



FINAL FANTASY VII

THE ROLEPLAYING GAME

VERSION 2.5

BY

MARC WILKINSON

CREDITS

DESIGNER & EDITOR
MARC WILKINSON

ARTWORK PROVIDED BY
SQUARE ENIX® and ImageBam

COVER ART BY
Chike

SPECIAL THANKS TO

Aaron Vetovitz
Amber Jackson
Andrew Ash Graham
Atahualpa Padilha
Ben Willer
Brian Korot
Bryan Twitchell
Chris Nelson
Chris Newstead
Daniel Hawke
Dennis Stewart
Domenico Galimi
Dorcas Good
Fatmasweetlove
Hasan Hamirani
James Autonami
James Savage
John Smith
Jon Maas
Jonathan Swindle
Julian Andrew Clark
Kathleen Basnett
Kevin Harmon
Marc Latronico
Matthew Cramer
Mike Litzau
Nicole Fox
Pablo Honey
Ross Peachey
Ryan Patrick St. George
Shane Coleman
Shawn Epperson

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INTRODUCTION

The Compilation of Final Fantasy VII depicts an amazing world of strange monsters, wondrous technology, mystical materia, epic struggles, great heroes, and terrible villains. From the moment that train pulled into Sector 8 station and Cloud Strife jumped onto the platform, the story of Final Fantasy VII captivated the world. With this book, you can recreate the story of the video games and films or craft your own adventures in the Final Fantasy VII world. All you need is some dice, a few friends, and your imagination.

When you're ready, flip through the rest of this book; it offers a wealth of options, allowing you to play in any era. It lets you play good guys, bad guys, or the guys in between if you want to add a little ambiguity.

WHAT YOU NEED TO PLAY

Here's what you need to start playing *The Final Fantasy VII Roleplaying Game*:

- ❖ This book, which tells you how to play your character.
- ❖ A copy of the character sheet (found at the end of this book).
- ❖ A pencil and scratch paper.
- ❖ One twenty-sided die (d20), and twenty each of the following: four-sided die, six-sided die (d6), eight-sided die (d8), ten-sided die (d10), and twelve-sided die (d12).
- ❖ A small object to represent your character.
- ❖ A battle map with 1-inch squares to put your object on.

DICE

The rules abbreviate dice rolls with phrases such as "4d6+2", which means "four six-sided dice plus two" (generating a number between 6 and 26). The first number tells how many dice to roll (all of which are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:

2d8: Two eight-sided dice, generating a number from 2 to 16.

3d6: Three six-sided dice, generating a number from 3 to 18.

4d10: Four ten-sided dice, generating a number from 4 to 40.

THE THREE ERAS OF PLAY

The Final Fantasy VII Roleplaying Game supports adventures and campaigns set in three distinctive eras, all of which are described in detail below.

SONS OF JENOVA ERA

(15 to 1 Years before *Final Fantasy VII*)

A campaign set in this era focuses on the growth of Shinra's influence. As ***Crisis Core*** opens up, the people of the planet believe they are living more comfortable lives thanks to the many mako reactors planted across the globe, however, there is a sinister shadow blanketing the world. Anti-Shinra groups have sprung up and are trying to convince the masses that Shinra Inc. is an evil, blood-sucking parasite that needs to be stopped. Those who have studied planetary life have noticed that the planet is shrieking in pain. Citizens have noticed the increase of monsters in their local areas. Nothing is what it seems.

Crisis Core unfolds with a planet torn asunder with war. Wutai, the last land free of Shinra's influence and under the leadership of ninja master Godo, has denied them permission of building a mako reactor on sacred Wutai soil. Shinra decides to send in its army to persuade them by force. A resistance faction called AVALANCHE has sprung up to fight the Shinra in the hopes of destroying their life-sucking machines.

As war fomented and erupted between Shinra and Wutai, plenty of opportunities for adventure present themselves. Heroes working for President Shinra, Fuhito, or Godo might undertake assignments to stem the tide of decay that grows stronger with every passing year. Remember that most people living in this era think of the Shinra Company as good, reliable, and have the best interests of the planet at heart. Their secrets have yet to be revealed.

Genesis Rhapsodos, considered as one of the best SOLDIER operatives, has left Shinra and began his assault on his former employers to find a cure for his degrading. His actions will spark the mass desertion of SOLDIER operatives and will lead to the demise of his friend Angeal, as well as Sephiroth's fall into madness.

In ***Before Crisis***, Fuhito and his anti-Shinra faction are assaulting every possible mako reactor around the globe. The building of a reactor at Corel has been halted due to AVALANCHE's interference and the reactor at Gongaga has

exploded. Shinra decides to send in its general affairs department to deal with the uprising. To cover up the existence of such a faction, Shinra decides to blame the halting of Corel's reactor on the local villagers and orders for the town to be burned to the ground. This begins the chain of events that will eventually lead to Shinra's demise.

Although DEEPGROUND has yet to reveal themselves to the world at large, there is nothing wrong with players wanting to be DEEPGROUND members in this era, although their missions must be kept a secret and the general public must not be any the wiser. During this era, DEEPGROUND is under the control of The Restrictors.

METEORFALL ERA

(0 to 2 years after *Final Fantasy VII*)

The people of the planet have begun to wake up to what the Shinra Company has really been doing. Many have even begun to sympathise with the new AVALANCHE faction, who plan to continue their predecessors' effort, albeit a lot less bloodshed. Sephiroth has returned from the dead to summon the powerful Meteor to cause enough damage to the planet that when the lifestream is called upon to heal the wound, he could place himself at the centre and absorb the very essence of life; effectively becoming a god.

In the *On the Way to a Smile* novella series, the **Lateral Biography TURKS: The Kids are Alright**, and the film *Advent Children*, The planet is trying to rebuild itself, however a disease has sprung called Geostigma; affecting everyone who came into contact with the lifestream when it burst through the ground. Three mysterious figures have appeared and abducted children who are affected with "mother's mimetic legacy" and use their connection to locate JENOVA's remaining cells.

Heroes in this era probably work for either an anti-Shinra faction or the WRO; depending on how far into this era's timeline your campaign is set. In this period, crime is on the rise; and so crime lords, assassins, and petty criminals are around every corner.

THE AWAKENING ERA

(3+ years after *Final Fantasy VII*)

In this era, Shinra is a devolved company and the WRO are in place as acting world government. Screams of a thousand souls can be heard from Edge coming from the ruins of Midgar, and many news journalists and investigators are trying to discover the truth behind Shinra's scientific experiments.

Deepground, who are Shinra's last dark secret, have begun their assault on nearby towns and cities to try and find a way of awakening the ultimate beast Omega WEAPON.

Heroes in this era are either Deepground operatives or working for the WRO.

THE BASICS

With *The Final Fantasy VII Roleplaying Game*, you can experience this epic story in a whole new way. Imagine yourself a member of SOLDIER fighting in the Wutai War or a Shinra executive, a brave WRO spy or a powerful military leader. Whether you want to be a player or the Gamemaster, this book is your portal to the action-packed FFXVII world.

THE CORE MECHANIC

The Final Fantasy VII Roleplaying Game uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die (or "d20"). To determine whether your character succeeds at a task (such as an attack or the use of a skill), you do this:

- ❖ Roll a d20.
- ❖ Add any relevant modifiers.
- ❖ Compare the result to a target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds at the task at hand. If the result is lower than the target number, you fail.

HEROES

If you're a player, you take the role of a hero – one of the main characters of the Final Fantasy VII story that you, the other players, and the GM all help to develop. You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

THE GAMEMASTER

When you play *The Final Fantasy VII Roleplaying Game*, you're participating in an interactive story. Players take on the roles of the unique characters, called heroes. One player serves as the Gamemaster, a combination director, narrator,

and referee. The GM describes situations, asks the players what their characters want to do, and resolves these actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the player's heroes encounter in each adventure. If you're the GM, you should read through all sections of this book; you don't need to memorise it, but you do need to have an idea of where to find things once play begins.

WHAT CHARACTERS CAN DO

A character can try to do anything you can imagine, just as long as it fits the scene the GM describes. Depending on the situation, your character might want to:

- ❖ Listen at a door
- ❖ Use a computer terminal
- ❖ Explore a location
- ❖ Cast a spell or summon
- ❖ Converse with NPCs
- ❖ Bargain with a merchant
- ❖ Intimidate a thug
- ❖ Talk to an ally
- ❖ Pilot a vehicle
- ❖ Search for a clue
- ❖ Bluff an official
- ❖ Repair an item
- ❖ Jump off a moving train
- ❖ Move
- ❖ Endure a very cold location
- ❖ Attack an opponent

Characters accomplish these things by making skill checks, ability checks, or attack rolls, all of which entail a modified d20 roll.

CHAPTER I — ABILITIES

Just about every dice roll you make is going to get a bonus or penalty based on your character's abilities. A tough character has a better chance of surviving a freezing night near Modeoheim. A perceptive character is more likely to notice Deepground troops sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret cargo compartment. Your ability scores tell you what your modifiers are for rolls such as these.

Your character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and each below-average abilities give you disadvantage on other die rolls. You roll your scores randomly, assign them to the abilities you like, raise and lower them according to your character's race, and then raise them as your character advances in experience.



ABILITY MODIFIERS			
SCORE	MODIFIER	SCORE	MODIFIER
1	-5	18-19	+4
2-3	-4	20-21	+5
4-5	-3	22-23	+6
6-7	-2	24-25	+7
8-9	-1	26-27	+8
10-11	+0	28-29	+9
12-13	+1	30-31	+10
14-15	+2	32-33	+11
16-17	+3	Etc...	Etc...

YOUR ABILITY SCORES

To create an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous).

The average ability score for the typical planet citizen is 10 or 11, but your character is not typical. The most common ability scores for player characters (heroes) are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of person your character is going to be in order to know where best to place your character's ability scores.

ABILITY MODIFIERS

Each ability has a -5 to +11 modifier. Table 1-1: Ability Modifiers shows the modifier for each ability, based on its score.

The modifier is the number you add to or subtract from the die when your character tries to do something related to that ability. For instance, you add or subtract your Strength modifier to your roll when you try to hit someone with a shuriken. You also apply the modifier to some numbers that aren't die rolls, such as when you add or subtract your Dexterity modifier to your Reflex Defence. A positive modifier is called a bonus and a negative modifier is called a penalty.

REROLLING

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if your total modifiers are 0 or less, or if your highest score is 13 or lower.

PLANNED GENERATION

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This requires a bit more thought and effort on your part, since you need to know what kind of character you want to play so you can select your scores appropriately.

Your character's ability scores all start at 8. You have 30 points to spend to increase these scores, using the costs shown below.

SCORE	COST	SCORE	COST
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	12
12	4	18	14
13	5	---	---

STANDARD SCORE PACKAGE

The third method of determining ability scores is the standard score package, a balanced mix of scores designed to quickly create hero characters. Assign the scores to the abilities as you like.

The standard score package is:

16, 15, 14, 12, 10, and 8

THE ABILITIES

Each ability partially describes your character and affects some of your character's actions. The description of each ability includes a list of notable characters along with their scores in that ability.

STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability is especially important for characters that are soldier-orientated or monk-orientated because it helps them prevail in physical combat.

You apply your Strength modifier to:

- Athletics and Melee Strike checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for thief-orientated characters, but

it's also high on the list for characters who typically wear light or medium armour or no armour at all.

You apply your Dexterity modifier to:

- ❖ Reflex Defence, provided that the character can react to the attack.
- ❖ Acrobatics, Pilot, Ranged Strike, Ride, Stealth, and Thievery checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all characters.

You apply your Constitution modifier to:

- ❖ Each die roll for gaining additional hit points (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- ❖ Fortitude Defence, for resisting negative conditions and similar threats.
- ❖ Constitution checks, for persisting extreme temperatures and death saving throws.
- ❖ Death Sentence, Frog Song, Laser, LV4 Suicide, LV5 Death, and Magic Hammer. These are the monster skills that have Constitution as their key ability.

If a character's Constitution changes, his or her hit points should also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for engineer-based characters and executive-based characters. It's also important for any character who wants to have a wide assortment of skills.

You apply your Intelligence modifier to:

- ❖ Each die roll for gaining additional magic points (though a penalty can never drop a result below 1—that is, a character always gains at least 1 magic point each time he or she advances in level).
- ❖ The number of languages your character knows at the start of the game.
- ❖ The number of skill points gained at each level (though a penalty can never drop a result below 1—that is, a character always gains at least 1 skill point each time he or she advances in level).

- ❖ Magic Defence, for resisting spell damage/effects and summon attacks.
- ❖ Knowledge, Mechanics, and Use Computer checks. These are the skills that have Intelligence as their key ability.
- ❖ Aqualung, Beta, Flamethrower, Magic Breath, and Trine. These are the monster skills that have Intelligence as their key ability.

A monster or chocobo has an Intelligence score of no more than 5. Sentient beings have a score of at least 6.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyse information Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for scout-orientated characters. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your Wisdom modifier to:

- ❖ Will Defence (for negating the effect of mind-affecting abilities).
- ❖ Perception, Survival, and Treat Injury checks. These are the skills that have Wisdom as their key ability.
- ❖ Angel Whisper, Big Guard, Dragon Force, and White Wind. These are the monster skills that have Wisdom as their key ability.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for characters who are nobility or in high executive positions. Every creature has a Charisma score.

You apply your Charisma modifier to:

- ❖ Deception, Performance, Persuasion, Spellcasting, and Streetwise checks. These are the skills that have Charisma as their key ability.
- ❖ ??????, Chocobuckle, Matra Magic, Pandora's Box, and Shadow Flare. These are the monster skills that have Charisma as their key ability.

CHAPTER II — RACES

The planet contains a number of intelligent races, each with its own unique outlook and civilisation; although Humans dominate the known world. Humans live throughout the planet, while other races have their own settlements and communities scattered around, but individuals can be found anywhere.

WHAT'S NEW?

Golem has been removed as a playable race, and the remaining races have had their traits altered slightly; be it ability score modifiers or a racial ability. Magnade, Vajradhara, and Wolfion will feature in the World of Monsters accessory book.



CHOOSING A RACE

After you roll your ability scores and before you write them on your character sheet and select your character's class, choose your character's race. Once you've decided your character's race, assign ability scores to particular abilities. Alter the scores according to the race and continuing detailing your character.

You can play a character of any race presented in this chapter. Your character's race provides plenty of clues as to the sort of person he or she is, how he or she feels about characters of other races, and what motivates him or her. Remember, however, that the race descriptions only apply to the majority of people. In each race, some individuals diverge from the norm, and your character can be one of these. Don't let a description hinder you for detailing your character as you like.



HUMAN

Humans dominate the world and can be found in virtually every corner of the planet. They are the ancestors of early pioneers, traders, travellers, and refugees. Humans have always been people on the move. As a result, they can be found on every continent and nearly every island. As a race, Humans are physically, culturally, and politically diverse.

Human hair colour varies from black to brown to blonde, and their eye colour varies from blue to hazel. Skin shades run from very pale to nearly black, and men are usually taller and heavier than women.

PLAY A HUMAN IF YOU WANT...

- ❖ To be a decisive, resourceful hero with enough determination to face any challenge.
- ❖ To have the most versatility and flexibility of any other race.
- ❖ To be able to excel at any class you choose.

HUMAN RACE TRAITS

Humans have the following race traits.

Ability Modifiers: +1 to any two ability scores of your choice.

Medium-Size: As Medium-sized creatures, Humans have no bonuses or penalties due to their size.

Speed: Humans base speed is 6 squares.

Skill Expertise: Humans gain a +2 bonus in two skills of their choice. The skills must be those that they are proficient with and cannot be cross-class skills.

Bonus Feat: Humans gain one bonus feat at 1st level (see Chapter 05: Feats).

Languages: Humans can read/write and speak Basic.



CETRA

The Cetra were the first race to appear on the planet; never settling, always on the move, to find their promised land, a land of extreme happiness. When a calamity from the skies fell to the planet, humans and other races went into hiding, but the Cetra fought against it; greatly reducing their number in the process.

During the time of Final Fantasy VII, Aerith Gainsborough was the only known Cetra left, but that doesn't mean there isn't more in the world; either unaware of their gifts or keeping them a closely guarded secret.

Other than their rare ability to talk to the planet, and their gift of healing magic, Cetra look and talk like any other Human. It is because of this that they can easily disguise their identities and blend in with the world at large.

PLAY A CETRA IF YOU WANT...

- ❖ To be a hero that is highly attuned of their surroundings.
- ❖ To be a member of a near-extinct race on the Planet.
- ❖ To be a member of a race that favours the White Mage class.

CETRA RACE TRAITS

Cetras have the following race traits

Ability Modifiers: Your Wisdom and Charisma scores increase by 2 each.

Medium-Size: As Medium-sized creatures, Cetra have no bonuses or penalties due to their size.

Speed: Cetra base speed is 6 squares.

Planetary Whisper: A Cetra has the unique ability to commune with the planet; seeking its wisdom and advice when trouble is amassing. The Cetra can make a Perception check to talk to the planet (DC 20) and find out future information. The information can be cryptic or clear, understandable or ambiguous (left at the GMs discretion). If the check fails, nothing happens. On a successful check, the Cetra communes with the planet and receives information normally unavailable to them (depending on how noisy the area is when the Cetra makes the Perception check, the GM can install a penalty to the check to account for the Cetra not being able to hear properly).

If the information is too difficult for the Cetra to make out, the Cetra can choose to make another Perception check straight away to make

the information more clearly understandable, but in doing so results in a -5 penalty to the check.

The Cetra can use this ability a number of times per day equal to their Charisma modifier.

Lifestream Attuned: Due to their close heritage with the lifestream, the Spellcasting skill is considered a class skill to the Cetra.

Languages: Cetras can read/write and speak Ancient and Basic.



GI' NA' KA

Gi'Na'Kas are a race of people who live in the Ancient Forest and the canyon of which the forest is atop of. They believe in attacking first and ask questions later; a reason why the Wolfions, their neighbouring cousins, are cautious and wary about them.

The Gi'Na'Ka are humanoid beasts that resemble Native Americans in terms of appearance. Their eye colours differ from green, brown, or yellow, and they have no hair. Gi'Na'Kas can belong to one of several tribes; however the Gi Tribe is the only known one to the world at large.

PLAY A GI'NA'KA IF YOU WANT...

- ❖ To be a member of a warrior-type race.
- ❖ To be an aggressive, no-nonsense hero.
- ❖ To be a member of a race that favours the Fighter class.

GI' NA' KA RACE TRAITS

Gi'Na'Kas have the following race traits.

Ability Modifiers: Your Constitution and Intelligence scores increase by 1 each.

Medium-Size: As Medium-sized creatures, Gi'Na'Ka have no bonuses or penalties due to their size.

Speed: Gi'Na'Kas base speed is 6 squares.

Primitive: As primitive creatures, Gi'Na'Ka are proficient with polearms and projectiles, regardless of whether their chosen class permits them or not.

Low-Light Vision: Gi'Na'Ka ignore concealment (but not total concealment) from darkness.

War Cry: A Gi'Na'Ka can command a number of allies equal to his Intelligence modifier (minimum of 1) to attack a single designated target of his choice. The Gi'Na'Ka can do this a number of times per day equal to one-half his heroic level (rounded-down, minimum of 1), and the target is considered *marked*.

Languages: Gi'Na'Kas can read/write and speak Gi'naa and Basic.



GOBLIN

Goblins live on Goblin Island. They are known for their cleverness and cunning, but most are seen as an unfriendly and quick-tempered folk.

Goblins are very protective of their Zeio nuts, which are only found and grown on the island. The

nut itself is used by the locals in food and in medicine; however its true tendencies are virtually unknown among the Goblin community.

Goblins are short with scabby skin and features and pointy ears. Skin and hair colour varies just like humans, as well as eye colour.

PLAY A GOBLIN IF YOU WANT...

- ❖ To be a member of race who is clever, cunning, and stealthy.
- ❖ To be a hero that speaks before they think.
- ❖ To be a member of a race that favours the Monk class.

GOBLIN RACE TRAITS

Goblins have the following race traits.

Ability Modifiers: Your Dexterity and Intelligence scores increase by 1 each.

Small: As Small-sized creatures, Goblins gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-size characters.

Speed: Goblin Base Speed is 4 squares.

Goblin Punch: Goblins receive a +2 race bonus to Melee Strike checks when making unarmed attacks, and a +4 race bonus to damage rolls when using combat gloves.

Sleepel: Once per encounter, Goblins can inflict the *sleep* condition on one target within their line of sight. The Goblin makes a Spellcasting check and compares the result to the target's Magic Defence. If the roll equals or exceeds the target's Magic Defence, the target falls asleep for 1d4 rounds of combat (1 minute). This ability can be used freely outside of combat.

Languages: Goblins can read/write and speak Gobbledegook and Basic.

GRIM

Grims are small folk that live in forests. Their main tribes are on the West Continent, which includes the island of Wutai, however they also live in the Corral Valley on the northern hemisphere.

Grims have large pointy ears and a small pointy horn in the middle of their forehead. Their skin colour ranges from creamy white to lush pink and their eye colour ranges from orange to gold. They tend to only have body hair on their legs.

PLAY A GRIM IF YOU WANT...

- ❖ To be a hero that possesses the gift of magic.
- ❖ To be a member of a race that feels socially awkward towards members of other races due to their own appearance.
- ❖ To be a member of a race that favours the Black Mage class.



GRIM RACE TRAITS

Grims have the following race traits.

Ability Modifiers: Your Charisma score increases by 2.

Low-Light Vision: Grims ignore concealment (but not total concealment) from darkness.

Small: As Small-sized creatures, Grims gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-sized characters.

Speed: Grim Base Speed is 4 squares.

Adept Spellcaster: For a number of times per encounter equal to 1 + their Intelligence modifier, Grims can reroll Spellcasting checks made to cast magic, keeping the better of the two rolls. You can only reroll once per turn, however.

Magic Resilient: Grims receive a +3 race bonus to their Magic Defence.

Languages: Grims can read/write and speak Grish and Basic.

MOOGLE

Moogles live up in mountains or in underground caverns, choosing to live away from the hustle and

bustle human civilisations. They have an obsession with nuts and some love riding chocobos; even going as far as entering chocobo races in the Gold Saucer.

Moogles' skin come in many different colours, just like chocobo's feathers; varying from white, pink, blue, yellow, and green. Their tiny wings on their back are either purple or red, but this could be because of climate rather than gender. All Moogles have a long stem grown out the top of their head and attached at the end is a bright red pompom.

PLAY A MOOGLE IF YOU WANT...

- ❖ To be a member of a race that prefers to stand beside their comrades and provide them with moral support.
- ❖ To play a fun-loving and carefree hero that thinks the best of others.
- ❖ To be a member of a race that favours the Scholar class.



MOOGLE RACE TRAITS

Moogles have the following race traits.

Ability Modifiers: Your Intelligence and Wisdom scores increase by 1 each.

Darkvision: Moogles ignore concealment (including total concealment) from darkness. However, they cannot perceive colours in total darkness.

Small: As Small-sized creatures, Moogles gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters of that of Medium-sized characters.

Speed: Moogle base speed is 4 squares.

Moogles have a good flight speed of 8 squares and requires a swift action to fly and a swift action to land.

Kupo! Defence: Moogles receive a +2 race bonus to Reflex and Magic Defences when bloodied.

Claw: Moogles can only attack with their natural weapons and, as such, are proficient with their own natural weapons instead of any other weapon group. Moogle's claw damage is 1d4 + the Moogle's Strength modifier. Moogle's claws are considered Simple Melee weapons for purposes of equipping materia.

Languages: Moogles can read/write and speak Kupo and Basic.



REMNANT

Remnants are born within the lifestream from the flowing JENOVA cells that have fused within the planet's blood. They are unaware that they are sent by Sephiroth as pawns for his rebirth, all they know is they must locate mother and merge with her to become whole again.

Remnants appear as human, with only a few differences. They have silvery-white hair, striking green eyes, and their skin is the colour of a pale-moon's glow. Their personalities resemble that of an empty puppet, but don't let that hinder you when developing your character.

PLAY A REMNANT IF YOU WANT...

- ❖ To be a calculating, deep-thinking, and otherworldly character.
- ❖ To be a hero shrouded in mystery and on a path of self-discovery.
- ❖ To be a member of a race that favours the Samurai class.

REMNANT RACE TRAITS

Remnants have the following race traits.

Ability Modifiers: +2 to any two ability scores of your choice.

Medium-size: As Medium-sized creatures, Remnants have no special bonuses or penalties due to their size, however their carrying capacity is 5x that of normal Medium-sized creatures.

Speed: Remnant base speed is 6 squares.

Negative Lifestream: Remnants gain the Spawn ability (see page 119, for more information).

In His Image: Due to the fact that Remnants are imperfect recreations of Sephiroth, the Spellcasting and Melee Strike skills are considered class skills to them, regardless of whether their class grants them or not.

Languages: Remnants can read/write and speak Basic.



SAHAGIN

Sahagins are humanoid reptiles with webbed feet and a large shell on their back like a turtle. Their scale colours varies from green to blue, red to purple, and most are seen using Tridents, however Sahagins are known to use any weapon that is easily available to them.

Sahagins are comfortable to build their colonies in underground sewage systems or in marshes. They are creatures of the swamps mainly; however they also have desert colonies as well. Sahagins are usually peaceful, but will attack anyone who attempts to threaten their families and homes.

PLAY A SAHAGIN IF YOU WANT...

- ❖ To play a hero that is highly resourceful and agile.
- ❖ To be a skilled athlete and have expertise in polearms.
- ❖ To be a member of a race that favours the Dragoon class.

SAHAGIN RACE TRAITS

Sahagins have the following race traits.

Ability Modifiers: Your Constitution score increases by 2.

Medium-Size: As Medium-sized creatures, Sahagins have no bonuses or penalties due to their size.

Speed: Sahagin base speed is 6 squares.

Expert Swimmer: Sahagins are excellent swimmers, and can reroll any Athletics check made to swim; taking the better of the two rolls.

Polearm Proficiency: Sahagins are considered proficient in polearms, regardless if their class permits it or not. In addition, they receive a +2 race bonus to Melee Strike checks with polearms, and a +2 race bonus to Ranged Strike checks with polearms when used as thrown weapons.

Languages: Sahagins can read/write and speak Saha and Basic.

TONBERRY

Tonberrys are a race of humanoid lizard-folk that live in underground caverns. They tend to avoid confrontation if they can, however Tonberrys will take up the mantle if their family and friends are in grave danger.

Tonberrys are quite short creatures with either dark green or placid blue skin. They have bright golden eyes and they have no body hair or any other outstanding features. Their appearance looks like that of a frog that walks on two legs, be it very slowly.

PLAY A TONBERRY IF YOU WANT...

- ❖ To be a member of a race that prefers to attack within the shadows.
- ❖ To play as a cunning and sneaky hero.

- ❖ To be a member of race that favours the Rogue class.



TONBERRY RACE TRAITS

Tonberrys have the following race traits.

Ability Modifiers: Your Constitution and Intelligence scores increase by 1 each.

Darkvision: Tonberrys ignore concealment (including total concealment) from darkness. However, they cannot perceive colours in total darkness.

Small: As Small-sized creatures, Tonberrys gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-size characters.

Speed: Tonberry Base Speed is 2 squares.

Everyone's Grudge: Once per encounter, Tonberrys can designate a single enemy target. The Tonberry increases its weapon damage number against the designated target by 1 for each ally still participating in battle. For example, if the Tonberry has three allies remaining on the battlefield, it receives a +3 increase to all weapon damage numbers for weapons used against the designated target until the end of the encounter. The Tonberry cannot change the designated target once it has been selected.

Iron Will: Tonberrys receive a +3 race bonus to their Will Defence.

Languages: Tonberrys can read Basic and speak Krael and Basic.

CHAPTER III — CLASSES

Final Fantasy VII heroes seek Gil, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honourable, some base. Each character chooses a different way to achieve these goals, from brutal combat power to subtle skills to mastery of materia. Some adventurers prevail and grow in experience, wealth, and power. Others die.

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, the class provides a starting point from which you can develop in any direction you see fit.

WHAT'S NEW?

The number of heroic classes have increased from 5 to 9, and level progression has increased from 20 to 50. This is taking into account that there are no longer prestige classes, and the classes are derived directly from Final Fantasy lore.



CHOOSING A CLASS

Nine classes are available to choose from in the *Final Fantasy VII Roleplaying Game*. Each class have their own set of features and abilities associated with that class.

When you create your character, choose one of the following classes:

Black Mage: Master of offensive spellcasting and status-inflicting magic.

Dragoon: A warrior dedicated to aerial assaults as well as attacking multiple targets.

Fighter: A warrior dedicated to close combat brawling and protecting those nearby.

Monk: A martial arts expert, trained in hand-to-hand combat.

Ranger: A striker specialising in back row skirmishes and tracking their targets.

Rogue: A trickster dedicated to sneaking up on their foes but who is also out for himself.

Samurai: A dedicated swordsman who believes in honour and respect.

Scholar: A knowledge-seeker and all-round party buffer.

White Mage: Expert in the art of healing magic and summoning.

CLASS DESCRIPTIONS

The rest of this chapter describes each class. These descriptions are general. Individual members of a class may differ in their attitude, outlooks, and other aspects.

GAME RULE INFORMATION

Game rule information follows the general class description. Not all of the following categories apply to every class.

ABILITIES

This entry tells you which abilities are most important for a character of that class. Players can “play against type”, but a typical character of a class puts his or her highest ability scores where they’ll do the most good. (Or, in game-world terms, the character is attracted to the class that most suits his or her talents, or for which he or she is best qualified.)

HIT POINTS

A 1st level heroic character begins play with a certain number of hit points determined by his or her class:

CLASS	STARTING HIT POINTS
Black Mage, White Mage	4 + Constitution score
Rogue, Scholar	6 + Constitution score
Dragoon, Ranger	8 + Constitution score
Fighter, Samurai	10 + Constitution score
Monk	12 + Constitution score

A character’s hit point total increases each time he or she gains a level. The type of die rolled depends on the class in which the level is gained, as shown below:

CLASS	HIT POINTS
Black Mage, White Mage	1d4 + Constitution modifier
Rogue, Scholar	1d6 + Constitution modifier
Dragoon, Ranger	1d8 + Constitution modifier
Fighter, Samurai	1d10 + Constitution modifier
Monk	1d12 + Constitution modifier

MAGIC POINTS

A 1st level heroic character begins play with a certain number of magic points equal to their Intelligence score. A character’s magic points increase each time he or she gains a level. The type of die rolled depends on the class in which the level is gained, as shown below:

CLASS	MAGIC POINTS
Fighter, Dragoon	1d4 + Intelligence modifier
Monk, Ranger	1d6 + Intelligence modifier
Rogue, Samurai	1d8 + Intelligence modifier
Scholar	1d10 + Intelligence modifier
Black Mage, White Mage	1d12 + Intelligence modifier

CLASS FEATURES

The rest of the class details class features that are uniquely flavoured to that class. Class features include bonus feats, techniques, and ability score increases.

DEFENCES

Your character has four defence scores.

Reflex Defence: 10 + one-half your level + Dexterity modifier + class bonus.

Fortitude Defence: 10 + one-half your level + Constitution modifier + class bonus.

Will Defence: 10 + one-half your level + Wisdom modifier + class bonus.

Magic Defence: 10 + one-half your level + Intelligence modifier + class bonus.

