos	7	5	1d10	7	4	+2 Range, +2 Defense on all adjacent ally ships. Hangs towards the back of combat.
Leviathan	4	3	2d6	4	7	+2 Attack, +2 Damage on all adjacent ally ships. Aggressively pursues the players.