LEVEL ADVANCEMENT			
LEVEL	XP	MAX PROFICIENCY BONUS (CLASS SKILLS)	MAX PROFICIENCY BONUS (CROSS-CLASS SKILLS)
1 st	0	3	1
2 nd	1,000	3	1
3 rd	2,000	4	2
4 th	3,000	4	2
5 th	4,500	5	2
6 th	6,000	5	2
7 th	8,000	6	3
8 th	10,000	6	3
9 th	12,500	7	3
10 th	15,000	7	3
11 th	18,000	8	4
12 th	21,000	8	4
13 th	24,500	9	4
14 th	28,000	9	4
15 th	30,000	10	5
16 th	33,000	10	5
17 th	36,000	11	5
18 th	38,000	11	5
19 th	41,500	12	6
20 th	45,000	12	6
21 st	49,000	13	6
22 nd	52,000	13	6
23 rd	55,000	14	7
24 th	58,000	14	7
25 th	62,000	15	7
26 th	66,000	15	7
27 th	70,000	16	8
28 th	74,000	16	8
29 th	78,000	17	8
30 th	82,500	17	8
31 st	87,000	18	9
32 nd	91,000	18	9
33 rd	96,000	19	9
34 th	101,000	19	9
35 th	105,000	20	10
36 th	110,000	20	10
37 th	115,000	21	10
38 th	120,000	21	10
39 th	126,000	22	11
40 th	131,000	22	11
41 st	136,000	23	11
42 nd	142,000	23	11
43 rd	147,500	24	12
44 th	153,000	24	12
45 th	159,000	25	12
46 th	165,000	25	12
47 th	171,000	26	13
48 th	177,500	26	13
49 th	184,000	27	13
50 th	190,000	27	13

CLASS BONUSES TO DEFENCES

When you take your first level in a character class, you gain class bonuses on three or more defences, as shown below:

CLASS	CLASS BONUSES TO DEFENCES
Black Mage	+1 Reflex Defence, +1 Fortitude Defence, +1 Will Defence, +1 Magic Defence
Dragoon	+1 Reflex Defence, +1 Fortitude Defence, +2 Will Defence
Fighter	+1 Reflex Defence, +1 Fortitude Defence, +2 Magic Defence
Monk	+2 Reflex Defence, +1 Fortitude Defence, +1 Will Defence
Ranger	+2 Reflex Defence, +1 Fortitude Defence, +1 Magic Defence
Rogue	+2 Reflex Defence, +1 Will Defence, +1 Magic Defence
Samurai	+1 Reflex Defence, +1 Will Defence, +2 Magic Defence
Scholar	+1 Reflex Defence, +2 Will Defence, +1 Magic Defence
White Mage	+1 Reflex Defence, +1 Fortitude Defence, +1 Will Defence, +1 Magic Defence

Class bonuses to defence scores increase at 11th, 21st, 31st, and 41st level, as shown in the classes’ description.

BLACK MAGE

Black Mages are trained to use materia accessible to him in the best combination he can think of. They can be members of a cult, or can be someone who specialises in magical combat over physical violence. They understand the lifestream and all the benefits the planet’s blood can provide.

Black mages can be found all over the planet. They can be masters of the black arts, or geomancers; specialising in the elements. They can also be magicians with the gift of monster magic; also known as enemy skills.

PLAYING A BLACK MAGE

Black Mages are the rangers of spellcasting, choosing to stand in the back row of a fight; casting devastating spells on their foes. As they are one of two classes that gain very little in the way of hit points, it is best to keep away from close combat and keep track of your own health in case the worst happens. Some spells are best effective when bloodied, however.

EXAMPLES OF BLACK MAGES IN FINAL FANTASY VII

Kadaj, Loz, Yazoo.

GAME RULE INFORMATION

Black mages have the following game statistics.

ABILITIES

A black mage should be gifted in all abilities, but Intelligence and Charisma are most important.

HIT POINTS

Black mages begin play at 1st level with a number of hit points equal to 4 + their Constitution score. At each level after 1st, black mages gain hit points equal to 1d4 + their Constitution modifier.

MAGIC POINTS

Black mages begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, black mages gain magic points equal to 1d12 + their Intelligence modifier.

CLASS SKILLS

The black mage's list of class skills, along with their associated abilities, are as follows:

Knowledge (Int), Perception (Wis), Persuasion (Cha), Spellcasting (Cha), Streetwise (Cha).*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: $(1 + \text{Int modifier}) \times 4$.

Skill Points at each additional level: $1 + \text{Int modifier}$.

CLASS FEATURES

All of the following are features of the black mage class.

ARMOUR PROFICIENCY

As a black mage, you gain proficiency with the following types of armour: *Bangles, Headdresses*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Reflex, Fortitude, Will, and Magic.



At 11th level, the class bonus to Defences increase to +2 to Reflex, Fortitude, Will, and Magic.

At 21st level, the class bonus to Defences increase to +3 to Reflex, Fortitude, Will, and Magic.

At 31st level, the class bonus to Defences increase to +4 to Reflex, Fortitude, Will, and Magic.

At 41st level, the class bonus to Defences increase to +5 to Reflex, Fortitude, Will, and Magic.

THE BLACK MAGE						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	DUALCAST	FOCUS
1 st	Armour Proficiency, Defence Bonuses, Black Mage Specialisation, Weapon Proficiency, Bonus Feat	1d4	1d4	1d12	1/encounter	+1
2 nd	Bonus Feat	-	-	-	-	+1
3 rd	Black Mage Technique	-	-	-	2/encounter	+1
4 th	Ability Score Increase	-	-	-	-	+2
5 th		-	-	-	-	+2
6 th	Bonus Feat	-	-	-	-	+3
7 th	Black Mage Technique	-	-	-	-	+3
8 th	Ability Score Increase	-	-	-	-	+4
9 th		-	-	-	-	+4
10 th	Bonus Feat	-	-	-	-	+5
11 th	Black Mage Technique	1d6	1d6	2d8	3/encounter	+5
12 th	Ability Score Increase	-	-	-	-	+6
13 th		-	-	-	-	+6
14 th	Bonus Feat	-	-	-	-	+7
15 th	Black Mage Technique	-	-	-	-	+7
16 th	Ability Score Increase	-	-	-	-	+8
17 th		-	-	-	-	+8
18 th	Bonus Feat	-	-	-	-	+9
19 th	Black Mage Technique	-	-	-	4/encounter	+9
20 th	Ability Score Increase	-	-	-	-	+10
21 st		1d8	1d8	2d10	-	+10
22 nd	Bonus Feat	-	-	-	-	+11
23 rd	Black Mage Technique	-	-	-	-	+11
24 th	Ability Score Increase	-	-	-	-	+12
25 th		-	-	-	-	+12
26 th	Bonus Feat	-	-	-	-	+13
27 th	Black Mage Technique	-	-	-	5/encounter	+13
28 th	Ability Score Increase	-	-	-	-	+14
29 th		-	-	-	-	+14
30 th	Bonus Feat	-	-	-	-	+15
31 st	Black Mage Technique	1d10	1d10	2d12	-	+15
32 nd	Ability Score Increase	-	-	-	-	+16
33 rd		-	-	-	-	+16
34 th	Bonus Feat	-	-	-	-	+17
35 th	Black Mage Technique	-	-	-	6/encounter	+17
36 th	Ability Score Increase	-	-	-	-	+18
37 th		-	-	-	-	+18
38 th	Bonus Feat	-	-	-	-	+19
39 th	Black Mage Technique	-	-	-	-	+19
40 th	Ability Score Increase	-	-	-	-	+20
41 st		1d12	1d12	3d10	-	+20
42 nd	Bonus Feat	-	-	-	-	+21
43 rd	Black Mage Technique	-	-	-	7/encounter	+21
44 th	Ability Score Increase	-	-	-	-	+22
45 th		-	-	-	-	+22
46 th	Bonus Feat	-	-	-	-	+23
47 th	Black Mage Technique	-	-	-	-	+23
48 th	Ability Score Increase	-	-	-	-	+24
49 th		-	-	-	-	+24
50 th	Bonus Feat	-	-	-	-	+25

BLACK MAGE SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

CONDITIONING SPECIALIST

Through intensive training and practice, you have learnt secrets of torturing your foes and buffing your allies.

Effect: Whenever you make a Spellcasting check to cast a spell that inflicts a target with a condition, such as *haste* or *silence*, you can reroll the check, keeping the better of the two rolls.

Penalty: You receive a -10 penalty to Spellcasting checks when you cast healing spells, such as *cure*, *esuna*, and *life*.

Special: 11th level: Penalty to Spellcasting checks decrease to -7.

21st level: Penalty to Spellcasting checks decrease to -5.

31st level: Penalty to Spellcasting checks decrease to -2.

41st level: Penalty to Spellcasting checks decrease to +0.

ELEMENTAL SPECIALIST

Through your various studies of the elements, you have decided to specialise in one particular field rather than become a jack-of-all-trades.

Effect: Choose one of the following elements: *energy*, *fire*, *force*, *ice*, *poison*, *thunder*, *water*, *wind*. You receive a +5 class bonus to Spellcasting checks when casting spells of the chosen element. You also gain a +10 class bonus to damage rolls with the chosen element.

Penalty: Select four other elements. You receive a -10 penalty to Spellcasting checks made to cast spells that have those selected elements as its damage type.

Special: 11th level: Class bonus to Spellcasting checks and damage increase to +7 and +12 respectively.

21st level: Class bonus to Spellcasting checks and damage increase to +8 and +13 respectively.

31st level: Class bonus to Spellcasting checks and damage increase to +9 and +14 respectively.

41st level: Class bonus to Spellcasting checks and damage increase to +10 and +15 respectively.

DUALCAST

Once per encounter at 1st level, you can cast two spells on the same turn as a full-round action. You can only cast spells from the materia you have equipped.

At 3rd level, and every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd levels), you can use this ability one additional time per encounter (see “The Black Mage” table, for more information).

WEAPON PROFICIENCY

At 1st level, you gain proficiency with rods, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

BLACK MAGE TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a black mage technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

FURY BRAND

You fill your allies with emotion to assist them through their struggles.

Time: Full-round.

Range: All allies in a burst 6.

Check: Spellcasting vs. Will.

Hit: All affected allies can use one technique of their choice on their next turn that would normally require them to be *bloodied* first. The technique has to be one that they have learnt.

Special: If an ally doesn't possess a technique that requires them to be *bloodied* in order to use it, they receive a +5 bonus to Melee Strike or Ranged Strike checks (target's choice) on their next turn.

EARTH RAVE

You demonstrate your knowledge on elemental magic and unleash the planet's power onto your foes.

Can only be used when bloodied.

Time: Full-round.

Range: All enemy targets in a burst 8.

Check: Spellcasting vs. Magic

Hit: 4d8 *fire* damage, 4d8 *force* damage, 4d8 *ice* damage, 4d8 *poison* damage, 4d8 *thunder* damage.

Special: *11th Level:* Damage increases to 5d8.

21st Level: Damage increases to 6d8.

31st Level: Damage increases to 7d8.

41st Level: Damage increases to 8d8.

FLARE BURST

You conjure a swirling mass of fiery energy from your palms and blast your foes to singes.

Can only be used when bloodied.

Time: Full-round.

Range: All enemy target in a close burst 8.

Check: Spellcasting vs. Magic.

Hit: *Energy* and *fire* damage = 1d12 + your level. The affected targets fall *prone* until the start of your next turn.

Special: *11th level:* Damage increases to 2d12.

21st level: Damage increases to 3d12.

31st level: Damage increases to 4d12.

41st level: Damage increases to 5d12.

CAUNTLET

You summon a large vortex beneath your foes and engulfing them with dark matter.

Time: Full-round.

Range: All enemy targets in a burst 6.

Check: Spellcasting vs. Magic.

Hit: *Necrotic* damage = 2d8 x the number enemy targets in range.

Special: If your Spellcasting skill modifier is more than the targets' Magic Defence, the check is considered an automatic hit.

11th Level: Damage increases to 3d8.

21st Level: Damage increases to 4d8.

31st Level: Damage increases to 5d8.

41st Level: Damage increases to 6d8.

LANDSCAPER

You summon an earthquake beneath your foes, causing severe damage.

Time: Full-round.

Range: All enemy targets in a burst 7.

Check: Spellcasting vs. Reflex.

Hit: 4d8 *force* damage + one-half your level (rounded down).

Special: *11th level:* Damage increases to 5d8.

21st Level: Damage increases to 6d8.

31st Level: Damage increases to 7d8.

41st level: Damage increases to 8d8.

STARDUST RAY

You summon a cluster of stars and bring them raining down on your foes.

Time: Full-round.

Range: All enemy targets in a burst 7.

Check: Spellcasting vs. Magic.

Hit: *Energy* damage = 2d8 x the number enemy targets in range.

Special: *11th Level:* Damage increases to 3d8.

21st Level: Damage increases to 4d8.

31st Level: Damage increases to 5d8.

41st Level: Damage increases to 6d8.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

FOCUS

You can go into a deep trance as a full-round action to help concentrate all your energy into casting a spell on your next turn. You cannot be interrupted. While in a deep trance, you grant all enemy targets in your line of sight combat advantage against you.

On your next turn, if you weren't interrupted during your trance, you gain a bonus to your Spellcasting check made to cast any magic materia you currently have equipped. The bonus equals one-half your level (rounded down, minimum of 1) and you lose this bonus at the end of your turn.

You can use this ability a number of times per encounter equal to 1 + Charisma modifier.

STARTING GIL

Black mages begin play with 1d6 x 150 gil.

DRAGOON

Dragoons are stalwart defenders, capable of covering a vast amount of space on the battlefield while protecting those nearby. Due to their mastery of polearms, they are able to excel in both close-combat and picking off enemies from afar, making them one of the most diverse and deadly participants in a fight.

Dragoons are also very dexterous; capable of leaping and jumping across great distances to reach their designated spot. Their high willpower also make them less likely to fall fowl of another's influence.

PLAYING A DRAGOON

As a dragoon, your position in combat can either be right at the front; taking all the damage for your allies, or play it safe and strike from afar. As the only class that is equally capable of both melee combat and ranged combat, the only drawback of the dragoon is that their hit points are not as high as that of a fighter or samurai, so keep track of your health at all times.

EXAMPLES OF DRAGOONS IN FINAL FANTASY VII

Cid Highwind.

GAME RULE INFORMATION

Dragoons have the following game statistics.

ABILITIES

A dragoon puts their highest scores in Strength and Dexterity, with Constitution closely following.

HIT POINTS

Dragoons begin play at 1st level with a number of hit points equal to 8 + their Constitution score. At each level after 1st, dragoons gain hit points equal to 1d8 + their Constitution modifier.

MAGIC POINTS

Dragoons begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, dragoons gain magic points equal to 1d4 + their Intelligence modifier.

CLASS SKILLS

The dragoon's list of class skills, along with their associated abilities, are as follows:

Acrobatics (Dex), Athletics (Str), Knowledge (Int), Melee Strike (Str), Perception (Wis), Ranged Strike (Dex), Ride (Dex), Survival (Wis).*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).



Skill Points at 1st level: (2 + Int modifier) x 4.

Skill Points at each additional level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the dragoon class.

THE DRAGOON						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	COVER	AERIAL LUNGE
1 st	Armour Proficiency, Defence Bonuses, Dragoon Specialisation, Weapon Proficiency, Bonus Feat	1d8	1d8	1d4	-	1/encounter
2 nd	Bonus Feat	-	-	-	+1/-1	-
3 rd	Dragoon Technique	-	-	-	-	2/encounter
4 th	Ability Score Increase	-	-	-	-	-
5 th		-	-	-	-	-
6 th	Bonus Feat	-	-	-	-	-
7 th	Dragoon Technique	-	-	-	-	-
8 th	Ability Score Increase	-	-	-	-	-
9 th		-	-	-	-	-
10 th	Bonus Feat	-	-	-	+5/-5	-
11 th	Dragoon Technique	1d10	1d10	1d6	-	3/encounter
12 th	Ability Score Increase	-	-	-	-	-
13 th		-	-	-	-	-
14 th	Bonus Feat	-	-	-	-	-
15 th	Dragoon Technique	-	-	-	-	-
16 th	Ability Score Increase	-	-	-	-	-
17 th		-	-	-	-	-
18 th	Bonus Feat	-	-	-	+9/-9	-
19 th	Dragoon Technique	-	-	-	-	4/encounter
20 th	Ability Score Increase	-	-	-	-	-
21 st		1d12	1d12	1d8	-	-
22 nd	Bonus Feat	-	-	-	-	-
23 rd	Dragoon Technique	-	-	-	-	-
24 th	Ability Score Increase	-	-	-	-	-
25 th		-	-	-	-	-
26 th	Bonus Feat	-	-	-	+13/-13	-
27 th	Dragoon Technique	-	-	-	-	5/encounter
28 th	Ability Score Increase	-	-	-	-	-
29 th		-	-	-	-	-
30 th	Bonus Feat	-	-	-	-	-
31 st	Dragoon Technique	2d8	2d8	1d10	-	-
32 nd	Ability Score Increase	-	-	-	-	-
33 rd		-	-	-	-	-
34 th	Bonus Feat	-	-	-	+17/-17	-
35 th	Dragoon Technique	-	-	-	-	6/encounter
36 th	Ability Score Increase	-	-	-	-	-
37 th		-	-	-	-	-
38 th	Bonus Feat	-	-	-	-	-
39 th	Dragoon Technique	-	-	-	-	-
40 th	Ability Score Increase	-	-	-	-	-
41 st		2d10	2d10	1d12	-	-
42 nd	Bonus Feat	-	-	-	+21/-21	-
43 rd	Dragoon Technique	-	-	-	-	7/encounter
44 th	Ability Score Increase	-	-	-	-	-
45 th		-	-	-	-	-
46 th	Bonus Feat	-	-	-	-	-
47 th	Dragoon Technique	-	-	-	-	-
48 th	Ability Score Increase	-	-	-	-	-
49 th		-	-	-	-	-
50 th	Bonus Feat	-	-	-	+25/-25	-

ARMOUR PROFICIENCY

As a dragoon, you gain proficiency with the following types of armour: *Armlets*, *Heavy*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Reflex Defence and Fortitude Defence, and a +2 class bonus to Will Defence.

At 11th level, the class bonus to Defences increase to +2 to Reflex and Fortitude, and +4 to Will.

At 21st level, the class bonus to Defences increase to +3 to Reflex and Fortitude, and +6 to Will.

At 31st level, the class bonus to Defences increase to +4 to Reflex and Fortitude, and +8 to Will.

At 41st level, the class bonus to Defences increase to +5 to Reflex and Fortitude, and +10 to Will.

DRACON SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

ARMOUR SPECIALIST

You have learnt how to use the armour you wear affectively.

Effect: You can choose to apply either one-half your level (rounded-down) or the armour bonus associated with your armour to Reflex Defence, whichever is the highest.

Penalty: The speed penalty associated with your armour increases by 1 (if your armour doesn't reduce your speed under normal circumstances, you reduce your speed by 1 square instead).

Special: 11th Level: You decrease your speed penalty by 1.

21st Level: Your armour bonus to Reflex Defence increases by 3.

31st Level: Your armour bonus to Reflex Defence increases by 5.

41st Level: You apply both your armour bonus and one-half your level to Reflex Defence.

WEAPON SPECIALIST

You have learnt how to use the weapon you wield affectively.

Effect: Whenever you wield a two-handed melee weapon with one hand, you don't take any penalty to Melee Strike checks. In addition, you treat the hit rate of the weapon you are using as though it were 1 point higher.

Penalty: You take a -10 penalty to your Reflex Defence until the end of the encounter.

Special: 11th Level: Penalty is reduced to -7.

21st Level: Penalty is reduced to -5.

31st Level: Penalty is reduced to -2.

41st Level: Penalty is reduced to +0.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with polearms, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group.

The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

AERIAL LUNGE

Once per encounter, you can leap into the air; maintaining altitude for the remainder of your turn. While in the air, you are immune to any attack or effect that would normally affect you.

On your next turn, you swoop down to the ground, driving your weapon into a single enemy target close burst 6 from your position of origin; dealing max melee damage dice x one-half your level (rounded-down) *force* damage. You land in an unoccupied square adjacent to the target and your turn ends immediately.

At 3rd level, you can use this ability twice per encounter, and you gain an additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

COVER

Starting at 2nd level, as a swift action, you can provide one ally in your line of sight with a bonus to Reflex Defence. By doing this, you give yourself a penalty to Melee Strike checks. Every eight levels after 2nd, the bonus and penalty increases (see "The Dragoon" table, for more information).

The effects of Cover last until the start of your next turn, and you can use the effects of Cover a number of times per encounter equal to 1 + your Wisdom modifier.

DRACON TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a dragoon technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

BOOST JUMP

You vault into the air and drive your weapon down into your foe.

Time: Standard.

Range: One target in Ranged 8.

Check: Athletics vs. Fortitude.

Hit: Critical damage + 2d6.

Miss: You take collision damage equal to 1d8 + one-half your level.

Special: *11th level:* Extra die of damage increase to 3d6.

21st level: Extra die of damage increase to 4d6.

31st level: Extra die of damage increase to 5d6.

41st level: Extra die of damage increase to 6d6.

DESTRUCTIVE STRIKE

You bring about a cataclysmic blow to your foes.

Time: Standard.

Range: All enemy targets in close burst 6.

Check: Acrobatics vs. Will.

Hit: 3d8 *necrotic* damage. Targets take a -5 penalty to all defences until the start of your next turn (sustain swift: penalty lasts one additional round).

Special: *11th level:* Damage increases to 5d8.

21st level: Damage increases to 7d8.

31st level: Damage increases to 9d8.

41st level: Damage increases to 11d8.

DRAAGON DIVE

You throw your weapon into the midst of where your foes are mainly located, blasting them with a wave of energy.

Can only be used when bloodied.

Time: Standard.

Range: All enemy targets in close burst 6.

Check: Ranged Strike vs. Reflex.

Hit: *Energy* damage equal to max ranged damage die + your level + 2d8.

Special: *11th level:* Damage increases to 3d8.

21st level: Damage increases to 4d8.

31st level: Damage increases to 5d8.

41st level: Damage increases to 6d8.

HYPER JUMP

You jump up high into the air and land in an unoccupied square; driving your weapon into the ground and releasing a shockwave of energy.

Time: Full-round.

Range: All enemy targets in blast 4 from drop point.

Check: Acrobatics vs. Reflex.

Hit: 2d8 *force* damage. Targets are knocked *prone* until start of your next turn.

Special: *11th level:* Damage increase to 4d8.

21st level: Damage increase to 6d8.

31st level: Damage increase to 8d8.

41st level: Damage increases to 10d8.

PENETRATING STRIKE

As you thrust your weapon into your foe's chest, you gently pull it out to give it more effectiveness.

Time: Standard.

Range: One target in Melee 1.

Check: Melee Strike vs. Fortitude.

Hit: 4d12 *force* damage + one-half your level (rounded down).

Special: You treat the target's Fortitude Defence as though it were 5 points less.

TWISTING VAULT

You strike all nearby foes with a tornado-spinning swing.

Can only be used when bloodied.

Time: Full-round.

Range: All enemy targets in close burst 4.

Check: Acrobatics vs. Reflex.

Hit: max melee damage dice x one-half your level (rounded down) *wind* damage.

Special: You take a -10 penalty to your Reflex Defence until the start of your next turn.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Dragoons begin play with 1d6 x 225 gil.

FIGHTER

Fighters combine discipline with martial skills to become the best pure warriors on the planet. Fighters can be stalwart defenders of those in need, cruel marauders, or brave adventurers. They can be noble champions, or cold-hearted killers, amongst other things.

PLAYING A FIGHTER

Fighters are primarily tanks. They prefer to be at the front in combat; taking the heavy brunt for their comrades and providing cover for them when needed. They rely heavily on melee combat rather than ranged combat, and they are one of the few classes that are proficient in heavy armour, which provides the best boost to Reflex Defence than any other armour type.

EXAMPLES OF FIGHTERS IN FINAL FANTASY VII

Angeal Hewley, Cloud Strife, Genesis Rhapsodos, Zack Fair

GAME RULE INFORMATION

Fighters have the following game statistics

ABILITIES

Since a fighter specialises in close-combat brawling, their most important ability score is Strength, followed closely by Constitution. Don't underestimate the importance of Intelligence, however, since many of a fighter's useful skills are based on this ability.

HIT POINTS

Fighters begin play at 1st level with a number of hit points equal to 10 + their Constitution score. At each level after 1st, fighters gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

Fighters begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, fighters gain 1d4 magic points + their Intelligence modifier.

CLASS SKILLS

The fighter's list of class skills, along with their associated abilities, are as follows:

Athletics (Str), Knowledge (Int), Melee Strike (Str), Stealth (Dex), Treat Injury (Wis)*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: $(1 + \text{Int modifier}) \times 4$.

Skill Points at each additional level: $1 + \text{Int modifier}$.



THE FIGHTER						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	FIGHTER'S MARK	CLEAVE
1 st	Armour Proficiency, Defence Bonuses, Fighter Specialisation, Weapon Proficiency, Bonus Feat	1d10	1d4	1d4	1/encounter	-
2 nd	Bonus Feat	-	-	-	-	-
3 rd	Fighter Technique	-	-	-	2/encounter	-
4 th	Ability Score Increase	-	-	-	-	-
5 th		-	-	-	-	-
6 th	Bonus Feat	-	-	-	-	-
7 th	Fighter Technique	-	-	-	-	-
8 th	Ability Score Increase	-	-	-	-	-
9 th		-	-	-	-	1 additional target
10 th	Bonus Feat	-	-	-	-	-
11 th	Fighter Technique	1d12	1d6	1d6	3/encounter	-
12 th	Ability Score Increase	-	-	-	-	-
13 th		-	-	-	-	-
14 th	Bonus Feat	-	-	-	-	-
15 th	Fighter Technique	-	-	-	-	-
16 th	Ability Score Increase	-	-	-	-	-
17 th		-	-	-	-	2 additional targets
18 th	Bonus Feat	-	-	-	-	-
19 th	Fighter Technique	-	-	-	4/encounter	-
20 th	Ability Score Increase	-	-	-	-	-
21 st		2d8	1d8	1d8	-	-
22 nd	Bonus Feat	-	-	-	-	-
23 rd	Fighter Technique	-	-	-	-	-
24 th	Ability Score Increase	-	-	-	-	-
25 th		-	-	-	-	3 additional targets
26 th	Bonus Feat	-	-	-	-	-
27 th	Fighter Technique	-	-	-	5/encounter	-
28 th	Ability Score Increase	-	-	-	-	-
29 th		-	-	-	-	-
30 th	Bonus Feat	-	-	-	-	-
31 st	Fighter Technique	2d10	1d10	1d10	-	-
32 nd	Ability Score Increase	-	-	-	-	-
33 rd		-	-	-	-	4 additional targets
34 th	Bonus Feat	-	-	-	-	-
35 th	Fighter Technique	-	-	-	6/encounter	-
36 th	Ability Score Increase	-	-	-	-	-
37 th		-	-	-	-	-
38 th	Bonus Feat	-	-	-	-	-
39 th	Fighter Technique	-	-	-	-	-
40 th	Ability Score Increase	-	-	-	-	-
41 st		2d12	1d12	1d12	-	5 additional targets
42 nd	Bonus Feat	-	-	-	-	-
43 rd	Fighter Technique	-	-	-	7/encounter	-
44 th	Ability Score Increase	-	-	-	-	-
45 th		-	-	-	-	-
46 th	Bonus Feat	-	-	-	-	-
47 th	Fighter Technique	-	-	-	-	-
48 th	Ability Score Increase	-	-	-	-	-
49 th		-	-	-	-	6 additional targets
50 th	Bonus Feat	-	-	-	-	-

CLASS FEATURES

All of the following are features of the fighter class.

ARMOUR PROFICIENCY

As a fighter, you gain proficiency with the following types of armour: *Armlets*, *Heavy*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Reflex Defence and Fortitude Defence, and a +2 class bonus to Magic Defence.

At 11th level, the class bonus to Defences increase to +2 to Reflex and Fortitude, and +4 to Magic.

At 21st level, the class bonus to Defences increase to +3 to Reflex and Fortitude, and +6 to Magic.

At 31st level, the class bonus to Defences increase to +4 to Reflex and Fortitude, and +8 to Magic.

At 41st level, the class bonus to Defences increase to +5 to Reflex and Fortitude, and +10 to Magic.

FIGHTER SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

DUAL WEAPON SPECIALIST

You have picked up skills associated with two-weapon fighting and can utilise them effectively.

Effect: You can attack with both your main and secondary weapons as a full-round action. You receive a -5 penalty to Melee Strike checks when attacking with your secondary weapon, instead of the normal -10 penalty.

Penalty: When attacking with your secondary weapon, if your Melee Strike check misses the target's Reflex Defence, the target only receives half damage of your secondary weapon (rounded down).

Special: 11th level: Penalty to secondary weapon's attack is reduced to -3.

21st level: Penalty to secondary weapon's attack is reduced to -1.

31st level: Penalty to secondary weapon's attack becomes a +1 bonus.

41st level: Penalty to secondary weapon's attack becomes a +3 bonus.

GREATER WEAPON SPECIALIST

You are gifted at wielding weapons that many would have a struggle carrying.

Effect: When using one hand to wield a large-size melee weapon or bigger, you do not suffer the normal encumbrance penalty to Melee Strike checks. In addition, you gain a +3 class bonus to damage rolls with said weapon.

Penalty: If you fail your Melee Strike check by 5 or more, you provoke an attack of opportunity from your intended target.

Special: 11th level: Class bonus to damage rolls increase to +6.

21st level: Class bonus to damage rolls increase to +9.

31st level: Class bonus to damage rolls increase to +12.

41st level: Class bonus to damage rolls increase to +15.

FIGHTER'S MARK

Once per encounter, starting at 1st level, you can designate one enemy target as your mark. You can only mark one target at a time. While a target is marked, he/she is granted combat advantage against you (see "Combat Advantage" in Chapter 10: Combat). If a marked target attacks an ally other than you, he/she gets a -5 penalty to the attack. When a marked target chooses to attack you or cast a spell against you, they must reroll the check and take the worst result.

At 3rd level, and every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd), you can use Fighter's Mark one additional time per encounter. Doing so, however, removes the mark on the previous target as you cannot have two or more targets marked at the same time. The mark lasts until either the end of the encounter, or when the marked target becomes unconscious or dies.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with swords, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

FIGHTER TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a fighter technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

BLADE BEAM

You unleash an energy shockwave from your weapon straight towards your enemy.

Time: Full-round.

Range: One target in Ranged 8 (main), up to three targets close burst 3 from main target (secondary).

Check: Spellcasting vs. Fortitude.

Hit: 1d10 + your level *energy* damage.

Secondary Hit: 1d10 *energy* damage.

Special: 11th level: damage increases to 3d10.
21st level: damage increases to 5d10.
31st level: damage increases to 7d10.
41st level: damage increases to 9d10.

BRAVER

You leap towards your foe before bringing down a fatal strike.

Time: Full-round.

Range: One target in Melee 4.

Check: Athletics vs. Fortitude.

Hit: 2d6 *force* damage + one-half your level (rounded down).

Special: 11th level: damage increases to 4d6.
21st level: damage increases to 6d6.
31st level: damage increases to 8d6.
41st level: damage increases to 10d6.

CLIMHAZZARD

You throw yourself at a target and skewer them before delivering a mighty blow.

Can only be used when bloodied.

Time: Full-round.

Range: One target in Melee 4.

Check: Melee Strike vs. Fortitude.

Hit: 2d8 + your level *necrotic* damage.

Special: 11th level: damage increases to 3d8.
21st level: damage increases to 4d8.
31st level: damage increases to 5d8.
41st level: damage increases to 5d8.

CROSS SLASH

You strike your weapon upon your foe in a cross sequence.

Time: Full-round.

Range: One target in Melee 4.

Check: Melee Strike vs. Fortitude.

Hit: Max weapon damage + 2d8. Push target 2 squares back.

Special: 11th level: Damage increase to 3d8.

21st level: Damage increase to 4d8.

31st level: Damage increase to 5d8.

41st level: Damage increase to 6d8.

FINISHING TOUCH

You start spinning your weapon around you, creating a giant whirlwind that moves towards your foes and sending them skywards before they come crashing down.

Time: Full-round.

Range: All enemy targets in close burst 8.

Check: Spellcasting vs. Fortitude.

Hit: 1d12 *wind* damage. Targets end 5 squares away from where they were and receive 1d12 falling damage (see Falling Damage in Chapter 10: Combat).

Special: 11th level: damage increases to 2d12.
21st level: damage increases to 3d12.
31st level: damage increases to 4d12.
41st level: damage increases to 5d12.

METEORAIN

You leap into the air and blast your foes with dark energy emitting from your blade.

Can only be used when bloodied.

Time: Full-round.

Range: All enemy targets in a burst 6.

Check: Spellcasting vs. Reflex.

Hit: *Necrotic* damage = (your level x d4) + number of targeted enemies.

Special: If Spellcasting check equals or exceeds by 5 or more, targets receive a -5 penalty to all Defences until the start of your next turn.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

CLEAVE

Once per encounter, starting at 9th level, you can follow up from your successful Melee Strike check with another against a different enemy target within close burst 1.

At 17th level, and every eight levels thereafter (25th, 33rd, 41st, and 49th), you can target one additional enemy within a close burst 1.

STARTING GIL

Fighters begin play with 1d6 x 225 gil.

MONK

Monks are highly trained martial arts experts, capable of delivering both a blow with their bare hands and providing themselves with self-defence. When it comes to melee combat, monks are far superior; having both the best bonus to Reflex Defence and the highest melee damage dice. They specialise in devastating punches and can use their surroundings to their advantage.

PLAYING A MONK

As a monk, you are best when fighting up close to your enemies; substituting precision for devastation. Monks are one of only two classes that have better reflexes than all others as they have learnt how to dodge enemy assaults as part of their martial arts training.

EXAMPLES OF MONKS IN FINAL FANTASY VII

Tifa Lockhart, Zangan.

GAME RULE INFORMATION

Monks have the following game statistics

ABILITIES

Since a Monk specialises in close-combat brawling, their most important ability score is Strength. Don't underestimate the importance of Wisdom, however, since many of a monk's useful skills are based on this ability.

HIT POINTS

Monks begin play at 1st level with a number of hit points equal to 12 + their Constitution score. At each level after 1st, monks gain 1d12 hit points + their Constitution modifier.

MAGIC POINTS

Monks begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, monks gain 1d6 magic points + their Intelligence modifier.



THE MONK						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	EVASION	BOOST
1 st	Armour Proficiency, Defence Bonuses, Monk Specialisation, Weapon Proficiency, Bonus Feat	1d12	1d6	1d6	1/encounter	5
2 nd	Bonus Feat	-	-	-	-	5
3 rd	Monk Technique	-	-	-	2/encounter	5
4 th	Ability Score Increase	-	-	-	-	5
5 th		-	-	-	-	5
6 th	Bonus Feat	-	-	-	-	10
7 th	Monk Technique	-	-	-	-	10
8 th	Ability Score Increase	-	-	-	-	10
9 th		-	-	-	-	10
10 th	Bonus Feat	-	-	-	-	10
11 th	Monk Technique	2d8	1d8	1d8	3/encounter	15
12 th	Ability Score Increase	-	-	-	-	15
13 th		-	-	-	-	15
14 th	Bonus Feat	-	-	-	-	15
15 th	Monk Technique	-	-	-	-	15
16 th	Ability Score Increase	-	-	-	-	20
17 th		-	-	-	-	20
18 th	Bonus Feat	-	-	-	-	20
19 th	Monk Technique	-	-	-	4/encounter	20
20 th	Ability Score Increase	-	-	-	-	20
21 st		2d10	1d10	1d10	-	25
22 nd	Bonus Feat	-	-	-	-	25
23 rd	Monk Technique	-	-	-	-	25
24 th	Ability Score Increase	-	-	-	-	25
25 th		-	-	-	-	25
26 th	Bonus Feat	-	-	-	-	30
27 th	Monk Technique	-	-	-	5/encounter	30
28 th	Ability Score Increase	-	-	-	-	30
29 th		-	-	-	-	30
30 th	Bonus Feat	-	-	-	-	30
31 st	Monk Technique	2d12	1d12	1d12	-	35
32 nd	Ability Score Increase	-	-	-	-	35
33 rd		-	-	-	-	35
34 th	Bonus Feat	-	-	-	-	35
35 th	Monk Technique	-	-	-	6/encounter	35
36 th	Ability Score Increase	-	-	-	-	40
37 th		-	-	-	-	40
38 th	Bonus Feat	-	-	-	-	40
39 th	Monk Technique	-	-	-	-	40
40 th	Ability Score Increase	-	-	-	-	40
41 st		3d10	2d8	2d8	-	45
42 nd	Bonus Feat	-	-	-	-	45
43 rd	Monk Technique	-	-	-	7/encounter	45
44 th	Ability Score Increase	-	-	-	-	45
45 th		-	-	-	-	45
46 th	Bonus Feat	-	-	-	-	50
47 th	Monk Technique	-	-	-	-	50
48 th	Ability Score Increase	-	-	-	-	50
49 th		-	-	-	-	50
50 th	Bonus Feat	-	-	-	-	50

CLASS SKILLS

The Monk's list of class skills, along with their associated abilities, are as follows:

Acrobatics (Dex), Athletics (Str), Knowledge (Int), Melee Strike (Str), Perception (Wis), Survival (Wis), Treat Injury (Wis)*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (2 + Int modifier) x 4.
Skill Points at each additional level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the monk class.

ARMOUR PROFICIENCY

As a monk, you gain proficiency with the following types of armour: *Bangles*, *Headaddresses*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Fortitude Defence and Will Defence, and a +2 class bonus to Reflex Defence.

At 11th level, the class bonus to Defences increase to +2 to Fortitude and Will, and +4 to Reflex.

At 21st level, the class bonus to Defences increase to +3 to Fortitude and Will, and +6 to Reflex.

At 31st level, the class bonus to Defences increase to +4 to Fortitude and Will, and +8 to Reflex.

At 41st level, the class bonus to Defences increase to +5 to Fortitude and Will, and +10 to Reflex.

MONK SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

SHOOTFIGHTING SPECIALIST

You have learnt a thing or two when it comes to bare-knuckle brawling and, for the better part, considered brave in most cases.

Effect: You receive a +2 class bonus to Melee Strike checks when making an unarmed attack. You can also shift 1 square either before or after attacking a target. This does not provoke an attack of opportunity.

Penalty: You receive a -2 penalty on Melee Strike checks when using a weapon (including improvised weapons) other than your bare hands (combat gloves are not affected by the penalty).

Special: 11th level: Class bonus to Melee Strike checks increase to +4.

21st level: Class bonus to Melee Strike checks increase to +6.

31st level: Class bonus to Melee Strike checks increase to +8.

41st level: Class bonus to Melee Strike checks increase to +10.

STREETFIGHTING SPECIALIST

When it comes to fighting dirty, you excel at it with such grace and admiration.

Effect: Whenever you exceed a Melee Strike check by 5 or more, you can choose to either push the target back a number of squares equal to 1 + your Dexterity modifier, or inflict the target with the *slow* condition.

Penalty: You take a -10 penalty on all skill checks (other than Melee Strike) until the end of the encounter.

Special: 11th level: The penalty to skill checks decreases to -8.

21st level: The penalty to skill checks decreases to -5.

31st level: The penalty to skill checks decreases to -2.

41st level: The penalty to skill checks decreases to +0.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with combat gloves, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

EVASION

Once per encounter, starting at 1st level, you can dodge out of the way of certain area effects, such as Bahamut's *mega flare*, or the *ultima* spell.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage on a successful saving throw, and only half damage if you fail.

At 3rd level, and every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd), you can use the effects of Evasion one additional time per encounter.

BOOST

Once per encounter, you can grant yourself a number of temporary hit points at the cost of a -5 penalty to Melee Strike checks. The penalty remains until the end of the encounter. The number of temporary hit points gained depend on your level (see “The Monk” table, for more information).

MONK TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a monk technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

BEAT RUSH

You rush towards a target and land an almighty blow in their chest.

Time: Standard.

Range: One target in Melee 4.

Check: Melee Strike vs. Fortitude.

Hit: Critical damage + 1d6.

Miss: Fall prone until the start of your next turn.

Special: 11th level: Extra die of damage increase to 2d6.

21st level: Extra die of damage increase to 3d6.

31st level: Extra die of damage increase to 4d6.

41st level: Extra die of damage increase to 5d6.

SOMERSAULT

You use your feet to kick your foe in the face midway through doing a backflip.

Can only be used when bloodied.

Time: Standard.

Range: One target within close burst 2.

Check: Acrobatics vs. Reflex.

Hit: Force damage equal to max melee damage die + 3d6 + your level. The target is *dazed* until the start of your next turn.

Miss: Force damage equal to one-half max melee damage die (rounded down) + one-half your level (rounded down).

Special: 11th level: Extra die of damage increase to 5d6.

21st level: Extra die of damage increase to 7d6.

31st level: Extra die of damage

increase to 9d6.

41st level: Extra die of damage

increase to 11d6.

METEODRIVE

You grab your foe, spinning them full circle before throwing them.

Time: Standard.

Range: One target within close burst 2.

Check: Athletics vs. Fortitude.

Effect: Target is pushed 8 squares back.

Target takes 2d6 collision damage if the area he/she is pushed back into is against, or next to, a wall.

Special: 11th level: Damage increases to 4d6.

21st level: Damage increases to 6d6.

31st level: Damage increases to 8d6.

41st level: Damage increases to 10d6.

WATERKICK

You deliver an upright kick in your target's face, back-flipping before slamming your foot into their chest.

Time: Standard.

Range: One target within close burst 2.

Check: Acrobatics vs. Reflex.

Hit: 3d8 *force* damage + 1d10 *water* damage.

Miss: 2d6 *force* damage + 1d4 *water* damage.

Special: Target is knocked *prone* until the start of your next turn.

Sustain Swift: effect lasts 1 additional round.

11th level: *Water* damage increases to 2d10 (Miss: 2d4).

21st level: *Water* damage increases to 4d10 (Miss: 4d4).

31st level: *Water* damage increases to 6d10 (Miss: 6d4).

41st level: *Water* damage increases to 8d10 (Miss: 8d4).

DOLPHIN BLOW

You respond quickly to an enemy's assault on you with a drenching punch.

Time: Reaction – enemy target fails an attack against you.

Range: Attacking target.

Check: Athletics vs. Fortitude.

Hit: The check result determines the effect:

- 1 – Automatic Fail.
- Miss by 5 or less – 1d10 *water* damage.
- Equal – 3d10 *water* damage.
- Exceed by 5 or less – 4d10 *water* damage.

- Exceed 6+ – 5d10 *water* damage. Your level also applies to the damage.

Special: You can forfeit a move action on your next turn to increase the *water* damage by +2 die.

METEOR STRIKE

You grab a nearby foe, jump into the air before slamming them back into the ground.

Can only be used when bloodied.

Time: Standard.

Range: One target within close burst 2.

Check: Athletics vs. Fortitude.

Hit: *Necrotic* damage = your level x d8

Miss: *Necrotic* damage = one-half your level (rounded down) x d4.

Special: Target takes falling damage equal to 2d6 + one-half their level (rounded down).

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Monks begin play with 1d6 x 175 gil.

RANGER

Rangers are the best warriors when it comes to using firearms. They are also one of three classes with the best bonus to Reflex Defence in the game. Rangers can be military personnel, sharpshooters, or hired assassins; tracking their prey amongst the shadows.

PLAYING A RANGER

Rangers are to guns as fighters are to swords. They specialise in standing from a distance, picking off their enemies one-by-one with their pistols and rifles. Keep a close eye on your own health as it's not as high compared to members of other classes.

EXAMPLES OF RANGERS IN FINAL FANTASY VII

Barret Wallace, Vincent Valentine.

GAME RULE INFORMATION

Rangers have the following game statistics

ABILITIES

Dexterity is the most important ability for rangers, followed closely by Constitution. Wisdom is also important as some of the ranger's skills are associated with it.

HIT POINTS

Rangers begin play at 1st level with a number of hit points equal to 8 + their Constitution score. At each level after 1st, rangers gain 1d8 hit points + their Constitution modifier.



THE RANGER						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	BARRAGE	AIM
1 st	Armour Proficiency, Defence Bonuses, Ranger Specialisation, Weapon Proficiency, Bonus Feat	1d4	1d12	1d4	1/encounter	+1
2 nd	Bonus Feat	-	-	-	-	+1
3 rd	Ranger Technique	-	-	-	2/encounter	+1
4 th	Ability Score Increase	-	-	-	-	+2
5 th		-	-	-	-	+2
6 th	Bonus Feat	-	-	-	-	+3
7 th	Ranger Technique	-	-	-	-	+3
8 th	Ability Score Increase	-	-	-	-	+4
9 th		-	-	-	-	+4
10 th	Bonus Feat	-	-	-	-	+5
11 th	Ranger Technique	1d6	2d8	1d6	3/encounter	+5
12 th	Ability Score Increase	-	-	-	-	+6
13 th		-	-	-	-	+6
14 th	Bonus Feat	-	-	-	-	+7
15 th	Ranger Technique	-	-	-	-	+7
16 th	Ability Score Increase	-	-	-	-	+8
17 th		-	-	-	-	+8
18 th	Bonus Feat	-	-	-	-	+9
19 th	Ranger Technique	-	-	-	4/encounter	+9
20 th	Ability Score Increase	-	-	-	-	+10
21 st		1d8	2d10	1d8	-	+10
22 nd	Bonus Feat	-	-	-	-	+11
23 rd	Ranger Technique	-	-	-	-	+11
24 th	Ability Score Increase	-	-	-	-	+12
25 th		-	-	-	-	+12
26 th	Bonus Feat	-	-	-	-	+13
27 th	Ranger Technique	-	-	-	5/encounter	+13
28 th	Ability Score Increase	-	-	-	-	+14
29 th		-	-	-	-	+14
30 th	Bonus Feat	-	-	-	-	+15
31 st	Ranger Technique	1d10	2d12	1d10	-	+15
32 nd	Ability Score Increase	-	-	-	-	+16
33 rd		-	-	-	-	+16
34 th	Bonus Feat	-	-	-	-	+17
35 th	Ranger Technique	-	-	-	6/encounter	+17
36 th	Ability Score Increase	-	-	-	-	+18
37 th		-	-	-	-	+18
38 th	Bonus Feat	-	-	-	-	+19
39 th	Ranger Technique	-	-	-	-	+19
40 th	Ability Score Increase	-	-	-	-	+20
41 st		1d12	3d10	1d12	-	+20
42 nd	Bonus Feat	-	-	-	-	+21
43 rd	Ranger Technique	-	-	-	7/encounter	+21
44 th	Ability Score Increase	-	-	-	-	+22
45 th		-	-	-	-	+22
46 th	Bonus Feat	-	-	-	-	+23
47 th	Ranger Technique	-	-	-	-	+23
48 th	Ability Score Increase	-	-	-	-	+24
49 th		-	-	-	-	+24
50 th	Bonus Feat	-	-	-	-	+25

MAGIC POINTS

Rangers begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, rangers gain 1d6 magic points + their Intelligence modifier.

CLASS SKILLS

The Ranger's list of class skills, along with their associated abilities, are as follows:

Acrobatics (Dex), Knowledge (Int), Mechanics (Int), Perception (Wis), Ranged Strike (Dex), Ride (Dex), Stealth (Dex), Streetwise (Cha), Survival (Wis)*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (3 + Int modifier) x 4.

Skill Points at each additional level: 3 + Int modifier.

CLASS FEATURES

All of the following are features of the ranger class.

ARMOUR PROFICIENCY

As a ranger, you gain proficiency with the following types of armour: *Armlets, Bangles, and Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Fortitude Defence and Magic Defence, and a +2 class bonus to Reflex Defence.

At 11th level, the class bonus to Defences increase to +2 to Fortitude and Magic, and +4 to Reflex.

At 21st level, the class bonus to Defences increase to +3 to Fortitude and Magic, and +6 to Reflex.

At 31st level, the class bonus to Defences increase to +4 to Fortitude and Magic, and +8 to Reflex.

At 41st level, the class bonus to Defences increase to +5 to Fortitude and Magic, and +10 to Reflex.

RANGER SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

DUAL WEAPON SPECIALIST

You have picked up skills associated with two-weapon fighting and can utilise them effectively.

Effect: You can attack with both your main and secondary weapons as a full-round action. You receive a -5 penalty to Ranged Strike checks when attacking with your secondary weapon, instead of the normal -10 penalty.

Penalty: When attacking with your secondary weapon, if your Ranged Strike check misses the target's Reflex Defence by 5 or less, the target receives half damage of your secondary weapon (rounded down).

Special: 11th level: Penalty to secondary weapon's attack is reduced to -3.

21st level: Penalty to secondary weapon's attack is reduced to -1.

31st level: Penalty to secondary weapon's attack becomes a +1 bonus.

41st level: Penalty to secondary weapon's attack becomes a +3 bonus.

GREATER WEAPON SPECIALIST

You are gifted at wielding weapons that many would have a struggle carrying.

Effect: When using one hand to wield a large-size ranged weapon or bigger, you do not suffer the normal encumbrance penalty to Ranged Strike checks. In addition, you gain a +3 class bonus to damage rolls with said weapon.

Penalty: If you fail your Ranged Strike check by 5 or more, you provoke an attack of opportunity from your intended target.

Special: 11th level: Class bonus to damage rolls increase to +6.

21st level: Class bonus to damage rolls increase to +9.

31st level: Class bonus to damage rolls increase to +12.

41st level: Class bonus to damage rolls increase to +15.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with firearms, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

BARRAGE

Once per encounter, as a full-round action, you can make up to four ranged attacks. You take a -5 penalty to Ranged Strike checks on each of these attacks.

At 3rd level, you can use this ability twice per encounter, and you gain one additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

AIM

As a full-round action, you can aim your firearm to get a better shot at your target. You cannot be interrupted. While aiming, you grant all enemy targets in your line of sight combat advantage against you.

On your next turn, if you weren't interrupted during your concentration, you gain a bonus to your Ranged Strike checks. The bonus equals one-half your level (rounded down, minimum of 1) and you lose this bonus at the end of your turn.

You can use this ability a number of times per encounter equal to 1 + Wisdom modifier.

RANGER TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a ranger technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

BIG SHOT

You fire a blast of orange energy from your firearm at your foe.

Time: Standard.

Range: One target in close burst 6.

Check: Ranged Strike vs. Reflex.

Hit: Energy damage = max ranged damage dice + 1d6.

Special: 11th level: Damage increases to 1d8.

21st level: Damage increases to 1d10.

31st level: Damage increases to 1d12.

41st level: Damage increases to 2d8.

BLAZING FIRE

You rapidly fire several shots at your foe, causing great devastation.

Can only be used when bloodied.

Time: Full-round.

Range: One target in close burst 6.

Check: Ranged Strike vs. Reflex.

Hit: Ranged damage dice + your level x3.

Special: If the check result equals or exceeds by 5 or more, the target also becomes infected with *paralysis* and *slow*.

DEVASTATING SHOT

You unleash a devastating shot upon your enemy.

Time: Standard.

Range: One target in close burst 8.

Check: Ranged Strike vs. Reflex.

Hit: Weapon damage + one-half your level (rounded down).

Special: At 21st level, you apply your full level to damage instead of one-half.

MIND BLOW

You fire a blast of blue energy from your firearm at your foe.

Time: Standard.

Range: One target in close burst 6.

Check: Ranged Strike vs. Magic.

Effect: The target loses a number of magic points (if any) equal to your magic damage dice.

Special: By spending a move action, you can push the target back a number of squares equal to 1 + your Dexterity modifier.

SATELLITE BEAM

You fire a blast of green energy from your firearm at your foe.

Can only be used when bloodied.

Time: Full-round.

Range: All enemy targets in a burst 10.

Check: Ranged Strike vs. Reflex.

Hit: Energy damage = one-half your level (rounded down) x 1d4.

Special: 11th level: Damage increases to 1d6.

21st level: Damage increases to 1d8.

31st level: Damage increases to 1d10.

41st level: Damage increases to 1d12.

UNCARMAX

You open fire against all your foes in one swift stroke.

Can only be used when bloodied.

Time: Full-round.

Range: All enemy targets in close burst 8.

Check: Ranged Strike vs. Reflex.

Hit: Energy damage = max ranged damage die x3.

Special: 11th level: Damage multiplier increases to x4.

21st level: Damage multiplier increases to x5.

31st level: Damage multiplier increases to x6.

41st level: Damage multiplier increases to x7.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Rangers begin play with 1d6 x 200 gil.

ROGUE

Rogues can be good, bad, or neutral – who either live outside the law or fight against it in order to get the upper hand. They can come from any corner of the planet. The rogue gets by with bravado, cunning, duplicity, and trickery. They live by their wits, lying, cheating, stealing, and even fighting when the need arises.

PLAYING A ROGUE

Rogues are generally fast-talkers and tend to be those that “steal the moment” if it were. In a combat situation, rogues tend to deal heavily in hit-and-run manoeuvres, and always finding the opportunity to seek for riches to claim for themselves.

EXAMPLES OF ROGUES IN FINAL FANTASY VII

Biggs, Cissnei, Jessie, Wedge, Yuffie Kisaragi.

GAME RULE INFORMATION

Rogues have the following game statistics

ABILITIES

Dexterity and Intelligence are a rogue’s most important ability scores, because he must have quick reflexes and a sharp wit to survive. Charisma is important for talking one’s way out of trouble, and Wisdom is useful for spotting trouble before it finds the rogue.



HIT POINTS

Rogues begin play at 1st level with a number of hit points equal to 6 + their Constitution score. At each level after 1st, rogues gain 1d6 hit points + their Constitution modifier.

THE ROGUE						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	SNEAK ATTACK	UNCANNY DODGE
1 st	Armour Proficiency, Defence Bonuses, Rogue Specialisation, Weapon Proficiency, Bonus Feat	1d6	1d6	1d6	1d6	1/encounter
2 nd	Bonus Feat	-	-	-	1d6	-
3 rd	Rogue Technique	-	-	-	1d6	2/encounter
4 th	Ability Score Increase	-	-	-	2d6	-
5 th		-	-	-	2d6	-
6 th	Bonus Feat	-	-	-	2d6	-
7 th	Rogue Technique	-	-	-	3d6	-
8 th	Ability Score Increase	-	-	-	3d6	-
9 th		-	-	-	3d6	-
10 th	Bonus Feat	-	-	-	4d6	-
11 th	Rogue Technique	1d8	1d8	1d8	4d6	3/encounter
12 th	Ability Score Increase	-	-	-	4d6	-
13 th		-	-	-	5d6	-
14 th	Bonus Feat	-	-	-	5d6	-
15 th	Rogue Technique	-	-	-	5d6	-
16 th	Ability Score Increase	-	-	-	6d6	-
17 th		-	-	-	6d6	-
18 th	Bonus Feat	-	-	-	6d6	-
19 th	Rogue Technique	-	-	-	7d6	4/encounter
20 th	Ability Score Increase	-	-	-	7d6	-
21 st		1d10	1d10	1d10	7d6	-
22 nd	Bonus Feat	-	-	-	8d6	-
23 rd	Rogue Technique	-	-	-	8d6	-
24 th	Ability Score Increase	-	-	-	8d6	-
25 th		-	-	-	9d6	-
26 th	Bonus Feat	-	-	-	9d6	-
27 th	Rogue Technique	-	-	-	9d6	5/encounter
28 th	Ability Score Increase	-	-	-	10d6	-
29 th		-	-	-	10d6	-
30 th	Bonus Feat	-	-	-	10d6	-
31 st	Rogue Technique	1d12	1d12	1d12	11d6	-
32 nd	Ability Score Increase	-	-	-	11d6	-
33 rd		-	-	-	11d6	-
34 th	Bonus Feat	-	-	-	12d6	-
35 th	Rogue Technique	-	-	-	12d6	6/encounter
36 th	Ability Score Increase	-	-	-	12d6	-
37 th		-	-	-	13d6	-
38 th	Bonus Feat	-	-	-	13d6	-
39 th	Rogue Technique	-	-	-	13d6	-
40 th	Ability Score Increase	-	-	-	14d6	-
41 st		2d8	2d8	2d8	14d6	-
42 nd	Bonus Feat	-	-	-	14d6	-
43 rd	Rogue Technique	-	-	-	15d6	7/encounter
44 th	Ability Score Increase	-	-	-	15d6	-
45 th		-	-	-	15d6	-
46 th	Bonus Feat	-	-	-	16d6	-
47 th	Rogue Technique	-	-	-	16d6	-
48 th	Ability Score Increase	-	-	-	16d6	-
49 th		-	-	-	17d6	-
50 th	Bonus Feat	-	-	-	17d6	-

MAGIC POINTS

Rogues begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, rogues gain 1d8 magic points + their Intelligence modifier.

CLASS SKILLS

The rogue's list of class skills, along with their associated abilities, are as follows:

Deception (Cha), Knowledge (Int), Perception (Wis), Performance (Cha), Ranged Strike (Dex), Stealth (Dex), Streetwise (Cha), Survival (Wis), Thievery (Dex)*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (3 + Int modifier) x 4.

Skill Points at each additional level: 3 + Int modifier.

CLASS FEATURES

All of the following are features of the rogue class.

ARMOUR PROFICIENCY

As a rogue, you gain proficiency with the following types of armour: *Bangles, Headdresses, and Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Will Defence and Magic Defence, and a +2 class bonus to Reflex Defence.

At 11th level, the class bonus to Defences increase to +2 to Will and Magic, and +4 to Reflex.

At 21st level, the class bonus to Defences increase to +3 to Will and Magic, and +6 to Reflex.

At 31st level, the class bonus to Defences increase to +4 to Will and Magic, and +8 to Reflex.

At 41st level, the class bonus to Defences increase to +5 to Will and Magic, and +10 to Reflex.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with projectiles, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

ROGUE SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

NINJA SPECIALIST

You are at your best when concealing yourself within the shadows.

Effect: Whenever you make a Stealth check to conceal yourself from, or move silently past, a target, you can reroll the check, keeping the better of the two rolls.

Penalty: The target you are attempting to conceal from is granted a +5 bonus to Perception checks.

Special: 11th level: Bonus to Perception checks is reduced to +2.

21st level: Bonus to Perception checks is reduced to +0.

31st level: Bonus to Perception checks becomes a -2 penalty.

41st level: Bonus to Perception checks becomes a -5 penalty.

THIEF SPECIALIST

Stealing and taking what isn't yours has become something of second nature to you.

Effect: Whenever you make a Thievery check to use the *sleight of hand* feature of the skill, you can reroll the check, keeping the better of the two rolls.

Penalty: The target that you are stealing from is granted a +5 bonus to Perception checks.

Special: 11th level: Bonus to Perception checks is reduced to +2.

21st level: Bonus to Perception checks is reduced to +0.

31st level: Bonus to Perception checks becomes a -2 penalty.

41st level: Bonus to Perception checks becomes a -5 penalty.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Whenever you make a successful Stealth check to sneak up on a target, you can deal damage based on your level (see the Sneak Attack column on "The Rogue" table). The weapon you use must be a ranged weapon.

UNCANNY DODGE

Once per encounter, starting at 1st level, when an attacker that you can see hits you with an attack, you can choose to halve the attack's damage against you as a reaction.

At 3rd level, you can use this ability twice per encounter, and you gain one additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

ROGUE TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a rogue technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

BLOODFEST

You assault your enemies in one launch of your weapon.

Time: Standard.

Range: All enemy targets in a close burst 6.

Check: Ranged Strike vs. Reflex.

Hit: 2d8 + Dexterity modifier.

Special: *11th level:* damage increases to 4d8.
21st level: damage increases to 6d8.
31st level: damage increases to 8d8.
41st level: damage increases to 10d8.

DOOM OF THE LIVING

You launch your weapon with great aim and precision.

Can only be used when bloodied.

Time: Full-round.

Range: One enemy target in close burst 6.

Check: Ranged Strike vs. Reflex.

Hit: Damage = max ranged damage dice x one-half your level.

Special: If skill check exceeds by 5 or more, the target is also inflicted with the *slow* and *paralysis* conditions.

CREASED LIGHTNING

You throw your weapon at your enemy with such force.

Time: Standard.

Range: One target in Ranged 10.

Check: Ranged Strike vs. Reflex.

Hit: Damage = ranged damage dice + melee damage dice.

Special: In addition, you can spend a move action to apply you magic damage dice, as well inflict the *prone* condition.

LUCKY STARS

You bolster your allies with a desire to end things quickly.

Time: Reaction – An ally becomes *bloodied*.

Range: All allies currently participating in combat.

Check: N/A.

Effect: Allies can use a technique on their next turn that normally requires them to be *bloodied*. In addition, they treat the use of the chosen technique as though they were ten levels higher (if applicable).

SLOTS

You prefer to take risks in life, be it with friends, foes, or with yourself.

Can only be used when bloodied.

Time: Full-round.

Range: N/A

Check: Roll three d6s.

Effect: The roll determines the outcome:

- ❖ **Three “Odd” Numbers:** Your ally's current HP and MP are halved. You gain all experience points associated with the current encounter.
- ❖ **Three “Even” Numbers:** You cast *fire* on all enemy targets in close burst 8.
- ❖ **Two “Odd” and One “Even” Numbers:** All melee and ranged attacks made by you and your allies are considered critical hits for the remainder of the encounter.
- ❖ **Two “Even” and One “Odd” Numbers:** You cast *thunder* on all enemy targets in close burst 8.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Rogues begin play with 1d6 x 150 gil.

SAMURAI

Samurai are honourable people, only taking up arms if all other options have failed. They tend to either serve one individual, a master as it were, or preserve the peace in a small community, acting as the local sheriff of sorts.

PLAYING A SAMURAI

Samurai do not go looking for trouble, always trying to preserve the peace and seek a logical solution. However, if a call to arms is inevitable, they will fight, but they always see fighting as the very last option.

Samurai have one of the best melee statistics in the game, and they are best on the front row of combat; defending those that cannot defend themselves.

EXAMPLES OF SAMURAI IN FINAL FANTASY VII

Rosso the Crimson, Sephiroth, Weiss the Immaculate.

GAME RULE INFORMATION

Samurai have the following game statistics

ABILITIES

Strength and Constitution should be the samurai's highest abilities. Wisdom plays an important role as well as some of the samurai's skills are associated with it.

HIT POINTS

Samurai begin play at 1st level with a number of hit points equal to 10 + their Constitution score. At each level after 1st, samurai gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

Samurai begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, samurai gain 1d8 magic points + their Intelligence modifier.

CLASS SKILLS

The samurai's list of class skills, along with their associated abilities, are as follows:

Athletics (Str), Knowledge (Int), Melee Strike (Str), Perception (Wis), Persuasion (Cha), Stealth (Dex), Survival (Wis)*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at each additional level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are features of the samurai class.



ARMOUR PROFICIENCY

As a samurai, you gain proficiency with the following types of armour: *Armlets*, *Heavy*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Reflex Defence and Will Defence, and a +2 class bonus to Magic Defence.

At 11th level, the class bonus to Defences increase to +2 to Reflex and Will, and +4 to Magic.

At 21st level, the class bonus to Defences increase to +3 to Reflex and Will, and +6 to Magic.

At 31st level, the class bonus to Defences increase to +4 to Reflex and Will, and +8 to Magic.

At 41st level, the class bonus to Defences increase to +5 to Reflex and Will, and +10 to Magic.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with swords, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

SAMURAI SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

ARMOUR SPECIALIST

You have learnt how to use the armour you wear affectively.

Effect: You can choose to apply either one-half your level (rounded-down) or the armour bonus associated with your armour to Reflex Defence, whichever is the highest.

Penalty: The speed penalty associated with your armour increases by 1 (if your armour doesn't reduce your speed under normal circumstances, you reduce your speed by 1 square instead).

Special: 11th Level: You decrease your speed penalty by 1.

21st Level: Your armour bonus to Reflex Defence increases by 3.

31st Level: Your armour bonus to Reflex Defence increases by 5.

41st Level: You apply both your armour bonus and one-half your level to Reflex Defence.

WEAPON SPECIALIST

You have learnt how to use the weapon you wield affectively.

Effect: Whenever you wield a two-handed melee weapon with one hand, you don't take any penalty to Melee Strike checks. In addition, you treat the hit rate of the weapon you are using as though it were 1 point higher.

Penalty: You take a -10 penalty to your Reflex Defence until the end of the encounter.

Special: 11th Level: Penalty is reduced to -7.

21st Level: Penalty is reduced to -5.

31st Level: Penalty is reduced to -2.

41st Level: Penalty is reduced to +0.

MAGIC BREAK

Starting at 1st level, you can make a Persuasion check against the Will Defence of a single target in your line of sight. If the check is successful, the target loses a number of magic points based on your level (see "The Samurai" table). You cannot reduce a target's magic point total to a negative number.

You can use this ability a number of times per encounter equal to 1 + your Wisdom modifier.

OCTASLASH

Once per encounter, as a full-round action, you can make up to two melee attacks against a single enemy target within close burst 2. Your Reflex Defence is considered 0 until the start of your next turn.

At 3rd level, and every eight levels thereafter, you can make one additional attack. By level 43, you can make up to eight melee attacks against a single target, however the penalty still applies.

SAMURAI TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a samurai technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

THE SAMURAI						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	MAGIC BREAK	OCTASLASH
1 st	Armour Proficiency, Defence Bonuses, Samurai Specialisation, Weapon Proficiency, Bonus Feat	1d10	1d4	1d6	-5	Two Attacks
2 nd	Bonus Feat	-	-	-	-5	-
3 rd	Samurai Technique	-	-	-	-5	Three Attacks
4 th	Ability Score Increase	-	-	-	-5	-
5 th		-	-	-	-5	-
6 th	Bonus Feat	-	-	-	-5	-
7 th	Samurai Technique	-	-	-	-5	-
8 th	Ability Score Increase	-	-	-	-5	-
9 th		-	-	-	-5	-
10 th	Bonus Feat	-	-	-	-5	-
11 th	Samurai Technique	1d12	1d6	1d8	-10	Four Attacks
12 th	Ability Score Increase	-	-	-	-10	-
13 th		-	-	-	-10	-
14 th	Bonus Feat	-	-	-	-10	-
15 th	Samurai Technique	-	-	-	-10	-
16 th	Ability Score Increase	-	-	-	-10	-
17 th		-	-	-	-10	-
18 th	Bonus Feat	-	-	-	-10	-
19 th	Samurai Technique	-	-	-	-10	Five Attacks
20 th	Ability Score Increase	-	-	-	-10	-
21 st		2d8	1d8	1d10	-15	-
22 nd	Bonus Feat	-	-	-	-15	-
23 rd	Samurai Technique	-	-	-	-15	-
24 th	Ability Score Increase	-	-	-	-15	-
25 th		-	-	-	-15	-
26 th	Bonus Feat	-	-	-	-15	-
27 th	Samurai Technique	-	-	-	-15	Six Attacks
28 th	Ability Score Increase	-	-	-	-15	-
29 th		-	-	-	-15	-
30 th	Bonus Feat	-	-	-	-15	-
31 st	Samurai Technique	2d10	1d10	1d12	-20	-
32 nd	Ability Score Increase	-	-	-	-20	-
33 rd		-	-	-	-20	-
34 th	Bonus Feat	-	-	-	-20	-
35 th	Samurai Technique	-	-	-	-20	Seven Attacks
36 th	Ability Score Increase	-	-	-	-20	-
37 th		-	-	-	-20	-
38 th	Bonus Feat	-	-	-	-20	-
39 th	Samurai Technique	-	-	-	-20	-
40 th	Ability Score Increase	-	-	-	-20	-
41 st		2d12	1d12	2d8	-25	-
42 nd	Bonus Feat	-	-	-	-25	-
43 rd	Samurai Technique	-	-	-	-25	Eight Attacks
44 th	Ability Score Increase	-	-	-	-25	-
45 th		-	-	-	-25	-
46 th	Bonus Feat	-	-	-	-25	-
47 th	Samurai Technique	-	-	-	-25	-
48 th	Ability Score Increase	-	-	-	-25	-
49 th		-	-	-	-25	-
50 th	Bonus Feat	-	-	-	-25	-

FORCE THE SITUATION

You fight better when you are backed into a corner.

Can only be used when bloodied.

Time: Standard action.

Range: All targets in blast 1.

Check: Melee Strike vs. Fortitude.

Effect: 1d8 + your level *force* damage.

Targets are pushed back 4 squares.

If an ally occupies a square that an enemy target would be pushed into, the target takes 1d4 collision damage and moves to an available square adjacent to the ally. This grants the ally an attack of opportunity against the target.

Special: *11th Level:* Damage increases to 3d8.

21st Level: Damage increases to 5d8.

31st Level: Damage increases to 7d8.

41st Level: Damage increases to 9d8.

GLIDING STRIKE

You move swiftly towards your foe that your feet barely touch the ground.

Time: Full-round.

Range: One target in Melee 6.

Check: Acrobatics vs Reflex.

Hit: Melee damage dice + your level.

Effect: You can shift a number of squares up to your speed after you hit the target. This does not provoke an attack of opportunity.

LAST ONE STANDING

Your emotions are fuelled when you realise your allies have fallen.

Time: Standard.

Range: All enemy targets in blast 6.

Check: Melee Strike vs. Will.

Hit: 1d12 + your level.

Effect: All enemy targets that are hit by your Melee Strike check are infected with the *sleep* condition

Sustain Move: targets are infected until the end of the encounter.

Special: You gain a +5 bonus to damage for each fallen ally (unconscious or dead).

NECROTIC STRIKE

You awaken the darkness within your weapon.

Can only be used when bloodied.

Time: Standard.

Range: One target in Melee 1.

Check: Athletics vs. Fortitude.

Hit: *Necrotic* damage = 2d8 x one-half your level (rounded down).

Special: *11th Level:* Damage increases to 3d8.

21st Level: Damage increases to 4d8.

31st Level: Damage increases to 5d8.

41st Level: Damage increases to 6d8.

RADIANT BLOW

You fill your enemy with a divine wrath never seen before.

Can only be used when bloodied.

Time: Standard.

Range: One target in Melee 1.

Check: Melee Strike vs. Fortitude.

Hit: *Radiant* damage = 1d10 + one-half your level (rounded down). The target becomes *dazed* until the start of your next turn.

Special: *11th Level:* Damage increases to 2d10

21st Level: Damage increases to 3d10

31st Level: Damage increases to 4d10

41st Level: Damage increases to 5d10

WARDING STRIKE

You attack an enemy that was on the verge of assaulting one of your allies.

Time: Reaction – An enemy attacks an ally.

Range: Close burst 4.

Check: Melee Strike vs. Fortitude.

Hit: Max melee damage dice + your level.

Effect: Enemy target's attack is considered an automatic fail and their turn immediately ends. You move adjacent to your ally.

Special: The ally is considered to have total cover while they remain adjacent to you.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Samurai begin play with 1d6 x 225 gil.

SCHOLAR

Scholars are the educated man; seeking knowledge, wisdom, and understanding in a world that is cruel. They can be professors, politicians, medics, or even a CEO of a mega corporation. Some bring honour to the name; others are sly, treacherous, and dishonourable to the core.

PLAYING A SCHOLAR

A scholar rarely takes the forward approach when it comes to fighting, however their main field of expertise is buffing their allies and negotiating peaceful solutions to keep them out of trouble. Always keep an eye on your health as it is the scholar's main flaw.

EXAMPLES OF SCHOLAR IN FINAL FANTASY VII

Dr. Hollander, Grimoire Valentine, Professor Hojo, Reeve Tuesti, Rufus Shinra.

GAME RULE INFORMATION

Scholars have the following game statistics

MULTICLASSING

Scholar is the only class that can multiclass more than once. Instead of only allowing to gain one Multiclass feat (see Multiclass Feats in Chapter 05), scholars can select up to three, so long as they meet the prerequisites.

ABILITIES

Charisma is the most important ability for a scholar, as are Wisdom and Intelligence.

HIT POINTS

Scholars begin play at 1st level with a number of hit points equal to 6 + their Constitution score. At each level after 1st, scholars gain 1d6 hit points + their Constitution modifier.

MAGIC POINTS

Scholars begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, scholars gain 1d10 magic points + their Intelligence modifier.



THE SCHOLAR						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	INSPIRING WORD	RECALL
1 st	Armour Proficiency, Defence Bonuses, Scholar Specialisation, Weapon Proficiency, Bonus Feat	1d6	1d8	1d8	+2	1/encounter
2 nd	Bonus Feat	-	-	-	-	-
3 rd	Scholar Technique	-	-	-	-	2/encounter
4 th	Ability Score Increase	-	-	-	-	-
5 th		-	-	-	+3	-
6 th	Bonus Feat	-	-	-	-	-
7 th	Scholar Technique	-	-	-	-	-
8 th	Ability Score Increase	-	-	-	-	-
9 th		-	-	-	+4	-
10 th	Bonus Feat	-	-	-	-	-
11 th	Scholar Technique	1d8	1d10	1d10	-	3/encounter
12 th	Ability Score Increase	-	-	-	-	-
13 th		-	-	-	+5	-
14 th	Bonus Feat	-	-	-	-	-
15 th	Scholar Technique	-	-	-	-	-
16 th	Ability Score Increase	-	-	-	-	-
17 th		-	-	-	+6	-
18 th	Bonus Feat	-	-	-	-	-
19 th	Scholar Technique	-	-	-	-	4/encounter
20 th	Ability Score Increase	-	-	-	-	-
21 st		1d10	1d12	1d12	-	-
22 nd	Bonus Feat	-	-	-	-	-
23 rd	Scholar Technique	-	-	-	-	-
24 th	Ability Score Increase	-	-	-	-	-
25 th		-	-	-	+7	-
26 th	Bonus Feat	-	-	-	-	-
27 th	Scholar Technique	-	-	-	-	5/encounter
28 th	Ability Score Increase	-	-	-	-	-
29 th		-	-	-	+8	-
30 th	Bonus Feat	-	-	-	-	-
31 st	Scholar Technique	1d12	2d8	2d8	-	-
32 nd	Ability Score Increase	-	-	-	-	-
33 rd		-	-	-	+9	-
34 th	Bonus Feat	-	-	-	-	-
35 th	Scholar Technique	-	-	-	-	6/encounter
36 th	Ability Score Increase	-	-	-	-	-
37 th		-	-	-	+10	-
38 th	Bonus Feat	-	-	-	-	-
39 th	Scholar Technique	-	-	-	-	-
40 th	Ability Score Increase	-	-	-	-	-
41 st		2d8	2d10	2d10	-	-
42 nd	Bonus Feat	-	-	-	-	-
43 rd	Scholar Technique	-	-	-	-	7/encounter
44 th	Ability Score Increase	-	-	-	-	-
45 th		-	-	-	+11	-
46 th	Bonus Feat	-	-	-	-	-
47 th	Scholar Technique	-	-	-	-	-
48 th	Ability Score Increase	-	-	-	-	-
49 th		-	-	-	+12	-
50 th	Bonus Feat	-	-	-	-	-

CLASS SKILLS

The scholar's list of class skills, along with their associated abilities, are as follows:

Deception (Cha), Knowledge (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Pilot (Dex), Streetwise (Cha), Treat Injury (Wis), Use Computer (Int)*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: $(3 + \text{Int modifier}) \times 4$.

Skill Points at each additional level: $3 + \text{Int modifier}$.

CLASS FEATURES

All of the following are features of the scholar class.

ARMOUR PROFICIENCY

As a scholar, you gain proficiency with the following types of armour: *Bangles, Headdresses*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Reflex Defence and Magic Defence, and a +2 class bonus to Will Defence.

At 11th level, the class bonus to Defences increase to +2 to Reflex and Magic, and +4 to Will.

At 21st level, the class bonus to Defences increase to +3 to Reflex and Magic, and +6 to Will.

At 31st level, the class bonus to Defences increase to +4 to Reflex and Magic, and +8 to Will.

At 41st level, the class bonus to Defences increase to +5 to Reflex and Magic, and +10 to Will.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with one weapon group of your choice, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

SCHOLAR SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

COLLABORATOR SPECIALIST

You have learnt to work both sides of the conflict in war and can manipulate your enemies into thinking that you are not a threat.

Effect: When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defence of all enemies in close burst 5. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active.

Penalty: If you attack or otherwise obviously harm or hinder a target under the effect of this ability, or one of that target's allies, this effect ends.

Special: 11th Level: You treat the target's Will Defence as though it were 2 points less.

21st Level: You treat the target's Will Defence as though it were 5 points less.

31st Level: You treat the target's Will Defence as though it were 7 points less.

41st Level: You treat the target's Will Defence as though it were 10 points less.

INFLUENTIAL SPECIALIST

One of your greatest strengths is your ability to exert influence over your opponents.

Effect: You can make a Persuasion check as a standard action to demand surrender from an opponent who has been *bloodied*. The target must be able to understand you. If your check result equals or exceeds the target's Will Defence, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions.

Penalty: If the target is higher level than you, it gains a +5 bonus to its Will Defence. If you or any of your allies attack it, it no longer submits to your will and can act normally.

Special: 11th Level: The target's bonus to Will Defence is reduced to +4.

21st Level: The target's bonus to Will Defence is reduced to +3.

31st Level: The target's bonus to Will Defence is reduced to +2.

41st Level: The target's bonus to Will Defence is reduced to +1.

INSPIRING WORD

Starting at 1st level, as a standard action, you can bolster the morale in your allies, providing them with one of the following benefits: +2 morale bonus to attacks, +2 morale bonus to defences, or +2 morale bonus to saving throws. Allies must be able to see and hear you in order to benefit from this ability, and must be in a close burst 4 from you.

The benefit lasts until the start of your next turn, and you cannot use this ability twice in two consecutive turns.

You can use this ability a number of times per encounter equal to 1 + your Charisma modifier. The morale bonus increases as you level up (see "The Scholar" table).

RECALL

Once per encounter, starting at 1st level, whenever you make a Knowledge check to recall a piece of information, you can reroll the check and keep the better of the two rolls.

At 3rd level, you can use this ability twice per encounter, and you gain one additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

SCHOLAR TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a scholar technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

FEED INFORMATION

Through your study of battle tactics, you bolster your allies in their struggle.

Time: Swift.

Range: One ally in Ranged 6.

Effect: You can grant two allies a +1 morale bonus on their next attack made before the beginning of your next turn.

Special: 11th Level: Bonus increases to +2.

21st Level: Bonus increases to +4.

31st Level: Bonus increases to +6.

41st Level: Bonus increases to +8.

MINERVA'S BLESSING

A blessing from the goddess herself provides undeniable protection against your foes.

Time: Standard.

Range: You/one ally in close burst 2.

Check: Spellcasting vs. Will.

Hit: Affected target has the *invincibility* condition placed upon them for a number of rounds equal to 1d4. +2 bonus to all defences until the end of the encounter.

Special: 11th Level: Bonus to defences increases to +4.

21st Level: Bonus to defences increases to +6.

31st Level: Bonus to defences increases to +8.

41st Level: Bonus to defences increases to +10.

PERSONAL VENDETTA

You taunt your enemies into concentrating their efforts against you, protecting your allies.

Time: Swift.

Range: All enemy targets in close burst 4.

Check: Persuasion vs. Will.

Effect: All enemy targets that heard the taunt receive a -10 penalty to their attacks made against any target other than you. You receive a +5 bonus to Reflex Defence against attacks made by the enemy targets you taunted.

Special: Any affected targets that are *bloodied* fall *prone* as well.

WEAKEN RESOLVE

You cause your foe to flee from your devastating attack.

Time: Reaction – you deal damage to a target that makes them *bloodied*.

Check: Persuasion vs. Will.

Effect: You fill the target with terror, causing them to be pushed a number of squares equal to 1 + your Charisma modifier. The target can't take standard actions, swift actions, or full-round actions on their next turn.

Special: The target can make a Wisdom saving throw as a reaction to negate the effects of this ability.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Scholars begin play with 1d6 x 200 gil.

WHITE MAGE

White Mages are trained to use materia accessible to her in the best combination she can think of. They can be members of a religious organisation, or can be someone who specialises in magical healing over physical violence. They understand the lifestream and all the benefits the planet's blood can provide.

White mages can be found all over the planet. They can be healers or priests with the power to summon beasts to fight in their name.

PLAYING A WHITE MAGE

White mages are the rangers of spellcasting, choosing to stand in the back row of a fight; healing their allies. As they are one of two classes that gain very little in the way of hit points, it is best to keep away from close combat and keep track of your own health in case the worst happens. Some spells are best effective when bloodied, however.

EXAMPLES OF WHITE MAGES IN FINAL FANTASY VII

Aerith Gainsborough.

GAME RULE INFORMATION

White mages have the following game statistics.

ABILITIES

A white mage should be gifted in all abilities, but Wisdom and Charisma are most important.

HIT POINTS

White mages begin play at 1st level with a number of hit points equal to 4 + their Constitution score. At each level after 1st, white mages gain hit points equal to 1d4 + their Constitution modifier.

MAGIC POINTS

White mages begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, white mages gain magic points equal to 1d12 + their Intelligence modifier.

CLASS SKILLS

The white mage's list of class skills, along with their associated abilities, are as follows:

Knowledge (Int), Perception (Wis), Persuasion (Cha), Spellcasting (Cha), Treat Injury (Wis).*

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: $(1 + \text{Int modifier}) \times 4$.

Skill Points at each additional level: $1 + \text{Int modifier}$.



THE WHITE MAGE						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	CHANNEL MAGIC	PRAY
1 st	Armour Proficiency, Defence Bonuses, White Mage Specialisation, Weapon Proficiency, Bonus Feat	1d4	1d4	1d12	1/encounter	1d8
2 nd	Bonus Feat	-	-	-	-	-
3 rd	White Mage Technique	-	-	-	2/encounter	2d8
4 th	Ability Score Increase	-	-	-	-	-
5 th		-	-	-	-	3d8
6 th	Bonus Feat	-	-	-	-	-
7 th	White Mage Technique	-	-	-	-	4d8
8 th	Ability Score Increase	-	-	-	-	-
9 th		-	-	-	-	5d8
10 th	Bonus Feat	-	-	-	-	-
11 th	White Mage Technique	1d6	1d6	2d8	3/encounter	6d8
12 th	Ability Score Increase	-	-	-	-	-
13 th		-	-	-	-	7d8
14 th	Bonus Feat	-	-	-	-	-
15 th	White Mage Technique	-	-	-	-	8d8
16 th	Ability Score Increase	-	-	-	-	-
17 th		-	-	-	-	9d8
18 th	Bonus Feat	-	-	-	-	-
19 th	White Mage Technique	-	-	-	4/encounter	10d8
20 th	Ability Score Increase	-	-	-	-	-
21 st		1d8	1d8	2d10	-	11d8
22 nd	Bonus Feat	-	-	-	-	-
23 rd	White Mage Technique	-	-	-	-	12d8
24 th	Ability Score Increase	-	-	-	-	-
25 th		-	-	-	-	13d8
26 th	Bonus Feat	-	-	-	-	-
27 th	White Mage Technique	-	-	-	5/encounter	14d8
28 th	Ability Score Increase	-	-	-	-	-
29 th		-	-	-	-	15d8
30 th	Bonus Feat	-	-	-	-	-
31 st	White Mage Technique	1d10	1d10	2d12	-	16d8
32 nd	Ability Score Increase	-	-	-	-	-
33 rd		-	-	-	-	17d8
34 th	Bonus Feat	-	-	-	-	-
35 th	White Mage Technique	-	-	-	6/encounter	18d8
36 th	Ability Score Increase	-	-	-	-	-
37 th		-	-	-	-	19d8
38 th	Bonus Feat	-	-	-	-	-
39 th	White Mage Technique	-	-	-	-	20d8
40 th	Ability Score Increase	-	-	-	-	-
41 st		1d12	1d12	3d10	-	21d8
42 nd	Bonus Feat	-	-	-	-	-
43 rd	White Mage Technique	-	-	-	7/encounter	22d8
44 th	Ability Score Increase	-	-	-	-	-
45 th		-	-	-	-	23d8
46 th	Bonus Feat	-	-	-	-	-
47 th	White Mage Technique	-	-	-	-	24d8
48 th	Ability Score Increase	-	-	-	-	-
49 th		-	-	-	-	25d8
50 th	Bonus Feat	-	-	-	-	-

CLASS FEATURES

All of the following are features of the white mage class.

ARMOUR PROFICIENCY

As a white mage, you gain proficiency with the following types of armour: *Bangles*, *Headdresses*, and *Light*.

DEFENCE BONUSES

At 1st level, you receive a +1 class bonus to Reflex, Fortitude, Will, and Magic.

At 11th level, the class bonus to Defences increase to +2 to Reflex, Fortitude, Will, and Magic.

At 21st level, the class bonus to Defences increase to +3 to Reflex, Fortitude, Will, and Magic.

At 31st level, the class bonus to Defences increase to +4 to Reflex, Fortitude, Will, and Magic.

At 41st level, the class bonus to Defences increase to +5 to Reflex, Fortitude, Will, and Magic.

WHITE MAGE SPECIALISATION

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

HEALING SPECIALIST

You have gained knowledge and insight into the best healing practices known to the lifestream.

Effect: Whenever you make a Spellcasting check to cast a spell that heals a target of a condition or hit points, such as *cure* or *esuna*, you can reroll the check, keeping the better of the two rolls.

Penalty: You receive a -10 penalty to Spellcasting checks when you cast any other spell other than those that heal, such as elemental spells (fire, blizzard, etc.) and conditioning spells (slow, silence, etc.).

Special: 11th level: Penalty to Spellcasting checks decrease to -7.

21st level: Penalty to Spellcasting checks decrease to -5.

31st level: Penalty to Spellcasting checks decrease to -2.

41st level: Penalty to Spellcasting checks decrease to +0.

SUMMONING SPECIALIST

You specialise in summoning beasts to fight in your name.

Effect: You treat the DC for summoning as though it were 5 points less. In addition, you can cast a summon beast one additional time per day.

Penalty: After you have successfully summoned a beast, you lose your Dexterity modifier (if any) to Reflex Defence until the start of your next turn. Also, you take a -10 penalty to Spellcasting checks made to cast spells, other than summoning, until the end of the encounter.

Special: 15th level: Penalty to spellcasting decreases to -7.

25th Level: Penalty to spellcasting decreases to -5.

35th level: Penalty to spellcasting decreases to -2.

45th level: Penalty to spellcasting decreases to +0.

WEAPON PROFICIENCY

At 1st level, you gain proficiency with staves, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

CHANNEL MAGIC

Once per encounter, starting at 1st level, you can provide an ally with a bonus to Spellcasting checks made to cast magic and summons equal to one-half the ally's level (rounded down). The bonus lasts until the end of the encounter, however you must remain within line of sight of the ally otherwise the bonus is lost.

At 3rd level, the use of Channel Magic increases to twice per encounter, and you gain an additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level). You cannot grant the same ally with this benefit more than once per encounter.

WHITE MAGE TECHNIQUE

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a white mage technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

CLEAR TRANQUIL

You provide magical healing to your friends.

Time: Standard.

Range: You/all allies in blast 5.

Check: Spellcasting vs. Fortitude.

Hit: Heal 1d8 hit points. Your Constitution modifier (if any) applies. You also heal 1d8 magic points. Your Intelligence modifier (if any) applies.

Special: If allies' Fortitude Defence is less than your Spellcasting skill modifier, it is considered an automatic hit.

11th level: Healing increases to 2d8.

21st level: Healing increases to 3d8.
31st level: Healing increases to 4d8.
41st level: Healing increases to 5d8.

HEALING WIND

Through the knowledge of the lifestream, you breathe new health into your allies.

Time: Standard.

Range: You/all allies in a close burst 4.

Check: Spellcasting vs. Constitution score.

Hit: Heal 1d12 hit points. Target's

Constitution modifier (if any) applies.

Special: If allies' Constitution score is less than your Spellcasting skill modifier, it is considered an automatic hit.

11th level: Healing increases to 2d12.

21st level: Healing increases to 3d12.

31st level: Healing increases to 4d12.

41st level: Healing increases to 5d12.

SEAL EVIL

You halt your foe in their tracks, leaving them prone and defenceless.

Time: Standard.

Range: One target in Ranged 10.

Check: Spellcasting vs. Magic.

Hit: Inflict the *stop* and *silence* conditions (save ends).

Sustain Swift: Target is infected with *stop* and *silence* until the end of the encounter.

Special: If Spellcasting check exceeds target's Magic Defence by 5 or more, all allies in radius 6 of you are granted combat advantage against the target until the start of your next turn.

BREATH OF THE EARTH

With your magic, you remove debilitating conditions from your allies.

Time: Standard.

Range: All allies in a close burst 5.

Check: Spellcasting vs. Fortitude.

Hit: Allies are healed of the following conditions (if applicable): *blind*, *haste*, *poisoned*, *silence*, *sleep*, *slow*, *stop*, *zombie*.

Special: If your Spellcasting skill modifier is more than the targets' Fortitude Defence, the check is considered an automatic hit.

PLANET PROTECTOR

You are gifted at bolstering your allies with determination and pride.

Time: Move.

Range: All allies in a close burst 7 that are *bloodied*.

Check: Spellcasting vs. Will.

Hit: All affected allies have the *invincibility* condition placed upon them for a number of rounds equal to 1d4.

Special: *11th level:* Duration of condition lasts for 1d6 rounds.

21st level: Duration of condition lasts for 1d8 rounds.

31st level: Duration of condition lasts for 1d10 rounds.

41st level: Duration of condition lasts for 1d12 rounds.

PULSE OF LIFE

You bless your allies with more time to finish the situation.

Time: Standard.

Range: All allies in blast 8 that are *bloodied*.

Check: Spellcasting vs. Fortitude.

Hit: Heal 2d12 hit points and 1d10 magic points.

Penalty: You must reduce your own current hit points and current magic points by half (rounded down) in order for your allies to benefit from this ability.

Special: If your Spellcasting skill modifier is more than the targets' Fortitude Defence, the check is considered an automatic hit.

ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

PRAY

As a full-round action, you can make a quick prayer to the planet to heal all allies' health in a close burst 6. The allies heal hit points equal to the amount shown in the "The White Mage" table.

You can use this ability a number of times per day equal to 1 + your Wisdom modifier, and you do not expend any magic points.

STARTING GIL

White mages begin play with 1d6 x 150 gil.

CHAPTER IV — SKILLS

Skills represent a variety of abilities that your character can do, and you get better at them as you level up. Making a skill check takes into account your natural talent (ability modifier), your training (proficiency bonus), and luck (the die roll). It may also take into account the armour you are wearing (armour check penalty), among other things as well.

WHAT'S NEW?

Skill training has been replaced with a new system that combines the skill points system and the skill proficiency system. Enemy Skill spells are now Monster Skills, working in par with the rest of the skill system.



PROFICIENCY BONUSES

Proficiency bonuses represents your character's training in a particular skill. It measures how well you know how to do something as well as how well are your chances of getting the best results. You either know how to do something or you don't; it really is that basic.

Each class has a set number of skill points a character acquires at each level. Your Intelligence modifier always applies to that set number (If your Intelligence modifier is a minus, you treat it as a +0; you never subtract skill points). You then use your skill points to distribute them among the skills as you see fit. For every one skill point in a particular skill, you are granted a +1 proficiency bonus to that skill. (For example, spending four skill points in the Persuasion skill means you get a +4 proficiency bonus when you make Persuasion checks.) The max number of skill points you can put in a skill at any given time are stated in the "Level Advancement" table in Chapter 3.

Putting skill points in cross-class skills (see Class Skills vs. Cross-Class Skills, below) require you to spend two skill points to receive a +1 proficiency bonus in that skill. This is due to the fact the cross-class skills are not associated with your chosen class, however having a proficiency bonus in a cross-class skill represents you learning additional abilities outside your field of expertise.

CLASS SKILLS VS. CROSS-CLASS SKILLS

Each class have their own list of class skills that are flavoured to that class. All other skills are considered 'cross-class' skills. Every time you spend a skill point in a class skill, your proficiency bonus increases by +1 in that skill.

Putting skill points in a cross-class skill represents your character's additional training he is receiving outside his field of expertise. Because of this, you must spend 2 skill points every time to receive a +1 proficiency bonus in a cross-class skill.

The max number of skill points you can spend in a cross-class skill is always one-half the max number of skill points you can spend in a class skill (rounded down). For example, a 1st level character can have a +3 maximum proficiency bonus in a class skill and a +1 maximum proficiency bonus in a cross-class skill. At 11th level, the maximum proficiency bonus you can have in a class skill and cross-class skill becomes 8 and 4 respectively; 13 and 6 respectively at 21st level; 18

and 9 respectively at 31st level; 23 and 11 respectively at 41st level.

MAKING A SKILL CHECK

To make a skill check, you roll:

1d20 + proficiency bonus + key ability modifier

Some feats, equipment, armour, materia, or class features may also alter a skill check; be it a bonus or a penalty. Note any additional modifiers to skill checks in the "Miscellaneous Modifiers" column on the skill section on your character sheet.

SKILL POINTS BY CLASS

CLASS	SKILL POINTS AT 1 st LEVEL	SKILL POINTS AT EACH LEVEL
Black Mage	1 + Int modifier x4	1 + Int modifier
Dragoon	2 + Int modifier x4	2 + Int modifier
Fighter	1 + Int modifier x4	1 + Int modifier
Monk	2 + Int modifier x4	2 + Int modifier
Ranger	3 + Int modifier x4	3 + Int modifier
Rogue	3 + Int modifier x4	3 + Int modifier
Samurai	2 + Int modifier x4	2 + Int modifier
Scholar	3 + Int modifier x4	3 + Int modifier
White Mage	1 + Int modifier x4	1 + Int modifier

ABILITY CHECKS

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. The character who rolls highest acts first.

In some cases, a test of one's ability doesn't involve luck. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

EXAMPLE ABILITY CHECK	KEY ABILITY
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigate a maze	Intelligence
Remembering to lock a door	Wisdom
Getting yourself noticed in a crowd	Charisma

TYPES OF SKILL CHECKS

When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must equal or exceed a particular number (a DC or the result of opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

OPPOSED CHECK

Some skill checks are opposed checks. They are made against a randomised number, usually another character's skill check result. For ties on opposed checks, the character with the higher skill modifier wins.

CHECK AGAINST A DIFFICULTY CLASS (DC)

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check to succeed.

REROLLING

Some special abilities are more flexible in that they allow you to reroll a skill check and keep the better of the two results. You must declare that you are using this option immediately after making the check but before any effects are resolved. You can reroll a skill check as many times as you see fit, but only once per turn.

KEEPING THE GAME MOVING

As a rule of thumb, you don't need to make a die roll for every skill check. If the skill modifier equals or exceeds the set DC (or a target's Defence score), it is considered an automatic success. This helps keep the game moving without slowing the pace or making the game boring. The only skills that do not benefit from this are Melee Strike, Ranged Strike, and Spellcasting.

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for each other purposes than those listed here. For example, you might be able to impress the Shinra executives by making a Knowledge check of some kind.

Here is the format for skill descriptions. Headings that do not apply to a particular skill are omitted in that skill's description.

SKILL NAME (KEY ABILITY)

The skill name line and the line beneath it include the following information.

Key Ability: The abbreviation for the ability whose modifier applies to the key skill check.

Armour Check Penalty: If "Armour Check Penalty" appears on the line beneath the skill name, a character takes a penalty on skill checks made with this skill if he's wearing armour with which he is not proficient. The size of the armour check penalty depends on the type of armour: light, +0; headdresses, +0; bangles, -2; armlets, -2; or heavy, -10.

ACROBATICS (DEX)

Armour Check Penalty

You can move at normal speed across difficult terrain, keep your balance while walking on a narrow surface, take less damage from a fall, slip free of restraints or a grappling foe, and get up from prone safely. In addition to the specific options listed below, you can use Acrobatics to perform typical tumbling, flipping, or gymnastic manoeuvres.

Balance: A successful Acrobatics check allows you to move at half speed along a narrow surface such as a ledge or wire. The DC of the Acrobatics check varies with the width of the surface. If the surface is slippery or unstable, increase the DC by 5. A failed check means you fall prone and must make a DC 15 Dexterity save to catch the ledge or wire.

NARROW SURFACE	ACROBATICS DC
8-15 cm wide	10
4-7 cm wide	15
Less than 4 cm wide	20

You are considered flat-footed while balancing, and thus you lose your Dexterity bonus to your Reflex Defence (if any).

SKILLS									
SKILL (KEY ABILITY)	BLACK MAGE	DRAGOON	FIGHTER	MONK	RANGER	ROGUE	SAMURAI	SCHOLAR	WHITE MAGE
Acrobatics (Dex)	X	C	X	C	C	X	X	X	X
Athletics (Str)	X	C	C	C	X	X	C	X	X
Deception (Cha)	X	X	X	X	X	C	X	C	X
Knowledge (Int)	C	C	C	C	C	C	C	C	C
Mechanics (Int)	X	X	X	X	C	X	X	X	X
Melee Strike (Str)	X	C	C	C	X	X	C	X	X
Perception (Wis)	C	C	X	X	C	C	C	C	C
Performance (Cha)	X	X	X	C	X	C	X	C	X
Persuasion (Cha)	C	X	X	X	X	X	C	C	C
Pilot (Dex)	X	X	X	X	X	X	X	C	X
Ranged Strike (Dex)	X	C	X	X	C	C	X	X	X
Ride (Dex)	X	C	X	X	C	X	X	X	X
Spellcasting (Cha)	C	X	X	X	X	X	X	X	C
Stealth (Dex)	X	X	C	X	C	C	C	X	X
Streetwise (Cha)	C	X	X	X	C	C	X	C	X
Survival (Wis)	X	C	X	C	C	C	C	X	X
Thievery (Dex)	X	X	X	X	X	C	X	X	X
Treat Injury (Wis)	X	X	C	C	X	X	X	C	C
Use Computer (Int)	X	X	X	X	X	X	X	C	X
C = Class Skill X = Cross-Class Skill									

If you take damage while balancing, you must immediately make another Acrobatics check against the same DC to keep from falling.

Cross Difficult Terrain: With a successful DC 15 Acrobatics check, you can move through difficult terrain at your normal speed.

Escape Bonds: With a successful Acrobatics check, you can slip free of restraints, wiggle through a tight space (DC 20), or escape from a grapple (DC = the grappler's Dexterity check). The DC to slip free of a restraint depends on the type of restraint.

It takes a standard action to escape a grapple. It takes a full-round action to escape a net or to move 1 square through a tight space. It takes 1 minute to escape from ropes, handcuffs, or manacles.

RESTRAINT	ACROBATICS DC
Ropes	Opponent's Dex score + 10
Net	15
Handcuffs	25

Fall Prone: If you are trained in Acrobatics and succeed at a DC 15 check, you can drop to a prone position as a free action (instead of a swift action).

Reduce Falling Damage: With a successful DC 15 Acrobatics check, you can treat a fall as if it was 3 meters (2 squares) shorter when determining damage. For every 10 points by which you beat this DC, you can subtract an additional 3 meters

from the fall for determining damage. If you make this check and take no damage from the fall, you land on your feet.

If you are struck by a falling object, you can reduce the damage you take by half with a successful DC 15 Acrobatics check.

Stand Up from Prone: If you are trained in Acrobatics and succeed at a DC 15 check, you can stand up from a prone position as a swift action (instead of a move action).

Tumble: If you succeed at a DC 15 Acrobatics check. You can tumble through the threatened area or fighting space of an enemy as part of your move action without provoking an attack of opportunity. Each threatened square or occupied square that you tumble through counts as 2 squares of movement.

ATHLETICS (STR)

Armour Check Penalty

Make an Athletics check to attempt physical activities that rely on muscular strength, including climbing, jumping, and swimming.

Accelerated Climbing: You try to climb more quickly than normal, but you take a -5 penalty on Athletics checks. Accelerated climbing allows you to climb at your full speed as a full-round action. You can move half that far – one-half your speed – as a move action.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall

while falling. Make an Athletics check (DC = the wall's DC +20) to do so. A slope is relatively easier to catch yourself on (DC = the slope's DC + 10).

Climb Surface: With each successful Athletics check, you can advance up, down, or across a slope or wall or other steep incline. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. You can climb at one-half of your speed as a full-round action. You can move half that far – one-fourth of your speed – as a move action.

A failed Athletics check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends on the circumstances of the climb:

DC	EXAMPLE WALL OR SURFACE
0	Slope too steep to walk up; knotted rope with a wall to brace against.
5	Rope with a wall to brace against or a knotted rope, but not both.
10	Surface with ledges to hold on to and stand on, such as a very rough wall.
15	Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
-	Perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

**These modifiers are cumulative; use any that apply.*

Since you can't move to avoid an attack while climbing, opponents get a +2 bonus on attack rolls against you, and you lose any Dexterity bonus to your Reflex Defence.

Any time you take damage while climbing; make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Grab: You can attempt to physically grab an adjacent target that is smaller than you, same size as you, or one category larger than you. When grabbing a target, they are considered prone, and the target's opposing Athletics check sets the DC.

At the start of the target's turn, they can make a Dexterity check to try and release themselves from the grab (DC = your Strength score).

You can sustain a grab as a swift action, and you can end a grab as a free action.

High Jump: The DC of a running high jump is equal to the distance cleared (in meters) multiplied by 12. For example, landing atop a 1.5-meter-high (1-square-high) ledge requires a successful DC 18 Athletics check. If you use a pole of sufficient height to help you vault the distance, the DC is halved. If you do not get at least a 4-square running start, the DC is doubled.

Jump Down: If you intentionally jump down from a height, you can attempt a DC 15 Athletics check to take falling damage as if you dropped 3 meters (2 squares) fewer than you actually did. If you succeed on this check and take no damage, you land on your feet.

Long Jump: The DC of a running long jump is equal to the distance cleared (in meters) multiplied by 3. For example, clearing a 3-meter-wide (2-square-wide) pit requires a successful DC 9 Athletics check. If you do not get at least a 4-square running start, the DC is doubled.

Making Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.

Swim: A successful Athletics check allows you to swim one-quarter your speed as a move action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and must hold your breath (see the Endurance skill description, above) until you reach the surface by succeeding on an Athletics check. The DC for the Athletics check depends on the situation:

SITUATION	DC
Calm water	10
Rough water	15
Stormy water	20

Special: When climbing, someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use the encumbrance rules (Chapter 08: Equipment) to determine how much weight a character can lift.

DECEPTION (CHA)

You can make the untrue seem true, the outrageous seem plausible, and the nefarious seem ordinary. The skill encompasses conning, fast-talking, misdirection, forgery, disguise, and outright lying. Use a Deception check to sow temporary confusion, pass as someone you're not, get someone to turn his head in the direction you point, or pass faked documents off as genuine.

Deceive: When you want to make another character believe something that is untrue, you can attempt to deceive them. You can deceive a target in one of two ways: by producing a deceptive appearance or by communicating deceptive information.

DECEPTIONS		
DECEPTION	CHECK MODIFIER	DESCRIPTION
Simple	+5	A simple deception works in the target's favour, or matches the target's expectations, and it requires nothing you don't have on hand.
Moderate	+0	A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need.
Difficult	-5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny.
Incredible	-10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny.
Outrageous	-20	An outrageous deception is almost too unlikely to consider or requires material you just don't have.

Deceptive Appearance: Make a Deception check opposed by the target's Perception check. If you succeed, that character/s believes that the appearance is authentic. If you fail, the target/s detects the deception. Creating a deceptive appearance requires the following:

TYPE OF DECEPTION	TIME REQUIRED
Simple	1 minute (10 rounds)
Moderate	10 minutes
Difficult	1 hour
Incredible	1 day
Outrageous	2 weeks (12 days)

In all cases, make a single Deception check at the time you create the deceptive appearance and compare your check result to the Perception check of any character who encounters it. You cannot

attempt to rush the deception for less time than required.

Deceptive Information: When you communicate deceptive information, such as telling a lie or distorting facts to lead the target to a false conclusion, make a Deception against the Will Defence of any target that can understand you. If you succeed, the target believes that what you're telling them is true. While most cases of deceptive information are either verbal or written, you can deceive with gestures, body language, facial expressions, and so forth. Communicating deceptive information requires the following:

TYPE OF DECEPTION	TIME REQUIRED
Simple	At least a standard action
Moderate	Full-round action
Difficult	1 minute (10 rounds)
Incredible	10 minutes
Outrageous	1 hour

If your deceptive information is written, recorded, or otherwise preserved for later viewing/listening, your original Deception check result is compared to the Will Defence of all targets who later read, observe, or listen to your deception. You cannot attempt to rush the deception for less time than required.

A successful Deception check indicates that the target reacts as you wish, at least for a short time, or the target believes something that you want him to believe.

Creating a Diversion to Hide: You can use Deception to help you hide. A successful Deception check that equals or exceeds the target's Will Defence gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you.

Feint: Make a Deception check as a standard action to set the DC of your opponent's Initiative check. If you beat your opponent's roll, that target is treated as flat-footed against the first attack you make against him in the next round. You take a -5 penalty against monsters or creatures with an Intelligence lower than 3.

Time: A deception takes at least a standard action, but can take much longer if you try something elaborate. Disguises that require major changes to your physical outline, or forged documents with many safeguards, can take hours or even days.

KNOWLEDGE (INT)

Knowledge encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Each time you select Knowledge as a skill, you must choose a field of study from the list below:

Bureaucracy: Business procedures, legal systems and regulations, and organisational structures.

Life Sciences: Biology, botany, genetics, archaeology, medicine, and forensics.

Magic Lore: Magic, materia, and mako.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Religious Lore: Cetra, JENOVA, lifestream, Minerva, and Deities.

Social Sciences: Sociology, psychology, philosophy, theology, and criminology.

Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.

Technology: Function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.

World Lore: Continents, cities, towns, villages, and world history.

Common Knowledge: You can answer a basic question about a subject related to your field of study with a DC 10 check. For example, a DC 10 Knowledge (world lore) check is enough to know that there are 14 Mako Reactors around the world.

Expert Knowledge: You can make a Knowledge check as a swift action to answer a question within your field of study that requires some level of expertise. The DC of the check ranges from 15 to 25. The GM may adjust the DC depending on the character's personal experience. For example, a DC 20 Knowledge (life sciences) check might reveal specific information about the monster experiments within the Mako Reactor at Mt. Nibel, but the DC may be lower if the character making the check has actually been there.

MECHANICS (INT)

You can bypass locks and traps, set and disarm explosives, fix malfunctioning devices, and modify and repair damaged mechanoids.

Disable Device (requires security kit): You can use this skill to disarm a security device, defeat a lock or trap, or rig a device to fall when it is used. The effort takes a full-round action, and the DC depends on the intricacy or complexity of the item being disabled or sabotaged, as shown below:

DEVICE	DC*	EXAMPLES
Simple	15	Sabotage a mechanical device, jam a gun, bypass a basic mechanical lock
Tricky	20	Sabotage an electronic device, bypass a basic electronic lock
Complex	25	Disarm an electronic security system, bypass a complex mechanical or electronic lock

* If you attempt to leave behind no trace of the tampering, increase the DC by 5.

If the Mechanics check fails by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Handle Explosives: Setting a simple explosive to blow up a certain spot doesn't require a check, but connecting and setting a bomb does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Setting a bomb, placing an explosive device, or disarming an explosive device is a full-round action.

ACTION	DC
Set bomb	1
Place explosive device	15
Disarm explosive device	15

1) See "Explosives" in Chapter 08: Equipment.

Jury-Rig: You can make temporary repairs to any disabled mechanical or electrical device, from a simple tool to a complex vehicle component. Jury-rigging is a full-round action and requires a successful DC 25 check. If you use a tool kit, you gain a +5 equipment bonus on the check.

Modify Mechanoid (requires tool kit): You can make a Mechanics check to modify a machine.

Regulate Power: When acting as the engineer on a vehicle or operating a device, you can spend three swift actions to make a DC 20 Mechanics check to regulate its power. If you are successful, the vehicle gains temporary shield points' equal to its Dexterity bonus times your level.

Repair (requires tool kit): You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged mechanoid, vehicle, or object; restoring hit points equal to the target's level (1d8 in the case of a vehicle or object) and removing

any persistent conditions currently affecting the machine/vehicle/object.

A mechanoid can attempt to repair itself, but it takes a -5 penalty on its skill check.

MELEE STRIKE (STR)

Armour Check Penalty

Use this skill to make melee attacks against a target.

Melee Attack: You can make a Melee Strike check to attack a target with a melee weapon. The target's Reflex Defence sets the DC for the check.

Unarmed Attack: You can make a Melee Strike check to make an unarmed attack against an adjacent target. The target's Reflex Defence sets DC.

PERCEPTION (WIS)

Use this skill to perceive threats as well as your surroundings. The distance between you and whatever you're trying to perceive affects your Perception check, as do solid barriers and concealment.

Avoid Surprise: A Perception check made at the start of a battle determines whether or not you are surprised. A perception check made to avoid surprise is a reaction.

Eavesdrop: A DC 10 Perception check allows you to eavesdrop on a conversation. You must be able to understand the language being spoken. The DC increases to 15 in relatively noisy areas (such as a diner) or 25 in particularly loud areas (such as a welcoming parade). Eavesdropping on a conversation is a standard action.

Hear Distant or Ambient Noises: A DC 10 Perception check allows you to detect and identify distant or ambient noises. Actively listening for distant or ambient noises is a standard action.

Notice Targets: A Perception check lets you hear or spot other targets or detect someone or something sneaking up on you from behind. If the target is actively attempting to remain undetected, your Perception check is opposed by the target's Stealth check. If the target is not making any special effort to avoid detection, the Perception check DC is determined by the target's size: Colossal, DC -15; Gargantuan, DC -10; Huge, DC -5; Large, DC 0; Medium DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

Detecting a target that enters your line of sight is a reaction. Actively looking or listening for hidden enemies (including those to whom you do not have a line of sight) is a standard action

Search: You can carefully examine a 1-square area or a 1-cubic-meter volume of goods as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, irregularities, and other details not readily apparent within that area. The GM may increase the DC for especially obscure well-hidden features.

You can also search a character for concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. If you win the opposed check, you find the concealed object. You receive a +10 circumstance bonus on your Perception check if you physically touch the target to search for concealed items; this requires a full-round action and can only be used on a willing, pinned, or helpless target.

Sense Deception: You can use Perception to see through deceptive appearances made using the Deception skill. If your Perception check meets or exceeds the result of the Deception check, you realise that you're being deceived. Your Perception check to sense the deception is a reaction.

Sense Influence: Make a Perception check to determine whether someone's under the influence of JENOVA's cells or other method of coercion (assuming the effect isn't obvious). This requires a full-round action and a successful DC 20 check.

PERFORMANCE (CHA)

You are skilled in some type of artistic expression, and know how to put on a performance. Performance encompasses a number of unrelated skills.

Each time you select Performance as a skill, you must choose a field of entertainment from the list below:

Comedy: Joke-telling, impersonations, one-liners, and the occasional "Three Moogles walk into a bar" routine.

Dance: Ballet, Mideel Jig, Tango, Wolfion Trot, and other types of dance.

Drama: Acting, be it film, television, or theatre.

Erotic: Sexualised dancing, usually requires a pole or some form of prop.

Mime: Street performance. Make sure you've mastered the art of not speaking.

Song: Singing, be it orally or with a musical instrument.

Storytelling: The art of telling stories, making sure you keep your audience hooked with every sentence.

PERFORMANCE	DC
Routine performance. Trying to earn gil by playing in public is essentially begging. You earn 1d10x20 gil/day.	10
Enjoyable performance. In a prosperous locale, you can earn 2d10x20 gil/day.	15
Great performance. In a prosperous locale, you can earn 2d10x50 gil/day. With time, you may be invited to join a professional troupe or band.	20
Memorable performance. In a prosperous locale, you can earn 2d10x100 gil/day. With time, you may come to the attention of wealthy patrons.	25
Extraordinary performance. In a prosperous locale, you can earn 2d10x200 gil/day. With time, you may draw attention from distant potential patrons.	30

Gamble: You can make a Performance check to bet on a chocobo race. If the chocobo you betted on comes 1st place, you win a number of gil equal to your Performance check result x 50 (a check result of 24, for example, will win you 1,200 gil).

If the chocobo you betted on comes in 2nd place, you win a number of gil equal to one-half your Performance check result (rounded down) x 20.

If the chocobo you betted on comes in at any other position, you lose a number of gil equal to your Performance check result x 50. If you haven't got enough gil to do so, you are taken to the desert prison.

Time: Performance usually requires several minutes to an hour or more to enthrall an audience.

PERSUASION (CHA)

You can influence others with your tact, subtlety, and social grace or you can threaten them into being more cooperative.

Change Attitude: As a full-round action, you can make a Persuasion check to adjust the attitude of a creature with an Intelligence of 2 or higher using words, body language, or a combination of the two. The target must be able to see you. Apply a modifier to the check based on the target's current attitude toward you: hostile -10, unfriendly -5, indifferent -2, or friendly +0 (see "Attitude Steps"). If the check equals or exceeds the target's Will Defence, the target's attitude shifts one step

in your favour. If the target creature cannot understand your speech, apply a -5 penalty on your Persuasion check. You may attempt to change the attitude of a given creature only once per encounter.

ATTITUDE STEPS	
ATTITUDE	THE CREATURE
Hostile	Takes risks to harm you, usually attacking on sight.
Unfriendly	Wishes you ill but won't go out of its way to harm you.
Indifferent	Regards you as neither a threat nor an ally and probably doesn't attack you.
Friendly	Wishes you well but won't take life-threatening risks on your behalf.
Helpful	Take risks to help you.

Haggle: Whenever you use the Streetwise skill, you can make a Persuasion check as a swift action to reduce by half the amount you must pay to acquire the information you desire. Conversely, you can use this skill as a full-round action to increase or reduce the sell price of a desired item by 50%. The DC depends on the attitude of the individual/s with whom you're dealing: unfriendly DC 30, indifferent DC 25, friendly DC 20, or helpful DC 15. You can't haggle with creatures that are hostile toward you or creatures that have an Intelligence of 2 or lower. No matter how adept you are at haggling, a creature won't pay more for an item that can easily be obtained elsewhere for the standard listed price.

Intimidate: As a full-round action, you can make a Persuasion check to force a single creature with an Intelligence of 1 or higher to back down from a confrontation, surrender one of its possessions, reveal a piece of information, or flee from you for a short time. The creature must be able to see you. Your check result must equal or exceed the target's Will Defence for the intimidation attempt to succeed. Apply a modifier to the check based on the threat the target perceives from you:

SITUATION	MODIFIER
Target is helpless or completely at your mercy	+5
Target is clearly outnumbered or disadvantaged	+0
Target is evenly matched with you	-5
You are clearly outnumbered or disadvantaged	-10
You are helpless or completely at the target's mercy	-15

You can't force the target to obey your every command or do something that endangers its life or the lives of its allies. A creature you successfully intimidate becomes one step more hostile toward you as soon as you are no longer an imminent threat (see "Attitude Steps").

PILOT (DEX)

Use this skill to operate a vehicle. Basic operation of a vehicle does not require a skill check or special training, but performing evasive manoeuvres and difficult stunts does.

Whenever you make a Pilot check, you must apply the vehicle's size modifier to your check.

Avoid Collision: You can make a DC 15 Pilot check as a reaction to reduce or negate the damage from a collision.

Dogfight: When operating an aerial vehicle, you can make a Pilot check as a standard action to engage in a dogfight.

Engage the Enemy: When piloting a vehicle in combat, you can choose to make a Pilot check instead of an Initiative check to determine your place in the initiative order.

Increase Vehicle Speed: You may make a DC 20 Pilot check as a swift action to make your vehicle perform beyond its normal limits. If the check fails, your vehicle's speed does not increase. If you succeed, your vehicle's speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, your vehicle's speed increases by an additional 1 square.

Ram: You can make a Pilot check as part of a full-round action to collide intentionally with a target.

RANGED STRIKE (DEX)

Armour Check Penalty

Use this skill to make ranged attacks against a target.

Ranged Attack: You can make a Ranged Strike check to attack a target with a ranged weapon. The target's Reflex Defence sets the DC for the check.

RIDE (DEX)

Armour Check Penalty

Use this skill to ride a Chocobo or certain monsters.

Ride Beast: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting a Chocobo or monster is a move

action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or convincing a Chocobo or monster to do something unusual also requires a check.

RIDING TASK	DC
Guide with knees	10
Stay in saddle	10
Cover	15
Soft fall	15
Control mount in battle	20
Fast mount or dismount	20*
<i>*Armour check penalty applies</i>	

Control Mount in Battle: As a move action, you can attempt to control a Chocobo or monster while in combat. If you fail, you can do nothing else that round. You do not need to roll for riding a Chocobo or monster that has been specifically trained for battle.

Fast Mount or Dismount: You can mount or dismount as a swift action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

MOUNTABLE CREATURES

LARGE-SIZED	HUGE-SIZED	GARGANTUAN-SIZED
Acrophies	Ancient Dragon	Dark Dragon
Bagnarada	Behemoth	Dragon
Chocobo	Rapps	Red Dragon
Cokatolis	Stilva	Schizo
Griffin		

Guide with Knees: You can react instantly to guide your Chocobo or mountable monster with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Soft Fall: You react instantly when you fall off your Chocobo or mountable monster, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 (for large-sized mounts), 1d8 (for huge-sized mounts), or 1d10 (for gargantuan-sized mounts) points of falling damage.

Stay in Saddle: You can react instantly to try to avoid falling when your Chocobo or mountable monster rears or bolts unexpectedly or when you take damage.

Use Mount as Cover: You can react instantly to drop down and hang alongside your Chocobo or mountable monster, using it as one-half cover. You can't attack while using your Chocobo or mountable monster as cover. If you fail, you don't get the cover benefit.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

SPELLCASTING (CHA)

Use this skill to cast magic, summons, enemy skill spells, or to focus your energies.

Cast Magic: As a standard action, you can cast a magic spell. The DC for the check is determined by the target's Magic Defence.

Cast Summons: As a full-round action, you can cast a summon. The DC for the check equals 10 + the caster's character level.

STEALTH (DEX)

Armour Check Penalty

Use this skill to slink past a sentry without being heard, catch your enemy off-guard, or snipe from a concealed location.

Sneak: Your Stealth check sets the DC for Perception checks made to notice you. If an opponent's Perception check succeeds, you are noticed.

Conceal Item: As a standard action, you can attempt to conceal an item on your person. The concealed object must be at least one size smaller than you, and you get a modifier on your skill check based on the object's size: One size smaller, -5; two sizes smaller, +0; three times smaller, +5; or four times smaller, +10.

Other characters may notice a concealed object with a successful opposed Perception check. A character gains a +10 circumstance bonus when doing this, and it requires a full-round action.

Create a Diversion to Hide: You can use the Deception skill to help you be stealthy. A successful Deception gives you the momentary diversion you need to attempt a Stealth check even though people are aware of you. While the others turn their attention from you, you can make a Stealth check if you can reach a hiding place of some kind as a move action.

Snipe: After making a Ranged Strike check from hiding, you can try to hide again, you must be at least 2 squares from the target, and you must already have successfully used Stealth to hide from the target. Make a new Stealth check (as normal, but with a -10 penalty) as a move action. If you

succeed, you remain hidden; otherwise, your location is revealed.

STREETWISE (CHA)

Use this skill to make contacts, learn local new stories and gossip, and acquire secrets.

Learn News and Rumours: Major news stories and popular local rumours can be unearthed with a DC 10 Streetwise check. Learning the detailed, unclassified facts of a news story or determining the veracity of a rumour requires a DC 20 check and 300 gil in bribe.

Learn Secret Information: "Secret Information" includes anything unavailable to the general public. Examples include a classified police report, a hidden location, military blueprints, installation security procedures, and computer access codes. Learning a piece of secret information typically requires a DC 25 check and 5,000 gil in bribes; however, information that's especially difficult to obtain (such as technical blueprints of a Mako Reactor) might require a DC 30 or higher skill check and cost 50,000 gil or more, at the GM's discretion. If the check fails by 5 or more, someone notices that you're asking questions and comes to investigate, arrest, or silence you.

Locate Individual: Make a Streetwise check to locate a specific individual – either someone you know by name or someone with the skill, item, or information you need. The DC of the check is 15 if the target is relatively easy to locate; if the target isn't well known or has taken strides to conceal his or her presence and/or activities, the DC is 25 and the information costs 500 gil in bribes.

Special: A successful Persuasion check can reduce the monetary cost of a Streetwise check.

Some information is beyond the reach of a Streetwise skill check. For example, characters searching for President Shinra won't find him by speaking with a group of Wutaians, no matter how many of them they question.

Time: Each Streetwise checks represent 1d6 hours of time spent talking to informants, scanning WWN news broadcasts, or perusing information kiosks.

SURVIVAL (WIS)

Use this skill to hunt and forage, guide a party safely through arid wastelands, identify signs that Chocobos live nearby, or avoid quicksand and other natural hazards.

Basic Survival: Once per day, you can make a DC 15 Survival check to avoid natural hazards and

keep yourself safe and fed in the wild for the next 24 hours. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10.

Endure Extreme Temperatures: Once per day, you can make a DC 20 Survival check to ignore the effects of extreme cold/heat for the next 24 hours.

Know Direction: As a full-round action, you can ascertain which direction is north by succeeding on a DC 10 Survival check.

Track: To find tracks or to follow them requires a full-round action and a successful Survival check. The DC of the check depends on the surface and the prevailing circumstances, as given below. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the terrain or prevailing circumstances change.

You move at half normal speed while tracking. You can choose to move your normal speed instead, but you take a -5 penalty on Survival checks made to follow tracks.

SURFACE	DC
Soft ground	10
Firm ground	20
Hard ground	30

Soft Ground: Any surface that holds clear impressions of footprints.

Firm Ground: Any outdoor surface; or exceptionally soft or dirty indoor surface, that can capture footprints of a creature's passage.

Hard Ground: Any surface that doesn't hold footprints at all.

CIRCUMSTANCES	DC MODIFIER
Every 3 chocobos/characters in the group being tracked	-1
Every day since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+5
Poor visibility	+5
Tracked target hides trail (and moves at half speed)	+5
Chocobo being tracked	-5

THIEVERY (DEX)

Armour Check Penalty

You have picked up thieving abilities and can perform tasks that require nerves of steel and a steady hand: disabling traps, opening locks, picking pockets, and sleight of hand.

Disable Trap: Make a Thievery check to prevent a trap from triggering. You need to be aware of the trap in order to disable it, which requires a successful Perception check. You receive a +2 equipment bonus on the Thievery check if using a thieves' toolkit, and the DC for the check is 15 + your character level. If you fail the check by 4 or less, nothing happens and you can try again. Failing the check by 5 or more results in you triggering the trap. Succeeding at the check means you either disable or delay the trap. Disabling a trap makes it harmless until it resets. Delaying a trap makes the trapped area safe for passage until the end of your next turn (or until 5 minutes have passed outside of combat). If you try to delay the trap rather than disabling it, you receive a +5 bonus to your Thievery check.

TYPE OF LOCK	DC
Wooden door	10
Wooden chest	10
Iron chest	15
Iron door	20
Chrome steel chest	25
Chrome steel door	35

Open Lock: You can pick open a locked door, chest, and the like, with a successful Thievery check. The table above details the DCs for the check, and you receive a +2 equipment bonus on the check if using a thieves' toolkit.

Pick Pocket: With a successful Thievery check, you can pilfer a small, hand-sized object from a target adjacent to you or within reach. Your Thievery check is opposed by the target's Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but the target does not notice the effort. If you fail by 5 or more, you are unable to take the item and the target catches you in the act.

Sleight of Hand: You can palm hand-sized objects, perform minor feats of legerdemain, or attempt to perform a minor action without being noticed. All such efforts are opposed by observer's Perception check. Any observer that beats your Thievery check notices the action you attempted, and knows how you did it.

TREAT INJURY (WIS)

Use this skill to keep a badly wounded friend from dying, to heal the injured, or to treat a diseased or debilitating conditioned character.

First Aid: Make a Treat Injury check to administer first aid.

FIRST AID (Standard Action)

- ❖ **DC:** Varies depending on the task you're attempting.
- ❖ **Stabilise the Dying:** Make a DC 15 Treat Injury check to stabilise an adjacent dying character. If you succeed, the character can stop making death saving throws until he or she takes damage. The character's current hit point total doesn't change as a result of being stabilised.
- ❖ **Grant a Saving Throw:** Make a DC 15 Treat Injury check. If you succeed, an adjacent ally can immediately make a saving throw, or the ally gets a +2 bonus to a saving throw at the end of his or her next turn.

Treat Disease: Make a Treat Injury check to treat a character suffering from a disease.

TREAT DISEASE (Standard Action)

- ❖ **Treat Disease:** Part of the diseased character's extended rest. You must attend the character periodically throughout the extended rest, and you make your Treat Injury check when the rest ends.

USE COMPUTER (INT)

Use this skill to access secured files and defeat security systems.

Access Information (requires computer attitude of indifferent or better): Getting information through a computer requires you to connect to the Worldwide Network and locate the files you seek. Connecting to the network (a full-round action) doesn't require a skill check if you use a computer that's already linked to it. However, establishing a connection to the Worldwide Network using a remote computer requires a DC 10 Use Computer check. You can also get information without connecting to the network if you use a computer whose memory contains that information; the GM decides what information a computer's memory actually holds.

INFORMATION	DC	TIME REQUIRED
General	15	1 minute (10 rounds)
Specific	20	10 minutes
Private	25	1 hour
Secret*	30	1 day (8 hours)

**Secret information can only be accessed on a computer that is helpful toward you*

Disable or Erase Program (requires computer attitude of helpful): You can disable or erase a program on a computer that is helpful toward you (see "Computer Attitude Steps"). Disabling or erasing a program takes 10 minutes and requires a DC 15 Use Computer check.

Improve Access: As a full-round action, you can make a Use Computer check to adjust the attitude of a computer in order to gain access to its programs and information. Apply a modifier on the check based on the computer's current attitude toward you: hostile -10, unfriendly -5, indifferent -2, or friendly +0 (see "Computer Attitude Steps"). If the check equals or exceeds the computer's Will Defence, the computer's attitude shifts one step in your favour. If it fails, the computer's attitude does not change.

COMPUTER ATTITUDE STEPS

ATTITUDE	THE COMPUTER...
Hostile	Treats you as a hostile intruder and attempts to trace your location and isolate your connection
Unfriendly	Treats you as an unauthorised user and blocks your access to its programs and information
Indifferent	Treats you as a guest or visitor and grants you access to non-secretive programs and information (as long as this does not conflict with previous commands)
Friendly	Treats you as an authorised user and grants you access to any program and non-secret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks
Helpful	Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks

Issue Routine Command (requires computer attitude of friendly or better): As a standard action, you can issue a routine command to a computer. Examples include turning a computer on or off, viewing and editing documents or

recordings in its memory, printing a hard copy of a document or image on a piece of paper, opening or closing doors that the computer controls, and the like.

Navigate: You can plot a safe course through the atmosphere. Doing so usually requires 1 minute, at the end of which time you must succeed on a Use Computer check. Various factors influence the DC of the check.

Reprogram Mechanoid (requires tool kit): You can make a check to reprogram a mechanoid to obey new orders, copy data stored in its memory banks, change its skills, erase memories selectively, or erase its memory entirely. The DC for any of these actions is equal to the mechanoid's Will Defence. Reprogramming a mechanoid takes 10 minutes.

Special: When a computer is friendly or helpful toward you, you gain an equipment bonus on all Use Computer checks made with that computer equal to its Intelligence bonus.

MONSTER SKILLS	
SKILL NAME	KEY ABILITY
Angel Whisper	Wis
Aqualung	Int
Beta	Int
Big Guard	Wis
Chocobuckle	Cha
Death Sentence	Con
Dragon Force	Wis
Flamethrower	Int
Frog Song	Con
Laser	Con
LV4 Suicide	Con
LV5 Death	Con
Magic Breath	Int
Magic Hammer	Con
Matra Magic	Cha
Pandora's Box	Cha
Shadow Flare	Cha
Trine	Int
White Wind	Wis

MONSTER SKILLS

The rest of this chapter details monster skills that characters can use. In order to use monster skills, you have to spend skill points in them in the same manner as normal skills.

All monster skills are considered cross-class skills unless you have the Enemy Skill Proficiency feat (see Chapter 05: Feats, for more information), and you can only use monster skills while you have the Enemy Skill materia equipped (see Command Materia in Chapter 07: Materia).

Making a skill check with any of the monster skills require a standard action just like normal skills.

ANGEL WHISPER (WIS)

You whisper sweet nothings that remedies any debilitating conditions.

Check Against: Will.

Range: All allies within close burst 6.

Hit: Negative conditions are removed.

AQUALUNG (INT)

You breathe a jet of water towards your foes.

Check Against: Magic.

Range: All enemy targets in blast 6.

Hit: 2 *water*.

BETA (INT)

You breathe lava towards your foes.

Check Against: Magic.

Range: All enemy targets in close burst 6.

Hit: 2 *fire*.

BIG GUARD (WIS)

You surround yourself with a magical barrier.

Check Against: DC 15.

Range: You.

Hit: Weapon and magic damage is halved (rounded-down) for (1) rounds.

CHOCBUCKLE (CHA)

You move so fast that you shoulder-slam all nearby foes.

Check Against: Reflex.

Range: All enemy targets in close blast 4.

Hit: 1 *force*.

DEATH SENTENCE (CON)

You fill your enemy with a fatal sense of dread.

Check Against: Fortitude.

Range: One enemy target in range 6.

Hit: The target's hit points drop to 0 in (1) rounds.

DRAGON FORCE (WIS)

You surround an ally with a magical barrier.

Check Against: DC 15.

Range: One ally within line of sight.

Hit: Target is granted a +3 bonus to Defences for (1) rounds.

FLAMETHROWER (INT)

You blast a cone of fire that looks like a river of lava.

Check Against: Magic.

Range: All enemy targets burst 6.

Hit: 2 *fire*.

FROG SONG (CON)

You make your enemy feel three inches tall.

Check Against: Fortitude.

Range: One enemy target in range 6.

Hit: Target is infected with the *small* condition (see Conditions in Chapter 10: Combat).

LASER (CON)

You force your enemies to lose their concentration.

Check Against: Fortitude.

Range: All enemy targets in burst 8.

Hit: Affected targets receive a -5 penalty to all ability checks and skill checks for (1) rounds.

LV4 SUICIDE (CON)

You hit your enemy where it hurts most.

Check Against: Fortitude.

Range: One enemy target in range 6.

Hit: You treat your Melee Strike checks and Ranged Strike checks as though you rolled a natural 20 for (1) rounds. The checks still need to be rolled successfully in order to receive this benefit.

Special: Can only be used on targets whose level is a multiple of 4 (4th, 8th, 12th, 16th, etc.).

LV5 DEATH (CON)

You knock your enemy unconscious.

Check Against: Fortitude.

Range: One enemy target in range 6.

Hit: The target's hit points drop to 0 and they are *unconscious*.

Special: Can only be used on targets whose level is a multiple of 5 (5th, 10th, 15th, 20th, etc.).

MAGIC BREATH (INT)

You breathe a jet of elemental energy towards your foes.

Check Against: Magic.

Range: All enemy targets in burst 6.

Hit: 1 *fire*, 1 *ice*, 1 *thunder*.

MAGIC HAMMER (CON)

You take your enemies' magical energies away to restore your allies.

Check Against: Fortitude.

Range: All enemy targets in burst 6.

Hit: Drain (1) magic points from each affected enemy, and the total amount is then divided up and replenishes you and your allies' current magic points.

MATRA MAGIC (CHA)

You launch a ballista of magical missiles towards your foes.

Check Against: Magic.

Range: All enemy targets burst 8.

Hit: 2 *energy*.

PANDORA'S BOX (CHA)

You fire a beam of destructible energy towards your foes.

Check Against: Magic.

Range: All enemy targets in burst 10.

Hit: 3 *energy*.

SHADOW FLARE (CHA)

You summon a cloud of dark matter that erupts around your foes.

Check Against: Magic.

Range: All enemy targets in burst 6.

Hit: 3 *necrotic*.

TRINE (INT)

You summon a pyramid around your foes strikes them with an electrical surge.

Check Against: Magic.

Range: All enemy targets in burst 6.

Hit: 2 *thunder*.

WHITE WIND (WIS)

You bring down a magical breeze that revitalises your allies.

Check Against: Fortitude.

Range: All allies in burst 8.

Hit: Heal hit points equal to (2) + one-half your level (rounded down).

CHAPTER V — FEATS

A feat is a special feature that either gives your character a new capability or improves one he or she already has. A character can take any feat as long as the prerequisites are met.

WHAT'S NEW?

The major difference between this version and version 1 is the inclusion of Multiclass feats. Prestige classes have been removed in favour of single class progression, as it is like in the Final Fantasy games. With Multiclass feats, characters can dip their foot into a second class while remaining dedicated to their main class.



FEATS		
FEAT	PREREQUISITES	BENEFIT
Advantageous Attack	Dex 13 or Str 13	Apply full level to damage rolls against target
All Creation	Rogue, Doom of the Living technique, 46 th level	Gain the All Creation technique
Apocalypse	Fighter, Blade Beam, technique, 46 th level	Gain the Apocalypse technique
Argumentative	Goblin	Increase die type by two steps
Armour Break	Samurai, Cha 14	Target takes -5 penalty to Reflex Defence until start of next turn
Armour Mastery	Proficient with armour	Receive resistance equal to 5 + Constitution modifier
Backstabber	Rogue, <i>Sneak Attack</i> class feature	<i>Sneak Attack</i> damage increases from d6s to d8s
Big Brawl	Dragoon, Dragon Dive technique, 46 th level	Gain the Big Brawl technique
Bright Eyes	Tonberry	+2 bonus to Perception checks
Call of the Planet	---	When spending a mako point to adjust die result, d6s become d8s
Catastrophe	Ranger, Ungarmax technique, 46 th level	Gain the Catastrophe technique
Combat Glove Mastery	Proficient with combat gloves	+5 to damage rolls with combat gloves
Continuous Advantage	Rogue, Cha 15	Retain combat advantage after a critical hit
Darkness	Wisdom 17, 34 th level	Hit Rate increases by 3 at cost of lowering health and spending a mako point
Divinity	Con 13, 10 th level	Gain temporary hit points when bloodied
Elemental Sphere	Black Mage, Flare Burst technique, 46 th level	Gain the Elemental Sphere technique
Enemy Skill Proficiency	---	Monster skills become class skills
Everyone's Sorrow	Tonberry	+1 to damage rolls
Extended Cover	Dragoon, <i>Cover</i> class feature	Provide cover for one additional ally within range
Eyes of a Hawk	Gi-Na-Ka	Gain darkvision
Final Heaven	Monk, Meteor Strike technique, 46 th level	Gain the Final Heaven technique
Firearm Mastery	Proficient with firearms	+5 to damage rolls with firearms
Force of Lances	Dragoon, <i>Aerial Lunge</i> class feature	Push target back after making an aerial assault against them
Gliding Blow	Monk, Dex 14	Move after attacking a target
Great Gospel	White Mage, Pulse of Life technique, 46 th level	Gain the Great Gospel technique
Greater Cleave	Fighter, <i>Cleave</i> class feature	+1 die of damage when using <i>Cleave</i>
Improved Defences	---	+1 to defences
Improved Focus	Black Mage, <i>Focus</i> class feature	<i>Focus</i> can be used as a standard action
Improved Initiative	---	+1 bonus to Initiative rolls
Improved Natural Damage	Moogles	Claw damage increases to 1d6
Linguist	Int 13	Learn additional languages
Longing	Dex 15, 14 th level	Treat a long ranged target as close ranged
Magic Training (Con)	---	Use Constitution for Spellcasting checks
Magic Training (Dex)	---	Use Dexterity for Spellcasting checks
Magic Training (Int)	---	Use Intelligence for Spellcasting checks

ACQUIRING FEATS

Choose the feats you feel best represent your character's interests and capabilities. You gain a feat at 2nd level, then you gain another feat at 6th, 10th, 14th, 18th, 22nd, 26th, 30th, 34th, 38th, 42nd, 46th and 50th level. Humans receive a bonus feat at 1st level. Please note that, unless stated otherwise, each feat can be selected only once.

PREREQUISITES

Some feats have prerequisites. A character must have the listed ability score, feat, or skill proficiency in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite(s).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite.

FEATS (Cont.)		
FEAT	PREREQUISITES	BENEFIT
Magic Training (Str)	---	Use Strength for Spellcasting checks
Magic Training (Wis)	---	Use Wisdom for Spellcasting checks
Magical Resilience	Grim	Treat Magic Defence 5 points higher
Materia Fusion	25 th level	You can fuse two materia together
Materia Mastery	Cetra	Reroll Spellcasting checks
Melee Training (Cha)	---	Use Charisma for Melee Strike checks
Melee Training (Con)	---	Use Constitution for Melee Strike checks
Melee Training (Dex)	---	Use Dexterity for Melee Strike checks
Melee Training (Int)	---	Use Intelligence for Melee Strike checks
Melee Training (Wis)	---	Use Wisdom for Melee Strike checks
Mighty Leap	Dragoon, Athletics	Double the height of your jump
Minerva's Devotion	White Mage, 14 th level	Inflict the <i>invincibility</i> condition
Morality Surge	Scholar, <i>Inspiring Word</i> class feature	Grant one additional ally with <i>Inspiring Word</i>
Multiattack Proficiency	11 th level	Make a number of attacks with main weapon as a full-round action
Multiattack Mastery	Multiattack Proficiency, 36 th level	You no longer suffer penalty to multiple attacks
Multi-Weapon Proficiency	---	Gain proficiency with one other weapon group
Mystical Rod	Grim	Apply Strength to Spellcasting checks
Omnislash	Fighter, Finishing Touch technique, 46 th level	Gain the Omnislash technique
Planetary Blood	Cetra	DC decreases from 20 to 15
Point Blank Shot	Ranger	+2 to Ranged Strike checks and damage rolls
Polearm Mastery	Proficient with polearms	+5 to damage rolls with polearms
Power Break	Samurai, Cha 14	Target takes a -5 penalty to Melee Strike checks and Ranged Strike checks
Precise Shot	Ranger, Point Blank Shot	Shoot or throw ranged weapon at target in combat with an ally without -5 penalty
Projectile Mastery	Proficient with projectiles	+5 to damage rolls with projectiles
Punch Bag	Goblin	Damage increases from +4 to +8
Quick Draw	---	Draw weapon as a swift action
Racer	Mooglee	+3 to Ride checks
Range Training (Cha)	---	Use Charisma for Ranged Strike checks
Range Training (Con)	---	Use Constitution for Ranged Strike checks
Range Training (Int)	---	Use Intelligence for Ranged Strike checks
Range Training (Str)	---	Use Strength for Ranged Strike checks
Range Training (Wis)	---	Use Wisdom for Ranged Strike checks
Rapid Shot	Dex 13, proficient with weapon	Two ranged attacks as a standard action
Rapid Strike	Str 13, proficient with weapon	Two melee attacks as a standard action
Rational Thinking	Scholar, 10 th level	+5 to any one type of Knowledge check
Rod Mastery	Proficient with rods	+5 to damage rolls with rods
Silent Edge	---	Take a move action during a surprise round
Skill Focus	---	+3 bonus to one skill
Spearheaded	Sahagin	+3 to Melee Strike checks made with polearms
Staff Mastery	Proficient with staves	+5 to damage rolls with staves
Stunning Stance	Monk, Str 15	Inflict <i>paralysis</i> with Melee attacks
Sword Mastery	Proficient with swords	+5 to damage rolls with swords
Toughness	---	Gain an additional 5 hit points
Withdraw	Sahagin	Gain +4 temporary bonus to defences for 1d3 rounds

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME

Any prerequisites are stated here in bold. This line is omitted if there are no prerequisites

The benefits the feat provides are stated here below the prerequisites.

ADVANTAGEOUS ATTACK

Dexterity 13 or Strength 13

Whenever you make a successful Melee Strike or Ranged Strike check against a target that has not yet acted in combat, you apply your full level to the damage roll instead of one-half your level (rounded down).

ALL CREATION

Rogue, Doom of the Living technique, 46th level

You gain the All Creation technique (see below), which can only be used once per encounter.

ALL CREATION	TECHNIQUE
Time Full-round	
Range All enemy targets in burst 10	
Check Spellcasting vs. Reflex	
Hit 8d10 x number of enemy targets <i>radiant</i> damage	

APOCALYPSE

Fighter, Blade Beam technique, 46th level

You gain the Apocalypse technique (see below), which can only be used once per encounter.

APOCALYPSE	TECHNIQUE
Time Full-round	
Range All enemy targets in burst 8	
Check Spellcasting vs. Magic	
Hit 27d10 <i>energy</i> damage	

ARGUMENTATIVE

Goblin race

Whenever you spend a Mako Point to add to a Persuasion check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

ARMOUR BREAK

Samurai, Charisma 14

Once per encounter, as a move action, you can make a Ranged Strike check against a single target's Will Defence. The target must be within line of sight. If the check is successful, the target receives a -5 penalty to Reflex Defence until the start of your next turn.

ARMOUR MASTERY

Proficient with armour

As long as you are wearing armour that you are proficient with, you gain resistance to all types of damage equal to 5 + your Constitution modifier.

BACKSTABBER

Rogue, Sneak Attack class feature

The extra damage dice from your Sneak Attack class feature increase from d6s to d8s.

BIG BRAWL

Dragoon, Dragon Dive technique, 46th level

You gain the Big Brawl technique (see below), which can only be used once per encounter.

BIG BRAWL	TECHNIQUE
Time Full-round	
Range All enemy targets in close burst 6	
Check Athletics vs. Reflex	
Hit <i>Force</i> damage = (number of targets x 1d10) + your level	
Effect Targets fall prone until start of your next turn if check exceeds by 5 or more	

BRIGHT EYES

Tonberry race

You can now perceive colours in total darkness. Also, you receive a +2 race bonus to Perception checks.

CALL OF THE PLANET

When you spend a Mako Point to adjust the result of a skill check, saving throw, or ability check, you roll d8s rather than d6s.

CATASTROPHE

Ranger, Ungarmax technique, 46th level

You gain the Catastrophe technique (see below), which can only be used once per encounter.

CATASTROPHE	TECHNIQUE
Time Full-round	
Range All enemy targets in burst 10	
Check Ranged Strike vs. Reflex	
Hit <i>Energy</i> damage = your level x 1d8	

COMBAT GLOVE MASTERY

Proficient with combat gloves

You receive a +5 bonus to damage rolls with combat gloves. The bonus to damage rolls increase to +10 at 25th level.

CONTINUOUS ADVANTAGE

Rogue, Charisma 15

If you score a critical hit while you have combat advantage, you retain combat advantage against the target until the end of your next turn.

DARKNESS

Wisdom 17, 34th level

Once per day, by expending all but one-tenth of your hit points (rounded-down) and spending a Mako Point, you can increase the hit rate of your next attack by 3. The target of this attack must be within Ranged 6 of you.

DIVINITY

Constitution 15, 10th level

You receive a number of temporary hit points equal to 5 + one-half your level (rounded down) when bloodied.

ELEMENTAL SPHERE

Black Mage, Flare Burst technique, 46th level

You gain the Elemental Sphere technique (see below), which can only be used once per encounter.

ELEMENTAL SPHERE	TECHNIQUE
Time Full-round Range All enemy targets in Blast 10 Check Spellcasting vs. Magic	
Hit 3d6 <i>energy</i> damage, 3d6 <i>fire</i> damage, 3d6 <i>force</i> damage, 3d6 <i>ice</i> damage, 3d6 <i>necrotic</i> damage, 3d6 <i>poison</i> damage, 3d6 <i>radiant</i> damage, 3d6 <i>thunder</i> damage, 3d6 <i>water</i> damage, 3d6 <i>wind</i> damage.	

ENEMY SKILL PROFICIENCY

Monster skills are now considered class skills for you.

Without this feat, monster skills are cross-class skills.

EVERYONE'S SORROW

Tonberry race

You gain an additional +1 bonus to damage rolls for every ally that is currently participating in the encounter. The effects of this feat stack with the effects described in the Everyone's Grudge race ability.

EXTENDED COVER

Dragoon, Cover class feature

You can use the effects of *Cover* to protect a second ally within 2 squares from you.

EYES OF A HAWK

Gi-Na-Ka race

You gain darkvision, ignoring concealment (including total concealment) from darkness. You cannot perceive colours in total darkness, however.

FINAL HEAVEN

Monk, Meteor Strike technique, 46th level

You gain the Final Heaven technique (see below), which can only be used once per encounter.

FINAL HEAVEN	TECHNIQUE
Time Full-round Range One target adjacent to you Check Athletics vs. Reflex	
Hit 28d12 <i>force</i> damage Effect Target falls <i>prone</i> until start of your next turn Miss 14d12 <i>force</i> damage	

FIREARM MASTERY

Proficient with firearms

You receive a +5 bonus to damage rolls with firearms. The bonus to damage rolls increase to +10 at 25th level.

FORCE OF LANCES

Dragoon, Aerial Lunge class feature

You can push the target of your *Aerial Lunge* ability away from you a number of squares equal to 1 + your Strength modifier.

GLIDING BLOW

Monk, Dexterity 14

As a free action, you can move up to your speed after making an attack. This does not provoke attacks of opportunity.

GREAT GOSPEL

White Mage, Pulse of Life technique, 46th level

You gain the Great Gospel technique (see below), which can only be used once per encounter.

GREAT GOSPEL	TECHNIQUE
Time Full-round Range All allies in radius 10 Check Spellcasting vs. Fortitude	

Hit Heal 16d12 hit points and 8d10 magic points

Effect Any conditions placed upon the targeted allies are removed

Special You must reduce your own hit points and magic points by half (rounded down)

GREATER CLEAVE

Fighter, *Cleave* class feature

You deal an extra +1 die of damage when using your *Cleave* ability.

IMPROVED DEFENCES

You gain a +1 bonus to your Reflex Defence, Fortitude Defence, Will Defence, and Magic Defence.

IMPROVED NATURAL DAMAGE

Mooglee race

Your claws' hit number increases from 1 to 2.

IMPROVED FOCUS

Black Mage, *Focus* class feature

You can use your *Focus* class feature as a standard action instead of a full-round action.

IMPROVED INITIATIVE

You gain a +1 bonus to initiative rolls. The bonus increases by +1 at 11th, 21st, 31st, and 41st levels.

LINGUIST

Intelligence 13

You learn how to read/write and speak a number of bonus languages equal to 1 plus your Intelligence bonus.

LONGING

Dexterity 15, 14th level

When you shoot or throw your ranged weapon against a target in long range, you treat the target as though it were in close range position. In addition, you also gain a +2 accuracy bonus to your Ranged Strike check.

MAGIC TRAINING (CONSTITUTION)

You can use Constitution in place of Charisma as the associated ability modifier for Spellcasting checks.

MAGIC TRAINING (DEXTERITY)

You can use Dexterity in place of Charisma as the associated ability modifier for Spellcasting checks.

MAGIC TRAINING (INTELLIGENCE)

You can use Intelligence in place of Charisma as the associated ability modifier for Spellcasting checks.

MAGIC TRAINING (STRENGTH)

You can use Strength in place of Charisma as the associated ability modifier for Spellcasting checks.

MAGIC TRAINING (WISDOM)

You can use Wisdom in place of Charisma as the associated ability modifier for Spellcasting checks.

MELEE TRAINING (CHARISMA)

You can use Charisma in place of Strength as the associated ability modifier for Melee Strike checks.

MELEE TRAINING (CONSTITUTION)

You can use Constitution in place of Strength as the associated ability modifier for Melee Strike checks.

MAGICAL RESILIENCE

Grim race

During the calculation stage of magic damage dealt to you, treat your Magic Defence as though it were 5 points higher.

MATERIA FUSION

25th level

You gain the ability to fuse two materia together to create a new materia that is otherwise unavailable to anyone else (see Chapter 7: Materia, for more details).

Without this feat you are only able to access the materia that are sold on the market.

MATERIA MASTERY

Cetra race

You can reroll any Spellcasting check made to use the Cast Magic aspect of the skill, keeping the better of the two rolls.

MELEE TRAINING (DEXTERITY)

You can use Dexterity in place of Strength as the associated ability modifier for Melee Strike checks.

MELEE TRAINING (INTELLIGENCE)

You can use intelligence in place of Strength as the associated ability modifier for Melee Strike checks.

MELEE TRAINING (WISDOM)

You can use Wisdom in place of Strength as the associated ability modifier for Melee Strike checks.

MIGHTY LEAP

Dragoon, Proficient in Athletics

You can double the height of your jump when making Athletics checks.

MINERVA'S DEVOTION

White Mage, 14th level

As a standard action, you can infect either yourself or a single ally within Ranged 8 with the *invincibility* condition until the start of your next turn. You can do this a number of times per day equal to your Wisdom modifier.

MORALITY SURGE

Scholar, Inspiring Word class feature

When you use your *Inspiring Word* ability to grant an ally with a bonus to a skill check, defence score, or a saving throw, you can grant another ally that is within your line of sight with the same benefit.

MULTIATTACK MASTERY

Multiattack Proficiency, 36th level

Whenever you make multiple attacks with your main weapon, you no longer suffer any penalty to the attacks.

MULTIATTACK PROFICIENCY

11th level

As a full-round action, you make a number of attacks with your main weapon against a single target equal to your Wisdom modifier. You suffer a -5 penalty for every attack after the first.

MULTI-WEAPON PROFICIENCY

Choose a weapon group not associated with your class. You gain a +2 proficiency bonus with all weapons associated with that group. The bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

MYSTICAL ROD

Grim race

When you cast magic against a target (or targets) with a rod, you can apply your Strength modifier to your Spellcasting check (if any).

OMNISLASH

Fighter, Finishing Touch technique, 46th level

You gain the Omnislash technique (see below), which can only be used once per encounter.

OMNISLASH	TECHNIQUE
Time Full-round	
Range One target in line of sight	
Check Melee Strike vs. Reflex	
Hit 32d10 <i>force</i> damage	

PLANETARY BLOOD

Cetra race

The DC for finding out future information through the *Planetary Whisper* race trait is reduced from 20 to 15.

POINT BLANK SHOT

Ranger

You get a +2 bonus on Ranged Strike checks and damage rolls against opponents within point blank range.

POLEARM MASTERY

Proficient with polearms

You receive a +5 bonus to damage rolls with polearms. The bonus to damage rolls increase to +10 at 25th level.

POWER BREAK

Samurai, Charisma 14

Once per encounter, as a move action, you can make a Ranged Strike check against a single target's Will Defence. The target must be within line of sight. If the check is successful, the target receives a -5 penalty to Melee Strike and Ranged Strike checks until the start of your next turn.

PRECISE SHOT

Ranger, Point Blank Shot

You can shoot or throw a ranged weapon at an opponent engaged in melee combat with one or more of your allies without taking the standard -5 penalty.

PROJECTILE MASTERY

Proficient with projectiles

You receive a +5 bonus to damage rolls with projectiles. The bonus to damage rolls increase to +10 at 25th level.

PUNCH BAG

Goblin race

The bonus to combat gloves damage rolls provided by the Goblin Punch race trait increases from +4 to +8.

QUICK DRAW

You can draw a weapon as a swift action instead of as a move action.

RACER

Moogles race

You receive a +3 race bonus to Ride checks when riding Chocobos. You also receive a +1 bonus to all dice rolls made during a Chocobo race.

RANGE TRAINING (CHARISMA)

You can use Charisma in place of Dexterity as the associated ability modifier for Ranged Strike checks.

RANGE TRAINING (CONSTITUTION)

You can use Constitution in place of Dexterity as the associated ability modifier for Ranged Strike checks.

RANGE TRAINING (INTELLIGENCE)

You can use Intelligence in place of Dexterity as the associated ability modifier for Ranged Strike checks.

RANGE TRAINING (STRENGTH)

You can use Strength in place of Dexterity as the associated ability modifier for Ranged Strike checks.

RANGE TRAINING (WISDOM)

You can use Wisdom in place of Dexterity as the associated ability modifier for Ranged Strike checks.

RAPID SHOT

Dexterity 13, proficient with weapon

You can make two Ranged Strike checks as a full-round action, however you take a -5 penalty to both attacks in exchange for dealing an additional +1 die of damage to both if the attacks are successful.

The effects of this feat do not stack with other abilities that grant extra attacks.

RAPID STRIKE

Strength 13, proficient with weapon

You can make two Melee Strike checks as a full-round action, however you take a -5 penalty to both attacks in exchange for dealing an additional +1 die of damage to both if the attacks are successful.

The effects of this feat do not stack with other abilities that grant extra attacks.

RATIONAL THINKING

Scholar, 10th level

Select one sub-skill of Knowledge (such as Bureaucracy or Social Sciences). You receive a +5 bonus to Knowledge checks with the selected type.

ROD MASTERY

Proficient with rods

You receive a +5 bonus to damage rolls with rods. The bonus to damage rolls increase to +10 at 25th level.

SILENT EDGE

You can always take a move action during a surprise round, even if you are surprised. If you are not surprised, you can take this move action in addition to any other actions you are normally allowed to take in the surprise round.

SKILL FOCUS

You gain a +3 bonus to one skill of your choice.

You can select this feat multiple times. Each time you do, it applies to a different skill. Melee Strike, Ranged Strike, and Spellcasting skills cannot be selected.

SPEARHEADED

Sahagin race

You receive a +3 race bonus to all Melee Strike checks and damage rolls made with polearms.

STAFF MASTERY

Proficient with staves

You receive a +5 bonus to damage rolls with staves. The bonus to damage rolls increase to +10 at 25th level.

STUNNING STANCE

Monk, Strength 15

You can inflict the target of your Melee Strike check with *paralysis* if the check result equals or exceeds the target's Fortitude Defence by 5 or more.

SWORD MASTERY

Proficient with swords

You receive a +5 bonus to damage rolls with swords. The bonus to damage rolls increase to +10 at 25th level.

TOUGHNESS

You gain an additional 5 hit points. You gain another additional 5 hit points at 10th, 20th, 30th, 40th, and 50th levels.

WITHDRAW

Sahagin race

As a full-round action, you can withdraw into your shell as a defence mechanism, providing you with a +4 temporary bonus to all Defences while you remain withdrawn. This ability only lasts for a number of rounds equal to 1d3 + your Dexterity modifier. Additionally, you can choose to come out of your shell on your turn as a full-round action before the allocated number of rounds expires.

Special: You can do this a number of times per day equal to 1 + your Wisdom modifier.

MULTICLASS FEATS

Multiclass feats allow you to dabble in the class features and limit breaks of another class. You might be a fighter who dips his toe into magic, or a ranger who wants a smattering of rogue abilities. Each class has a class-specific multiclass feat that gives you access to features from that class.

CLASS-SPECIFIC FEATS

There are two restrictions on your choice of a class-specific multiclass feat. First, you can't take a multiclass feat for your own class. Second, once you take a multiclass feat, you can't take a class-specific feat for a different class. You can dabble in a second class but not a third.

A character who has taken a class-specific multiclass feat counts as a member of that class for the purpose of meeting prerequisites for taking other feats. For example, a character who takes Gift of the Goddess counts as a mage for the purpose of selecting feats that have 'mage' as a prerequisite.

These feats can qualify you for other feats; for example, a samurai who takes 'Homing Lance' can use the Dragoon's *Cover* class feature, which means that he meets the prerequisite for the Extended Cover feat.

WARMAGE [MULTICLASS BLACK MAGE]

Charisma 15

The Spellcasting skill is considered a class skill for you.

Once per encounter, you can use the black mage's *Focus* class feature. You also gain a +5 multiclass bonus to Spellcasting checks when bloodied.

HOMING LANCE [MULTICLASS DRAGOON]

Strength 15

The Athletics skill is considered a class skill for you.

In addition, you can use the dragoon's *Cover* class feature once per encounter.

DEFENDING YOUR HONOUR [MULTICLASS FIGHTER]

Strength 15

The Melee Strike skill is considered a class skill for you.

Once per encounter, you can use the fighter's *Fighter's Mark* class feature. You also gain a +5 multiclass bonus to Melee Strike checks when bloodied.

MARTIAL LAW [MULTICLASS MONK]

Constitution 15

Select one skill from the monk's list of class skills. That skill is considered a class skill for you.

In addition, you can use the monk's *Dodge* class feature once per encounter.

STUDENT OF THE GUN [MULTICLASS RANGER]

Dexterity 15

The Ranged Strike skill is considered a class skill for you.

Once per encounter, you can use the ranger's *Barrage* class feature. You also gain a +5 multiclass bonus to Ranged Strike checks when bloodied.

SNEAK OF SHADOWS [MULTICLASS ROGUE]

Dexterity 15

The Thievery skill is considered a class skill for you.

Once per encounter, you can use the rogue's *Sneak Attack* class feature.

PROOF OF HONOUR [MULTICLASS SAMURAI]

Constitution 15

Select one skill from the samurai's list of class skills. That skill is considered a class skill for you.

In addition, you can use the samurai's *Octaslash* class feature once per encounter.

VOICE OF THE MANY [MULTICLASS SCHOLAR]

Intelligence 15

Select one skill from the scholar's list of class skills. That skill is considered a class skill for you.

In addition, you can use the scholar's *Inspiring Word* class feature once per encounter.

GIFT OF THE GODDESS [MULTICLASS WHITE MAGE]

Charisma 15

The Spellcasting skill is considered a class skill for you.

Once per encounter, you can use the white mage's *Channel Magic* class feature.

TECHNIQUE SPECIALIST [MULTICLASS TECHNIQUE]

Any class-specific multiclass feat, 9th level

You can swap one technique you know for one technique of the same level or lower from the class you multiclassed into.

MELEE MASTERY [MULTICLASS MELEE DIE]

Any class-specific multiclass feat, 9th level

You take the best melee damage die drawn from your main class and your secondary class.

RANGED MASTERY [MULTICLASS RANGED DIE]

Any class-specific multiclass feat, 9th level

You take the best ranged damage die drawn from your main class and your secondary class.

MAGIC MASTERY [MULTICLASS MAGIC DIE]

Any class-specific multiclass feat, 9th level

You take the best magic damage die drawn from your main class and your secondary class.

MULTICLASS FEATS

NAME	PREREQUISITE	BENEFIT
Warmage	Cha 15	Black Mage: Spellcasting skill, <i>Focus</i> 1/encounter and +5 to Spellcasting
Homing Lance	Str 15	Dragoon: Athletics skill, <i>Aerial Lunge</i> 1/encounter
Defending your Honour	Str 15	Fighter: Melee Strike skill, <i>Cover</i> 1/encounter and +5 to Melee Strike
Martial Law	Con 15	Monk: Choice of class skill, <i>Dodge</i> 1/encounter
Student of the Gun	Dex 15	Ranger: Ranged Strike skill, <i>Barrage</i> 1/encounter and +5 to Ranged Strike
Sneak of Shadows	Dex 15	Rogue: Thievery skill, <i>Sneak Attack</i> 1/encounter
Proof of Honour	Con 15	Samurai: Choice of class skill, <i>Octaslash</i> 1/encounter
Voice of the Many	Int 15	Scholar: Choice of class skill, <i>Inspiring Word</i> 1/encounter
Gift of the Goddess	Cha 15	White Mage: Spellcasting skill, <i>Channel Magic</i> 1/encounter
Technique Specialist	Any class-specific multiclass feat, 9 th level	Swap one technique with one of multiclass
Melee Mastery	Any class-specific multiclass feat, 9 th level	You take the best melee damage die
Ranged Mastery	Any class-specific multiclass feat, 9 th level	You take the best ranged damage die
Magic Mastery	Any class-specific multiclass feat, 9 th level	You take the best magic damage die

CHAPTER VI — PERSONALITY & CAREER PATHS

What does your character look like? How old is he (or she)? What sort of impression does he make? What led him to become an adventurer? This chapter covers a miscellany of topics that apply to your character. It helps you establish your character's identity and place on the planet and make him or her more lifelike – like a main character in a Final Fantasy game or film. For many players, this is the true expression of role-playing: defining the character that you are going to play.

When you first play a character, it's fine to leave some of the details sketchy. Over time, as adventures play out, you'll get a better sense of who you want your character to be. You'll develop your character's details much the way an author develops a character over several chapters in a novel or over several novels in a series.



DETAILS

This section offers advice as you determine details about your character, including his or her age, appearance, and personality. Start with some idea about your character's background and personality, and use that idea to develop the details that bring your character to life.

AGE

Your character's age is pretty much up to you (subject to the Gamemaster's approval). A character reaches 1st level in a character class at the point when he or she steps out of mundane life and into the drama of the story, either by choice or through circumstances beyond the character's control. That could be as a young adult for a SOLDIER, as an 18-year-old adult (such as the case of Zack Fair), or as an even older character, depending on your character concept.

AGE BY RACE IN YEARS					
RACE	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD
Human	1 – 11	12 – 15	16 – 40	41 – 59	60+
Cetra	1 – 10	11 – 17	18 – 40	41 – 54	55+
Gi-Na-Ka	1 – 26	27 – 44	45 – 80	81 – 109	110+
Goblin	1 – 9	10 – 13	14 – 29	30 – 44	45+
Grim	1 – 6	7 – 10	11 – 39	40 – 59	60+
Moogles	1 – 9	10 – 15	16 – 35	36 – 44	45+
Remnant*	---	---	---	---	---
Sahagin	1 – 12	13 – 15	16 – 35	36 – 49	50+
Tonberry	1 – 13	14 – 18	19 – 44	45 – 69	70+

*Remnants are considered ageless and not affected by aging effects.

The "Age by Race in Years" table gives you age ranges for the various races presented in Chapter 2: Races. The ages presented for each race is associated with how that race ages in their years, not the planet's years (similar to how a dog ages 7 years for every 1 human year). As your hero ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase, as shown in the "Aging Effects" table. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

AGING EFFECTS	
Child	-3 to Str, Con, Dex, Int, Wis, and Cha
Young Adult	-1 to Str, Con, Dex, Int, Wis, and Cha
Adult	No modifier
Middle Age	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

First, generate your ability scores as defined in Chapter 1. Then, once your starting age is determined, apply the modifiers shown on the "Aging Effects" table. Note that the methods described for determining ability scores yield the scores of an adult character. For example, when a character reaches middle age, her Strength, Dexterity, and Constitution scores each drop 1 point, while her Intelligence, Wisdom, and Charisma scores each increase by 1 point. When she becomes old, her physical ability scores all drop an additional 2 points, while her mental ability scores increase by 1 again. So far she has lost a total of 3 points from her Strength, Dexterity, and Constitution scores and gained a total of 2 points to her Intelligence, Wisdom, and Charisma scores due to aging.

HEIGHT AND WEIGHT

The "Height and Weight" table presents average heights and weights for the different races presented in Chapter 2: Races. Your character may be of average height and weight, or you can make your character lighter, heavier, shorter, or taller. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy.

HEIGHT AND WEIGHT		
RACE	AVERAGE HEIGHT	AVERAGE WEIGHT
Human, male	1.8 m	75 kg
Human, female	1.6 m	55 kg
Cetra, male	1.8 m	75 kg
Cetra, female	1.6 m	55 kg
Gi'Na'Ka	2.1 m	80 kg
Goblin, male	0.9 m	40 kg
Goblin, female	0.8 m	30 kg
Grim, male	1 m	60 kg
Grim, female	0.9 m	50 kg
Moogles, male	0.7 m	35 kg
Moogles, female	0.6 m	25 kg
Remnant	1.9 m	75 kg
Sahagin, male	1.7 m	70 kg
Sahagin, female	1.5 m	50 kg
Tonberry, male	0.8 m	40 kg
Tonberry, female	0.7 m	35 kg

PERSONALITY

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Your character's hometown is a good place to start when thinking about

personality, but it's a bad place to stop. Make your character different from every other character.

Personality is a summary of how your character usually acts. Make sure it's interesting and fun for you to play. Give your character good points and bad points. Think about his code of ethics. Will your character do anything for the right price, or is there a line he just won't cross? Is your character cheerful or dour, optimistic or pessimistic, honourable or dishonourable? These are just some of the factors that could go into your character's personality.

A handy trick for making an interesting personality for your character is including some sort of conflict in his nature.

Your character's personality can change over time. Just because you've written some personality notes on your character sheet doesn't mean you can't let your character grow and develop the way real people do.

BACKGROUND

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

- ❖ How did she decide to become a hero?
- ❖ How did she acquire Heroic Classes?
- ❖ Where did she get her starting equipment?
Did she assemble it piece by piece over time?
Was it a parting gift from a parent or mentor?
Do any items have special significance to her?
- ❖ What's the worst thing that's ever happened to her?
- ❖ What's the best thing that's ever happened to her?
- ❖ Does she stay in contact with her family?
What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character's background simple. Has she travelled around the world a lot? What's her home town like? What does she think of Shinra? Does she know any of the other players' characters from before the campaign started? If not, what's her connection to the rest of the team?

GOALS

Your character might have a number of objectives that he or she hopes to accomplish. These are the things that motivate your character. Does he seek wealth or love? Revenge or Power? That's up to you and your GM.

Goals can be immediate or long-term. They can also change during play, and new goals can be added all the time. Think of goals as what's motivating your character right now, though some long-term goals might fade to the background until circumstances warrant.

CAREER PATHS

The following section describes career paths that you can select from. All career paths require you meet certain prerequisites and you can only select one career at any given time. Career paths are entirely optional.

RANK POINTS

Rank points represent how well you are advancing in your chosen career. All career paths have a tier of promotion, and when you gain enough rank points (as determined in the career's table), you are promoted up to the next tier.

GAINING RANK POINTS

The GM awards you a rank point every time he feels your actions have a positive effect within your chosen career path. There are no limits to the number of rank points you can acquire in a single encounter, however the GM must be cautious in awarding too many rank points (See Chapter 11: Gamemastering, for more information).

Once you have acquired enough rank points, you are promoted to the next tier of your career. The GM is encouraged to create an in-game scenario of your character's promotion; be it a meeting with the boss or the company's CEO.

LOSING RANK POINTS

The GM can remove a rank point from you if he feels your actions have a negative effect within your chosen career path. Just like gaining rank points, there are no limits to the number of rank points you can lose in a single encounter, depending on the severity of your actions.

If you lose enough rank points that causes you to lose the minimum requirement of your current tier, you are demoted to the previous tier of your career; losing any features granted from the tier you were demoted from. Because of this, you can actually go into a negative number in regards to rank points (see "Falling Out Of Favour", below). Again, if this would to happen, the GM is encouraged to create an in-game scenario of this happening.

FALLING OUT OF FAVOUR

If you lose enough rank points that causes it to go into negative numbers, you are considered “fallen out of favour” within your career’s organisation. You lose all features and benefits associated with your career, as well as being considered an enemy, a threat, or a severe liability within the organisation you had once worked for.

For every negative point of rank you have acquired, you receive a penalty to ability checks, skill checks, and saving throws against targets belonging to the organisation you once worked for (-4 rank points, for example, means you gain a -4 penalty to ability checks, skill checks, and saving throws).

AWARDING RANK POINTS FAIRLY

It’s important to note that, as a GM, you must award and take away rank points in a fair manner. A character, whose actions benefit their accompanying party rather than their career, for example, shouldn’t have rank points taken away. Only award rank points, or take away rank points, if their actions directly affect their career.

CAREER RESIGNATION

At any time during your current career path you can choose to resign to follow another career path if you so desire. By doing this, any rank points gained in your old career path are reduced to 0 and you lose all benefits and abilities associated with that career.

If you choose to follow another career path, you must make sure you meet the prerequisites, and you and your GM are encouraged to create an in-game scenario where your character enters their new job.

ADMINISTRATION

Whether it is with the Shinra Electric Power Company, or another corporate business, you have found your place among the many that prefer to work behind-the-scenes; be it in finance, planning and development, or another department.

PREREQUISITES

- ❖ **Abilities:** Charisma 16, Intelligence 14.
- ❖ **Skill Proficiencies:** Knowledge (bureaucracy) +4, Perception +4, Persuasion +4.

CAREER BENEFITS

- ❖ **Salary:** +5d10 at 1st level. 1d10x50 at each level thereafter.

TIERS

The table below describes the levels of the Administration career path, along with the number of ranks required to be promoted and the features you gain.

ADMINISTRATION		
TIER	RANK POINTS REQUIRED	FEATURES
Intern	0	Corporate Beginnings
Clerk	4	Impose Hesitation
Field Admin	8	Field Expertise
Assistant Director	12	Corporate Clout
Director	20	Executive Leadership

CAREER FEATURES

The following section describes additional features gained through working up the corporate ladder.

CORPORATE BEGINNINGS

Choose one of the following. Your choice represents the specialised field of corporate business you want to excel in.

- ❖ **Finance:** +2 bonus to Knowledge (bureaucracy) checks.
- ❖ **Human Resources:** +2 bonus to one defence score of your choice.
- ❖ **IT:** +2 bonus to Use Computer checks.
- ❖ **Marketing:** +2 bonus to either Melee Strike checks or Ranged Strike checks (pick one).
- ❖ **Research:** +2 bonus to Streetwise checks.

IMPOSE HESITATION

As a standard action, make a Persuasion check targeting all enemy targets in a burst 6. If you equal or exceed the target’s Will Defence, the target loses a swift action on its next turn and cannot take full-round actions. This is a mind-affecting effect. Targets need to see, hear, and understand you to be affected by this attack.

FIELD EXPERTISE

You gain an additional ability based on your specialised field within the corporate sector.

- ❖ **Finance:** Once per day, and only once for a single ally, you can grant an ally with an amount of gil equal to 1,000 x your Charisma

modifier. The ally can spend these gil as they see fit, and the gil appear in a civilised, accessible location of their choice, or in a private bank account.

- ❖ **Human Resources:** Once per day, at the cost of a standard action, you can provide one ally of your choice with a bonus to one skill check or ability check of their choice equal to your rank points. The ally must use this bonus on their next turn otherwise the opportunity is lost.
- ❖ **IT:** As a move action, you can grant yourself a bonus to Use Computer checks up to one-half rank points you have (rounded down) at the cost of giving yourself a penalty to your Defence scores equal to the bonus you granted yourself. This effect lasts until the end of the encounter.
- ❖ **Marketing:** Once per day as a standard action, you can grant a single ally with a bonus to Melee Strike and Ranged Strike checks equal to one-half your level (rounded-down). The ally must use the bonus on his next turn otherwise the opportunity is lost.
- ❖ **Research:** You can reroll your Streetwise check to find out information, keeping the better of the two rolls. You can reroll your Streetwise check as many times as you see fit, but only once during your turn.

CORPORATE CLOUT

You excel at making deals that make enemies question which side they should be on. Once per encounter, as a standard action, you can make a Persuasion check against the Will Defence of an enemy within line of sight. If your check equals or exceeds the target's Will Defence, the target cannot attack you for the remainder of the encounter. If your check exceeds the Will Defence by 5 or more, the target will not attack you or your allies for the remainder of the encounter, and retreats from the encounter. If your check exceeds the Will Defence by 10 or more, the target's attitude toward you is now friendly, and the target becomes your ally for the remainder of the encounter, remaining under the control of the Gamemaster. If you or one of your allies attacks the target, the target once again becomes hostile.

If the target is a higher level than you, it gains a +5 bonus to its Will Defence.

EXECUTIVE LEADERSHIP

As a swift action, as many times per encounter equal to your Charisma modifier, you can grant an ally within line of sight a temporary boost to their speed, attack, or defences. Until the end of their

turn they can gain one of the following benefits (your choice): increase base speed by 2 squares, a +2 morale bonus to attacks, or a +2 morale bonus to all defences.

CRIMINAL

Be it out of desperation, desire, or your own stupidity, you have decided to work for one of the planet's most notorious crime bosses. Keep your head down, do as you're told, and shine out among the others, and one day you will have control of your own territory, and no one will dare stand up to you.

PREREQUISITES

- ❖ **Abilities:** Charisma 16, Intelligence 14.
- ❖ **Skill Proficiencies:** Deception +4, Streetwise +4, Thievery +4.

CAREER BENEFITS

- ❖ **Salary:** +5d4 at 1st level. 1d4x50 at each level thereafter.

TIERS

The table below describes the levels of the Criminal career path, along with the number of ranks required to be promoted and the features you gain.

CRIMINAL		
TIER	RANK POINTS REQUIRED	FEATURES
Dog's Body	0	Specialised Crime
Brute	4	Unflinching
Adviser	8	Impel Ally
Underboss	12	Attract Minion
Crime Lord	20	Inspire Fear

CAREER FEATURES

The following section describes additional features gained through rising up within the criminal underworld.

SPECIALISED CRIME

Select one of the following types of crime. You become specialised in that type of crime and gain it associated ability.

- ❖ **Blackmailer:** Can reroll Deception checks, keeping the better of two rolls.
- ❖ **Enforcer:** +5 to Melee Strike checks

- ❖ **Highway Robber:** +5 to Pilot checks
- ❖ **Hired Killer:** +5 to Ranged Strike checks
- ❖ **Pickpocket:** Can reroll Thievery checks, keeping the better of two rolls.
- ❖ **Smuggler:** Can reroll Stealth checks, keeping the better of two rolls.

UNFLINCHING

You have made yourself very difficult to intimidate or deter. You may add your rank points to your Fortitude Defence or Will Defence until the start of your next turn as a reaction; you choose which defence to apply the bonus to when you use the ability, but you must declare the use of this feature before you know the outcome of the effect targeting you. You can use the effects of this ability a number of times per encounter equal to your Wisdom modifier.

IMPEL ALLY

You can spend a swift action to grant one ally the ability to move its normal speed. The ally must move immediately on your turn, before you do anything else, or else the opportunity is wasted. You can use this ability up to three times on your turn (spending a swift action each time).

Alternatively, you can spend two swift actions to grant one ally the ability to take a standard action. The ally must act immediately on your turn, before you do anything else, or else the opportunity is wasted.

ATTRACT MINION

You attract a loyal minion. The minion is a **Freelancer** with a class level equal to three-quarters of your character level, rounded down.

You can have as many minions equal to your Charisma modifier. Any other minions you have are assumed to be looking after your various interests. If you lose a minion, you can send for another minion if you have one (although normal travel time still applies).

Each minion that accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, two minions that accompanies a party of five heroes on an adventure receives one-seventh of the XP that the group earns.

When your minions invoke your name, others take note. If you have minions, they may reroll any Persuasion checks made to intimidate others, keeping the better of the two rolls.

INSPIRE FEAR

Your infamy and reputation are such that any opponent whose level is equal to or less than your character level takes a -5 penalty on attacks and opposed skill checks made against you, as well as Spellcasting checks made to cast magic and summons against you. This is a mind-affecting fear effect.

DEVOUT

Your faith with your deity has brought you here: a lifelong devotion to the church. Your strong beliefs and dedication to all that your deity stands for allows you to freely express yourself among other like-minded people.

PREREQUISITES

- ❖ **Abilities:** Charisma 16, Wisdom 14.
- ❖ **Skill Proficiencies:** Knowledge (religious lore) +4, Persuasion +4, Spellcasting +4.
- ❖ **Deity:** Must worship a deity (see “Deities” in Chapter 09: JENOVA and the Lifestream).

CAREER BENEFITS

- ❖ **Salary:** +5d6 at 1st level. 1d6x50 at each level thereafter.

TIERS

The table below describes the levels of the Devout career path, along with the number of ranks required to be promoted and the features you gain.

DEVOUT		
TIER	RANK POINTS REQUIRED	FEATURES
Reverend	0	Faithful Deity
Dean	4	Act of Faith
Archdeacon	8	Spirit Energy
Bishop	12	Minerva's Blessing
Archbishop	20	Inspire Faith

CAREER FEATURES

The following section describes additional features gained through rising up within the church hierarchy.

FAITHFUL DEITY

You can use the technique associated with your deity one additional time per day.

ACT OF FAITH

If an ally within your line of sight has become *bloodied*, you can surrender a move or standard action to grant that ally an additional +2 die on damage rolls on their next turn.

SPIRIT ENERGY

As a move action, you can grant one ally within your line of sight the benefits of a single technique you possess. The ally must use the technique by the end of his next turn otherwise the opportunity is lost.

You can use this ability a number of times per day equal to your Wisdom modifier.

MINERVA'S BLESSING

Once per encounter, you can make a DC 20 Spellcasting check as a free action. If the check is successful, you receive a +3 faith bonus on all skill checks until the end of your turn.

You can use this ability a number of times per encounter equal to your Wisdom modifier.

INSPIRE FAITH

As a standard action, you can inspire all allies within your line of sight that their beliefs can sustain them through adversity, granting them a +5 morale bonus to their defences, and a +5 morale bonus to Melee Strike and Ranged Strike checks. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire faith in yourself. This is a mind-affecting effect.

You can use this ability a number of times per day equal to your Charisma modifier, and the effects of this ability last until the start of your next turn.

LAW ENFORCEMENT

You have always fancied the idea of joining the police force; be it for personal reasons or the idea of serving justice on those that do wrong. Work hard and always remember that crime is not welcome in a civilised society.

PREREQUISITES

- ❖ **Skill Proficiencies:** Knowledge (social sciences) +4, Ranged Strike +4, Streetwise +4.
- ❖ **Weapon Proficiencies:** Pistols, Rifles.

CAREER BENEFITS

- ❖ **Salary:** +5d6 at 1st level. 1d6x50 at each level thereafter.

TIERS

The table below describes the levels of the Law Enforcement career path, along with the number of ranks required to be promoted and the features you gain.

LAW ENFORCEMENT		
TIER	RANK POINTS REQUIRED	FEATURES
Officer	0	Gunslinger Specialisation
Sergeant	4	One For The Team
Lieutenant	8	Shift Defence
Captain	12	Trusty Sidearm
Chief	20	Inspire Confidence

CAREER FEATURES

The following section describes additional features gained through rising up within the police force.

GUNSLINGER SPECIALISATION

Upon becoming an officer, you gain one of the following abilities (your choice):

- ❖ **Blowback:** When you make an attack with a rifle that deals damage in excess of your target's *bloodied* value, you can choose to push the target 1 square away from you.
- ❖ **Deceptive Shot:** Select one target in a close burst 6. You can spend two swift actions on the same turn to make a Deception check; if the check result equals or exceeds the target's Will Defence, the target takes a -5 penalty to Reflex Defence against your attacks until the end of your turn.
- ❖ **Improved Quick Draw:** If you are carrying a pistol (either in your hand or in a holster), you may draw the pistol and make a single attack during a surprise round even if you are surprised. If you are not surprised, you may take any single action of your choice, as normal.
- ❖ **Knockdown Shot:** If you aim before making a ranged attack and the attack hits, you knock the target *prone* in addition to dealing damage. You can't use this ability to knock down targets two or more size categories bigger than you.
- ❖ **Ranged Disarm:** You can disarm an opponent using a ranged attack. If your ranged disarm

attack fails, your opponent doesn't get to make a free attack against you.

ONE FOR THE TEAM

As a reaction, you can choose to take one-half or all of the damage dealt to an adjacent ally by a single attack. Similarly, as a reaction, an adjacent ally can choose to take one-half or all of the damage dealt to you by a single attack (even if the ally doesn't have this ability).

You can use this ability a number of times per encounter equal to your Wisdom Modifier.

SHIFT DEFENCE

As a swift action, you can gain a +5 competence bonus to one defence score of your choice (Reflex, Fortitude, Will, or Magic) by taking a -5 penalty to your other three defences. This effect lasts until the start of your next turn.

TRUSTY SIDEARM

You gain a bonus on damage rolls equal to one-half your class level (rounded-down) when wielding a pistol or rifle. This damage is in addition to any other bonuses to damage rolls you may have.

INSPIRE CONFIDENCE

As a standard action, you can inspire confidence in all allies in line of sight, granting them a +3 morale bonus on skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

You can use this ability a number of times per day equal to your Charisma modifier.

MEDICAL

The medical career is a lifelong dedication to medicine and saving lives that requires hard work and the ability to make quick decisions. Are you capable of working under pressure? Make a wrong move and you can be held responsible for someone's demise.

PREREQUISITES

- ❖ **Abilities:** Wisdom 16, Intelligence 15.
- ❖ **Skill Proficiencies:** Knowledge (life sciences) +4, Perception +4, Treat Injury +4.

CAREER BENEFITS

- ❖ **Salary:** +5d10 at 1st level. 1d10x50 at each level thereafter.

TIERS

The table below describes the levels of the Medical career path, along with the number of ranks required to be promoted and the features you gain.

MEDICAL		
TIER	RANK POINTS REQUIRED	FEATURES
Foundation 1	0	Steady Under Pressure
Foundation 2	4	Medical Specialisation
Junior Registrar	8	Second Chances
Senior Registrar	12	Emergency Team
Consultant	20	Medical Mastery

CAREER FEATURES

The following section describes additional features gained through rising up within the medical career.

STEADY UNDER PRESSURE

You can reroll any Treat Injury and Knowledge (life sciences) checks, keeping the better of the two rolls. In addition, you can make Treat Injury checks as a move action instead of a standard action.

MEDICAL SPECIALISATION

When you reach Foundation 2, you select what area of medicine you wish to specialise in. you choose one of the following:

- ❖ **Debilitating Health:** You administer a phoenix down as a swift action instead of a move action.
- ❖ **Detrimental Diseases:** You administer a remedy as a swift action instead of a move action.
- ❖ **Mental Health:** You administer an ether as a swift action instead of a move action.
- ❖ **Personal Health:** You administer a potion as a swift action instead of a move action.

SECOND CHANCES

If you fail your Treat Injury check to stabilise a dying patient, the patient does not take any additional damage, nor does he die, even if the failed check would normally require it.

EMERGENCY TEAM

You are skilled at working on and managing an emergency medical team. Allies assisting you with Treat Injury checks automatically grant you a +2 bonus (per ally, maximum +10) instead of having to make a DC 10 Treat Injury check to grant the bonus.

MEDICAL MASTERY

Depending on the specialised field you selected when you were a Foundation 2, you gain one of the following:

- ❖ **Debilitating Health:** When administering a phoenix down, the amount of hit points restored equals the target's full Constitution score instead of one-half.
- ❖ **Detrimental Diseases:** When administering a remedy, you increase the range of the item from melee 1 to range 4.
- ❖ **Mental Health:** When administering an ether, the healing die increases from d4 to d6.
- ❖ **Personal Health:** When administering a potion, the healing die increases from d8 to d10.

MILITARY

The life of a soldier in the armed forces is one of discipline and ingenuity. You are required to train on a daily basis and follow orders without question. If you don't, you may face severe punishment from your superior.

PREREQUISITES

- ❖ **Skill Proficiencies:** Knowledge (tactics) +4, Ranged Strike +4, Stealth +4.
- ❖ **Weapon Proficiencies:** firearms and one other weapon type.

CAREER BENEFITS

- ❖ **Salary:** +5d8 at 1st level. 1d8x50 at each level thereafter.

TIERS

The table below describes the levels of the Military career path, along with the number of ranks required to be promoted and the features you gain.

MILITARY

TIER	RANK POINTS REQUIRED	FEATURES
Private	0	Lifesaver
Sergeant	4	Multiattack Specialist
Major	8	Delay Damage
Colonel	12	Multiattack Mastery
General	20	Demand Surrender

CAREER FEATURES

The following section describes additional features gained through rising up within the armed forces.

LIFESAVER

once per encounter, as a reaction, when an ally takes damage that equals or exceeds its *bloodied* value or reduces it to 0 hit points, you can move up to your speed provided you end your movement adjacent to that ally. This movement does not provoke opportunity attacks. You take all of the damage that triggered this ability's use, and your ally takes no damage.

You can use this ability a number of times per encounter equal to your Dexterity modifier.

MULTIATTACK SPECIALIST

Whenever you make multiple attacks using firearms as a full-round action, you reduce the penalty to the attacks by 2.

DELAY DAMAGE

Once per encounter, as a reaction, you can choose to delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

MULTIATTACK MASTERY

You further reduce the penalty when making multiple attacks with firearms by 3.

DEMAND SURRENDER

Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target's Will Defence, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defence. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this ability

against a particular target once per encounter. This is a mind-affecting effect.

SOLDIER

You have finally joined the ranks of the best, the elite fighting force on the planet. As a member of SOLDIER, you are charged with preserving the will of Shinra, and enforcing the company's influence across the globe.

PREREQUISITES

- ❖ **Abilities:** Strength 16, Constitution 14.
- ❖ **Skill Proficiencies:** Acrobatics +4, Athletics +4, Melee Strike +4.
- ❖ **Special:** Must successfully be enhanced by mako without any fail.

CAREER BENEFITS

- ❖ **Skills:** +5 bonus to any two skills of your choice.
- ❖ **Money:** +5d4 at 1st level. 1d4x50 at each level thereafter.

TIERS

The table below describes the levels of the SOLDIER career path, along with the number of ranks required to be promoted and the features you gain.

SOLDIER		
TIER	RANK POINTS REQUIRED	FEATURES
3 rd Class	0	Block; Deflect; two SOLDIER techniques
2 nd Class	8	+2 bonus to one defence score; two SOLDIER techniques
1 st Class	22	Magic Sword; Redirect Shot; two SOLDIER techniques
Tsviet	31	+2 bonus to one defence score; two SOLDIER techniques
Restrictor	40	Ignite Fear; Severe Strike; two SOLDIER techniques

CAREER FEATURES

The following section describes additional features gained through becoming a member of SOLDIER.

BLOCK

As a reaction to an enemy target's melee attack against you, you can negate the attack by making a successful Spellcasting check. The DC of the skill

check is equal to the result of the Melee Strike check you wish to negate, and you take a cumulative -5 penalty on your Spellcasting check for every time you have used Block or Deflect since the beginning of your last turn. You must have a melee weapon drawn to use this ability, and you must be aware of the attack in order to block it.

BONUS TO DEFENCE SCORES

Upon being promoted to SOLDIER 2nd Class, and then again when you are promoted to Tsviet, you gain a +2 bonus to one of your defence scores.

DEFLECT

As a reaction to an enemy target's ranged attack against you, you can negate the attack by making a successful Spellcasting check. The DC of the skill check is equal to the result of the Ranged Strike check you wish to negate, and you take a cumulative -5 penalty on your Spellcasting check for every time you have used Block or Deflect since the beginning of your last turn. You must have a melee weapon drawn to use this ability, and you must be aware of the attack in order to deflect it.

You can use this ability to deflect some of the barrage of shots fired from a ranged weapon set on autofire. If you succeed on the Spellcasting check, you take half damage if the autofire attack hits and no damage if the autofire attack misses. This ability has no effect on other area attacks (such as grenades, missiles, and flamethrowers).

IGNITE FEAR

Once per encounter as a swift action, you can harness the fear by your allies and transform it into a powerful motivational tool. All allies within a blast 12 receive a +5 bonus to skill checks, but suffer a -2 penalty to defences until the end of the encounter.

MAGIC SWORD

Select one elemental damage type (*fire, force, ice, etc*). Until the end of the encounter, whenever you make an attack with your melee weapon, you deal additional damage of the selected damage type equal to 1 magic die.

REDIRECT SHOT

This ability allows you to redirect a deflected bullet along a specific trajectory so that it damages another monster or target in its path. Once per round when you successfully deflect a bullet, you can make an immediate Dexterity check against another target with which you have line of sight.

Apply the normal range penalties to the ability check, not counting the distance the bullet travelled to reach you. If the check succeeds, it deals normal weapon damage to the target instead of you.

You can only redirect a single bullet in this manner. Barrages from autofire weapons and other types of projectiles can't be redirected.

SEVERE STRIKE

The hit rate of your weapon increases by 1 for every ten levels you are in your class. A level 34 Samurai, for example, has his weapon's hit rate increase by 3.

SOLDIER TECHNIQUES

When you begin your career as a SOLDIER, and every time you are promoted, you gain two SOLDIER techniques from those presented below. These techniques are in addition to any techniques gained through your class or through feats.

You can select the same technique more than once. Each time you do, you can use that technique one additional time per encounter.

APOCALYPSE

You summon a circular beam of deadly radiant light.

Time: Full-round action.

Range: Blast 8 within 7 squares.

Check: Spellcasting vs. Magic.

Damage Type: Magic.

Hit: 6 *radiant* (miss: 3 *radiant*).

Special: *11th Level:* Power rate increases to 7
31st Level: Power rate increases to 9

BIZZARO ENERGY

You heal yourself of any negative infirmities.

Time: Move action.

Range: Personal.

Check: Spellcasting vs. DC (see below).

Hit: DC 15: Regain hit points equal to 1 magic die.

DC 20: As DC 15, plus you remove any of the following conditions placed upon you: *blind*, *haste*, *poisoned*, *silence*, *slow*, and *zombie*.

Special: *11th Level:* Power rate increases to 2
21st Level: Power rate increases to 3
31st Level: Power rate increases to 4
41st Level: Power rate increases to 5

BLACK FLURRY

You make a spin attack with your melee weapon with a difference.

Time: Standard action.

Range: One target in close burst 1.

Check: Melee Strike vs. Fortitude.

Damage Type: Melee.

Hit: Max weapon damage. If check exceeds Reflex by 5 or more, make a second Melee Strike against the same target.

Secondary Hit: 1d10.

Special: *11th Level:* Damage increases to 3d10

21st Level: Damage increases to 5d10

31st Level: Damage increases to 7d10

41st Level: Damage increases to 9d10

END OF CLUTTONY

You launch a large beam of energy from your mouth.

Time: Standard action.

Range: Close burst 4.

Check: Spellcasting vs. Magic.

Damage Type: Magic.

Hit: 4 *energy*.

Special: *11th Level:* Power rate increases to 5

21st Level: Power rate increases to 6

31st Level: Power rate increases to 7

41st Level: Power rate increases to 8

HEARTLESS ANGEL

You can bring your opponent to his knees in one swift stroke.

Time: Full-round action.

Range: Close burst 3.

Check: Melee Strike vs. Fortitude.

Hit: if the check exceeds the targets'

Fortitude Defence, the check result determines the effect:

- ❖ *Less than 25:* Targets are reduced to 1 hit point.
- ❖ *DC 25:* Targets are *weakened* (save ends).
- ❖ *DC 30:* As DC 25, plus the targets fall *prone*.

Special: This technique has no effect on mechanoids or spirit monsters.

PURGATORIAL WAVE

You send an energy shockwave from your weapon.

Time: Full-round action.

Range: One target in range 6.

Check: Spellcasting vs. Magic.

Damage Type: Magic.

Hit: 8 *energy* (miss: 4 *energy*)

Special: *21st Level:* Power rate increases to 9

41st Level: Power rate increases to 10

SCORCHER

You use the JENOVA cells within you to enhance your battle prowess.

Time: Swift action.

Range: Personal.

Check: Spellcasting vs. DC (see below).

Hit: The result of the check determines the effect, if any:

- ❖ DC 15: Gain a +1 bonus on your next Melee Strike check.
- ❖ DC 20: Gain a +2 bonus on your next Melee Strike check.
- ❖ DC 25: Gain a +5 bonus on your next Melee Strike check.

SUPERNOVA

You summon a solar flare from the cosmos.

Time: Full-round action.

Range: Blast 8 within 10 squares.

Check: Spellcasting vs. DC (see below).

Damage Type: Magic.

Hit: The result of the check determines the effect:

- ❖ DC 15: 4 *energy*.
- ❖ DC 20: 6 *energy*.
- ❖ DC 25: 8 *energy*.
- ❖ DC 30: 10 *energy*.

THUNDER OF ENVY

You bring down a rain of thunder all around the battlefield.

Time: Standard action.

Range: Blast 6 within 6 squares.

Check: Spellcasting vs. Magic.

Damage Type: Magic.

Hit: 4 *thunder* (miss: 2 *thunder*).

Special: *11th Level:* Power rate increases to 5
21st Level: Power rate increases to 6
31st Level: Power rate increases to 7
41st Level: Power rate increases to 8

WHIRLWIND

You create a storm so powerful; it blasts your foes away.

Time: Standard action.

Range: Close burst 8.

Check: Spellcasting vs. Magic.

Damage Type: Magic.

Hit: Affected targets are pushed back 4 squares. If targets are pushed against a wall, they take 3 *force*.

Special: *11th Level:* Power rate increases to 4
21st Level: Power rate increases to 5
31st Level: Power rate increases to 6
41st Level: Power rate increases to 7

TURK

Shinra's very own Special Ops organisation, the Turks operate under the guise of Shinra's

Investigation Sector of General Affairs, however they deal with highly secretive missions such as kidnap, spying, elimination, etc.

PREREQUISITES

- ❖ **Abilities:** Dexterity 16, Wisdom 14.
- ❖ **Skill Proficiencies:** Acrobatics +4, Perception +4, Stealth +4.

CAREER BENEFITS

- ❖ **Salary:** +5d8 at 1st level. 1d8x50 at each level thereafter.

TIERS

The table below describes the levels of the Turk career path, along with the number of ranks required to be promoted and the features you gain.

TURK		
TIER	RANK POINTS REQUIRED	FEATURES
Trainee	0	Double Agent
Rookie	4	Specialised Training
Member	8	Specialised Training
Ace	12	Specialised Training
Leader	20	Fearless Leader

CAREER FEATURES

The following section describes additional features gained through rising up within Shinra's secret police.

DOUBLE AGENT

When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defence of all enemies currently in combat. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active. If you attack or otherwise obviously harm or hinder a target under the effect of this ability, or one of that target's allies, this effect ends.

You can choose to end the effect of this ability anytime during the encounter. Doing so grants all allies in a close burst 6 with a +3 bonus to Reflex Defence.

SPECIALISED TRAINING

When you become a rookie Turk, then once again when you become a member and then an ace, you select one of the following abilities. You cannot select the same ability more than once.

- ❖ **Brutal Interrogator:** You can make Melee Strike checks in place of Streetwise checks to extract information from a target. The check must be made against the target's Will Defence.
- ❖ **Explosives Expert:** The DC for Mechanics checks made to handle explosives (see the Mechanics skill, for more information) is reduced by 5.
- ❖ **Firearms Expertise:** You can reroll Ranged Strike checks made to use firearms, keeping the better of the two rolls.
- ❖ **Sneaky Spy:** When you make a Stealth check to follow someone discreetly, the target takes a -5 penalty to their opposing Perception check.
- ❖ **Trained Killer:** You can perform a coup-de-grace on any single target adjacent to you, regardless of whether they are *helpless* or not. You can only use this ability once per day.

FEARLESS LEADER

As a swift action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Fortitude Defence and Will Defence. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious.

CHAPTER VII — MATERIA

Materia is crystallised Mako. Metaphysically, Materia calls upon the Lifestream's wisdom in order to manipulate nature itself. This manifests as the phenomenon of magic for most Materia, although other Materia pieces enhance the user's abilities. Unless one is descended from the Cetra, Materia is the only way normal humans can use magic at all.

Materia is able to occur naturally at "Mako Springs," places where the Lifestream leaks through the Planet's surface and condenses. However, this is a rare occurrence, taking centuries for the Mako to crystallise into Materia.

WHAT'S NEW?

The new materia system is in line with how it is shown in the original Final Fantasy VII game, with tiers and AP needed to level up materia. Materia Fusion has been altered to reflect the changes, and we now introduce the Command materia, that only consisted of the Enemy Skill materia in the previous version.



TYPES OF MATERIA

Materia is divided by its colour, and each colour represents a particular knowledge a materia holds. The types of materia are as follows:

GREEN: Magic Materia. Each green materia holds one particular magic spell.

RED: Summon Materia. Each red materia holds one particular summon monster.

YELLOW: Command Materia. A command materia provides additional benefits with certain skills.

PURPLE: Support Materia. Each purple materia holds an ability otherwise inaccessible to players.

USING MATERIA

Other than support materia, and most command materia, you use materia by first making sure the materia you want to use is equipped then you make a Spellcasting check against a target's Magic Defence. The formula for the check is calculated as follows:

Spellcasting Check = 1d20 + proficiency bonus + Charisma modifier + miscellaneous bonuses

Using a materia's effect, or using a monster skill, is a standard action. Casting a summon requires a full-round action.

EQUIPPING MATERIA

Every weapon and armour has a number of materia slots that you can equip materia into. Some slots can be linked together, but only two slots can be linked maximum (see Chapter 08: Equipment).

Two linked materia slots mean that you can have two materia linked together to make their effects better. An example of this is linking a Fire materia with an All materia so the range of your fire spell increases.

Add the total number of materia slots in your equipped weapon(s) and armour and this will give you a number of how many materia you can equip at any given time. When you change weapons and/or armour, the number of materia equipped change accordingly.

ABILITY POINTS

To increase a particular materia's level, the character needs ability points (AP). Characters are awarded ability points by the GM for completing adventures, just as they are awarded EXP and

other rewards (see the Gamemastering chapter). When awarded ability points, you can only apply them to the materia you have currently equipped, and materia can only increase in level one at a time. You divide your awarded ability points among your currently equipped materia (that is, you don't apply your total ability points to each materia). How the points are divided up, however, is up to you.

POWER RATE

Every spell has a power rate. Power rate works the same as a hit rate in that it indicates how many dice you need to cause damage, make an effect last for a number of rounds, etc.

For example, the blizzard spell has a power rate of 1, which means the spell's damage roll is your base magic die (a 1st level black mage has a magic die of 1d12, so blizzard's damage roll will be 1d12).

A 21st level black mage, with a magic die of 2d10, wishes to cast Thundara (power rate of 3). On a successful Spellcasting check, the black mage's damage roll is 6d10 (3 x 2d10 equals 6d10).

If a spell inflicts a particular type of damage, this is normally indicated after the power rate number (4 *energy*, for example).

A spell that inflicts a condition for a period of time has a power rate of 1, which means you roll your base magic die to determine how many rounds the condition lasts for. This is indicated by a "(1)".

MASTERING MATERIA

Once a particular materia has reached its highest level, that materia is considered MASTERED. When this happens, it spawns a new level 1 copy of itself.

MATERIA BONUSES AND PENALTIES

As multiple magic and/or summon materia are equipped, these bonuses and penalties stack with each other (see "Materia Bonuses and Penalties" for more information).

MATERIA BONUSES AND PENALTIES				
	WEAPON		ARMOUR	
MATERIA	BONUS TO MAGIC DEFENCE	PENALTY TO MELEE STRIKE/RANGED STRIKE CHECKS	BONUS TO MAGIC DEFENCE	PENALTY TO REFLEX DEFENCE
Magic	+1	-1	+1	-1
Summon	+2	-2	+2	-2

MAGIC

Since Shinra engineered Mako into materia, magic has been widely used by those within the ranks of SOLDIER, Deepground, and independent factions.

The following section describes the various magic materia available to any character. Each materia table details how much that particular materia costs, how much ability points are needed to increase that materia in level, and what benefits the new level in the materia provides.

When you equip either a magic or summon materia, it provides certain bonuses and penalties.

BARRIER MATERIA

Cost: 2,000 gil Target: You/one adjacent ally				
TIER	AP	SPELL	MP COST	EFFECT
Level 1	0	Barrier	9	Target gains cover (see Chapter 10: Combat) for (1) rounds
Level 2	300	Mbarrier	9	Target gains cover (see Chapter 10: Combat) against magic damage for (1) rounds
Level 3	600	Reflect	18	Inflict target with the <i>reflect</i> condition
Level 4	900	Wall	35	Target gains the benefits of barrier and mbarrier for (2) rounds
Level 5	1200	MASTER	--	Barrier and Mbarrier now provide superior cover (see Chapter 10: Combat)

CONTAIN MATERIA

Cost: 1,800 gil Target: blast 4 Range: 6				
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Freeze	8	4 <i>ice</i> ; target is inflicted with <i>stop</i> if Spellcasting check exceeds Magic Defence by 5 or more
Level 2	400	Break	8	4 <i>force</i> ; target is inflicted with <i>petrify</i> if Spellcasting check exceeds Magic Defence by 5 or more
Level 3	800	Tornado	16	4 <i>wind</i> ; target is inflicted with <i>confuse</i> if Spellcasting check exceeds Magic Defence by 5 or more
Level 4	1200	Flare	40	7 <i>fire</i>
Level 5	1600	MASTER	--	Increase power rate by 1

CONTROL MATERIA

Cost: 950 gil Target: blast 4 Range: 6				
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Aero	5	1 <i>wind</i>
Level 2	250	Water	10	3 <i>water</i>
Level 3	500	Pearl	20	5 <i>radiant</i>
Level 4	750	MASTER	--	Power rate increases by 1

DARK MATERIA

Cost: 950 gil Target: blast 4 Range: 6				
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Dark	5	1 <i>necrotic</i>
Level 2	250	Darkra	10	3 <i>necrotic</i>
Level 3	500	Darkaga	20	5 <i>necrotic</i>
Level 4	750	MASTER	--	Power rate increases by 1

DESTRUCT MATERIA

Cost: 1,600 gil Target: line of sight (dispel/death); burst 5 (comet) Range: 8				
TIER	AP	ABILITY	MP COST	POWER RATE/EFFECT
Level 1	0	Dispel	6	Removes <i>barrier</i> , <i>mbarrier</i> , and <i>reflect</i> effects
Level 2	700	Death	20	Drops target's hit points to 0; target is <i>dying</i> and is <i>helpless</i>
Level 3	1000	Comet	40	9 <i>necrotic</i>
Level 4	1300	MASTER	--	Power rate increases by 1

EARTH MATERIA

Cost: 950 gil Target: blast 4 Range: 6				
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Quake	5	1 <i>force</i>
Level 2	250	Quakra	10	3 <i>force</i>
Level 3	500	Quakaga	20	5 <i>force</i>
Level 4	750	MASTER	--	Power rate increases by 1

FIRE MATERIA

Cost: 600 gil Target: One enemy target in blast 1 Range: 6				
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Fire	5	1 <i>fire</i>
Level 2	250	Fira	10	3 <i>fire</i>
Level 3	500	Firaga	20	5 <i>fire</i>
Level 4	750	MASTER	--	Power rate increases by 1

FULL CURE MATERIA				
COST: 5,000 gil		TARGET: All allies in a close burst 4		
TIER	AP	ABILITY	MP COST	EFFECT
Level 1	0	--	--	--
Level 2	1000	Full Cure	65	allies have all negative conditions removed and hit points restored to max
Level 3	1700	MASTER	--	Range of this spell increases to close burst 6

GRAVITY MATERIA				
COST: 700 gil		TARGET: One enemy target in blast 1		Range: 6
TIER	AP	ABILITY	MP COST	EFFECT
Level 1	0	Demi	12	Target loses one-quarter of current hit points (rounded down)
Level 2	500	Maelstrom	32	Target loses half of current hit points (rounded down)
Level 3	1000	MASTER	--	--

HEAL MATERIA				
COST: 800 gil		TARGET: You/one ally in close burst 1 (esuna); One enemy target in close burst 1 (drain/osmose)		
TIER	AP	ABILITY	MP COST	EFFECT/POWER RATE
Level 1	0	Esuna	5	Removes <i>blind</i> , <i>poisoned</i> , <i>slow</i> , <i>stop</i> , and <i>silence</i> conditions
Level 2	450	Drain	10	2; damage amount restores the caster's hit points
Level 3	900	Osmose	0	1 (<i>magic points</i>); damage amount restores the caster's magic points
Level 4	1300	MASTER	--	--

ICE MATERIA				
COST: 600 gil		TARGET: One enemy target in blast 1		Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Blizzard	5	1 <i>ice</i>
Level 2	250	Blizzara	10	3 <i>ice</i>
Level 3	500	Blizzaga	20	5 <i>ice</i>
Level 4	750	MASTER	--	Power rate increases by 1

LIGHTNING MATERIA				
COST: 600 gil		TARGET: One enemy target in blast 1		Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Thunder	5	1 <i>thunder</i>
Level 2	250	Thundara	10	3 <i>thunder</i>
Level 3	500	Thundaga	20	5 <i>thunder</i>
Level 4	750	MASTER	--	Power rate increases by 1

MYSTIFY MATERIA				
COST: 800 gil		TARGET: One target in close burst 2		
TIER	AP	ABILITY	MP COST	EFFECT
Level 1	0	Confuse	5	Inflict the <i>confuse</i> condition
Level 2	600	Silence	10	Inflict the <i>silence</i> condition
Level 3	900	Zombie	20	Inflict the <i>zombie</i> condition
Level 4	1200	MASTER	--	--

POISON MATERIA				
COST: 600 gil		TARGET: One enemy target in blast 1		Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Bio	5	1 <i>poison</i> ; target is <i>poisoned</i> if Spellcasting check exceeds Magic Defence by 5 or more (save ends)
Level 2	250	Biora	10	3 <i>poison</i> ; target is <i>poisoned</i> if Spellcasting check exceeds Magic Defence by 5 or more (save ends)
Level 3	500	Bioga	20	5 <i>poison</i> ; target is <i>poisoned</i> if Spellcasting check exceeds Magic Defence by 5 or more (save ends)
Level 4	750	MASTER	--	Power rate increases by 1

RESTORE MATERIA				
COST: 650 gil		TARGET: You/one ally in close burst 1		
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Cure	5	1 <i>healing</i>
Level 2	250	Cura	10	3 <i>healing</i>
Level 3	400	Regen	12	Target is infected with <i>regeneration</i> for (1) rounds
Level 4	500	Curaga	35	5 <i>healing</i>
Level 5	750	MASTER	--	Power rate increases by 1

REVIVE MATERIA				
COST: 1,000 gil		TARGET: One target in range 8 that has been dropped to 0 hit points		
TIER	AP	ABILITY	MP COST	EFFECT
Level 1	0	Life	17	Target regain hit points equal to their Constitution score
Level 2	800	Full-Life	38	Target is restored to full health
Level 3	1200	MASTER	--	--

SHIELD MATERIA				
COST: 5,000 gil		TARGET: You/one ally in close burst 1		
TIER	AP	ABILITY	MP COST	EFFECT
Level 1	0	--	--	--
Level 2	1000	Shield	65	Target gains superior cover (see Chapter 10: Combat) against physical and magical damage for (2) rounds
Level 3	1700	MASTER	--	Power rate increases by 1

TIME MATERIA				
COST: 1,200 gil		TARGET: One target in range 4		
TIER	AP	ABILITY	MP COST	EFFECT
Level 1	0	Haste	12	Target is inflicted with the <i>haste</i> condition for (1) rounds
Level 2	400	Slow	12	Target is inflicted with the <i>slow</i> condition for (1) rounds
Level 3	800	Stop	12	Target is inflicted with the <i>stop</i> condition for (1) rounds
Level 4	1200	MASTER	--	--

ULTIMA MATERIA				
COST: 5,000 gil		TARGET: All enemy targets in a range 10		
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	--	--	--
Level 2	3000	Ultima	90	15 <i>energy</i>
Level 3	6000	MASTER	--	Power rate increases by 2

SUMMONS

Unlike magic materia, summon materia cannot be purchased. Instead, they are found either in materia caves or won through completing certain adventures (usually ones that involve facing the summon monster itself in battle); set at the GM's discretion. This is due to the fact that all summon materia are natural materia and not manufactured.

All summonings take a full-round action, and the summoned monster arrives on the same turn.

The summon monster uses their special ability and then disappears from the battlefield, awaiting to be called upon again. A particular summon monster can be summoned a number of times per day equal to their materia's level (a level 1 Ifrit, for example, can only be summoned once per day).

ALEXANDER MATERIA				
TARGET: All enemy targets in burst 4		Range: 8	Ability: Holy Judgement	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	20	5 <i>radiant</i>
Level 2	1000	2	--	--
Level 3	1800	3	--	--
Level 4	2600	4	--	--
Level 5	3400	MASTER	--	Power rate increases by 2

BAHAMUT MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Mega Flare	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	28	5 <i>energy</i>
Level 2	1100	2	--	--
Level 3	1900	3	--	--
Level 4	2700	4	--	--
Level 5	3500	MASTER	--	Power rate increases by 2

BAHAMUT FURY MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Exa Flare	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	48	9 <i>energy</i>
Level 2	1500	2	--	--
Level 3	2300	3	--	--
Level 4	3100	4	--	--
Level 5	3900	MASTER	--	Power rate increases by 2

BAHAMUT SIN MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Tremor Flare	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	43	8 <i>energy</i>
Level 2	1400	2	--	--
Level 3	2200	3	--	--
Level 4	3000	4	--	--
Level 5	3800	MASTER	--	Power rate increases by 2

BAHAMUT ZERO MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Tera Flare	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	38	7 <i>energy</i>
Level 2	1300	2	--	--
Level 3	2100	3	--	--
Level 4	2900	4	--	--
Level 5	3700	MASTER	--	Power rate increases by 2

CHOCO/MOG MATERIA				
TARGET: One target in range 8			Ability: Deathblow!	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	16	3 <i>force</i> ; target is inflicted with the <i>stop</i> condition (save ends) if Spellcasting check exceeds Magic Defence by 5 or more.
Level 2	1000	2	--	--
Level 3	1750	3	--	--
Level 4	2500	4	--	--
Level 5	3250	MASTER	--	Power rate increases by 2

HADES MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Black Cauldron	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	40	6 <i>necrotic</i> ; targets are inflicted with the <i>poisoned</i> , <i>confuse</i> , <i>sleep</i> , <i>silence</i> , <i>slow</i> , and <i>paralysis</i> conditions (save ends)
Level 2	1250	2	--	--
Level 3	2050	3	--	--
Level 4	2850	4	--	--
Level 5	3650	MASTER	--	Power rate increases by 2

IFRIT MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Hellfire	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	20	5 <i>fire</i>
Level 2	900	2	--	--
Level 3	1700	3	--	--
Level 4	2500	4	--	--
Level 5	3300	MASTER	--	Power rate increases by 2

KJATA MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Tetra-Disaster	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	28	2 <i>fire</i> ; 2 <i>ice</i> ; 2 <i>thunder</i>
Level 2	950	2	--	--
Level 3	1750	3	--	--
Level 4	2550	4	--	--
Level 5	3350	MASTER	--	Power rate increases by 2

KNIGHTS OF THE ROUND MATERIA				
TARGET: All enemy targets in burst 12		Range: 4	Ability: Ultimate End	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	90	14 <i>necrotic</i>
Level 2	4000	2	--	--
Level 3	7000	3	--	--
Level 4	10000	4	--	--
Level 5	12000	MASTER	--	Power rate increases by 2

LEVIATHAN MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Tidal Wave	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	33	6 <i>water</i>
Level 2	1150	2	--	--
Level 3	1950	3	--	--
Level 4	2750	4	--	--
Level 5	3550	MASTER	--	Power rate increases by 2

NEO BAHAMUT MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Giga Flare	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	33	6 <i>energy</i>
Level 2	1200	2	--	--
Level 3	2000	3	--	--
Level 4	2800	4	--	--
Level 5	3600	MASTER	--	Power rate increases by 2

ODIN MATERIA				
TARGET: One enemy target in range 8			Ability: Zantetsuken	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	42	Drops target’s hit points to 0 and is <i>unconscious</i> ; 6 <i>necrotic</i> if target is immune to <i>unconscious</i>
Level 2	1200	2	--	--
Level 3	2000	3	--	--
Level 4	2800	4	--	--
Level 5	3600	MASTER	--	Power rate increases by 2

PHOENIX MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Phoenix Flame	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	36	4 <i>fire</i> ; all unconscious allies in the burst regain hit points equal to their Con score
Level 2	1050	2	--	--
Level 3	1850	3	--	--
Level 4	2650	4	--	--
Level 5	3450	MASTER	--	Power rate increases by 2

RAMUH MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Judgement Bolt	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	20	5 <i>thunder</i>
Level 2	900	2	--	--
Level 3	1700	3	--	--
Level 4	2500	4	--	--
Level 5	3300	MASTER	--	Power rate increases by 2

SHIVA MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Diamond Dust	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	20	5 <i>ice</i>
Level 2	900	2	--	--
Level 3	1700	3	--	--
Level 4	2500	4	--	--
Level 5	3300	MASTER	--	Power rate increases by 2

TITAN MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Anger of the Land	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	20	5 <i>force</i>
Level 2	950	2	--	--
Level 3	1750	3	--	--
Level 4	2550	4	--	--
Level 5	3350	MASTER	--	Power rate increases by 2

TYPHOON MATERIA				
TARGET: All enemy targets in burst 6		Range: 8	Ability: Disintegration	
TIER	AP	NO. TIMES PER DAY	MP COST	POWER RATE
Level 1	0	1	33	2 <i>fire</i> ; 2 <i>ice</i> ; 2 <i>thunder</i> ; 2 <i>force</i>
Level 2	1150	2	--	--
Level 3	1950	3	--	--
Level 4	2750	4	--	--
Level 5	3550	MASTER	--	Power rate increases by 2

SUPPORT

The following section describes support materia. Support materia provides additional increases to ability checks and skill checks, as well as other unique abilities, otherwise not gained through other means.

ALL MATERIA			
COST: 800 gil		EQUIP TO: Any	Ability: All
TIER	AP	NO. TIMES PER ENCOUNTER	EFFECT
Level 1	0	1	The spell you cast now affect all enemy targets (or all allies) in a blast/close burst 4
Level 2	1250	2	--
Level 3	2500	3	--
Level 4	3250	4	--
Level 5	4500	MASTER	--
SPECIAL: Must be linked with a single magic materia you have equipped. Only materia that originally affect a single target in “blast/close burst 1” can be linked to an All materia			

ADDED CUT MATERIA

COST: 700 gil **EQUIP TO:** Weapon **Ability:** Added Cut

TIER	AP	NO. TIMES PER ENCOUNTER	EFFECT
Level 1	0	1	After using the linked magic or summon materia, you can make a single attack as a swift action
Level 2	1000	2	--
Level 3	2000	3	--
Level 4	3000	4	--
Level 5	4000	MASTER	--

CHARISMA PLUS MATERIA

COST: 900 gil **EQUIP TO:** Any **Ability:** Charisma Plus

TIER	AP	EFFECT
Level 1	0	+1 bonus on all Charisma checks and Charisma-based skill checks
Level 2	1250	+1 bonus on all Charisma checks and Charisma-based skill checks
Level 3	2500	+1 bonus on all Charisma checks and Charisma-based skill checks
Level 4	3750	+1 bonus on all Charisma checks and Charisma-based skill checks
MASTER	5000	+1 bonus on all Charisma checks and Charisma-based skill checks

SPECIAL: The effects granted at each tier level stack with each other

CONSTITUTION PLUS MATERIA

COST: 900 gil **EQUIP TO:** Any **Ability:** Constitution Plus

TIER	AP	EFFECT
Level 1	0	+1 bonus on all Constitution checks and Constitution-based skill checks
Level 2	1250	+1 bonus on all Constitution checks and Constitution-based skill checks
Level 3	2500	+1 bonus on all Constitution checks and Constitution-based skill checks
Level 4	3750	+1 bonus on all Constitution checks and Constitution-based skill checks
MASTER	5000	+1 bonus on all Constitution checks and Constitution-based skill checks

SPECIAL: The effects granted at each tier level stack with each other

COUNTER MATERIA

COST: 1000 gil **EQUIP TO:** Armour **Ability:** Counter

TIER	AP	NO. TIMES PER ENCOUNTER	EFFECT
Level 1	0	1	As a reaction to an enemy target's attack against you, you can make a single attack against that target
Level 2	1500	2	--
Level 3	3000	3	--
Level 4	4500	4	--
Level 5	6000	MASTER	--

DEXTERITY PLUS MATERIA

COST: 900 gil **EQUIP TO:** Any **Ability:** Dexterity Plus

TIER	AP	EFFECT
Level 1	0	+1 bonus on all Dexterity checks and Dexterity-based skill checks
Level 2	1250	+1 bonus on all Dexterity checks and Dexterity-based skill checks
Level 3	2500	+1 bonus on all Dexterity checks and Dexterity-based skill checks
Level 4	3750	+1 bonus on all Dexterity checks and Dexterity-based skill checks
MASTER	5000	+1 bonus on all Dexterity checks and Dexterity-based skill checks

SPECIAL: The effects granted at each tier level stack with each other

HP PLUS MATERIA

COST: 900 gil **EQUIP TO:** Any **Ability:** HP Plus

TIER	AP	EFFECT
Level 1	0	Gain 10 temporary hit points
Level 2	1250	Gain 10 temporary hit points
Level 3	2500	Gain 10 temporary hit points
Level 4	3750	Gain 10 temporary hit points
MASTER	5000	Gain 10 temporary hit points

SPECIAL: The effects granted at each level stack with each other. The effects of having multiple HP Plus materias equipped do not stack, nor do having temporary hit points from multiple sources

INTELLIGENCE PLUS MATERIA

COST: 900 gil **EQUIP TO:** Any **Ability:** Intelligence Plus

TIER	AP	EFFECT
Level 1	0	+1 bonus on all Intelligence checks and Intelligence-based skill checks
Level 2	1250	+1 bonus on all Intelligence checks and Intelligence-based skill checks
Level 3	2500	+1 bonus on all Intelligence checks and Intelligence-based skill checks
Level 4	3750	+1 bonus on all Intelligence checks and Intelligence-based skill checks
MASTER	5000	+1 bonus on all Intelligence checks and Intelligence-based skill checks

SPECIAL: The effects granted at each tier level stack with each other

MP PLUS MATERIA

COST: 900 gil **EQUIP TO:** Any **Ability:** MP Plus

TIER	AP	EFFECT
Level 1	0	Gain 1 temporary magic point
Level 2	1250	Gain 1 temporary magic point
Level 3	2500	Gain 1 temporary magic point
Level 4	3750	Gain 1 temporary magic point
MASTER	5000	Gain 1 temporary magic point

SPECIAL: The effects granted at each level stack with each other. The effects of having multiple MP Plus materias equipped do not stack, nor do having temporary magic points from multiple sources

MAGIC COUNTER MATERIA			
COST: 1000 gil		EQUIP TO: Armour	Ability: Magic Counter
TIER	AP	NO. TIMES PER ENCOUNTER	EFFECT
Level 1	0	1	As a reaction to an enemy target's attack against you, you can cast a single spell against that target
Level 2	1500	2	--
Level 3	3000	3	--
Level 4	4500	4	--
Level 5	6000	MASTER	--
SPECIAL: Cannot be used in conjunction with the Dualcast ability			

STRENGTH PLUS MATERIA			
COST: 900 gil		EQUIP TO: Any	Ability: Strength Plus
TIER	AP	EFFECT	
Level 1	0	+1 bonus on all Strength checks and Strength-based skill checks	
Level 2	1250	+1 bonus on all Strength checks and Strength-based skill checks	
Level 3	2500	+1 bonus on all Strength checks and Strength-based skill checks	
Level 4	3750	+1 bonus on all Strength checks and Strength-based skill checks	
MASTER	5000	+1 bonus on all Strength checks and Strength-based skill checks	
SPECIAL: The effects granted at each tier level stack with each other			

WISDOM PLUS MATERIA			
COST: 900 gil		EQUIP TO: Any	Ability: Wisdom Plus
TIER	AP	EFFECT	
Level 1	0	+1 bonus on all Wisdom checks and Wisdom-based skill checks	
Level 2	1250	+1 bonus on all Wisdom checks and Wisdom-based skill checks	
Level 3	2500	+1 bonus on all Wisdom checks and Wisdom-based skill checks	
Level 4	3750	+1 bonus on all Wisdom checks and Wisdom-based skill checks	
MASTER	5000	+1 bonus on all Wisdom checks and Wisdom-based skill checks	
SPECIAL: The effects granted at each tier level stack with each other			

COMMAND

The following sections describes the various command materia available to players. The effects do not stack if you equip two or more of the same command materia, and the effects of command materia do not stack with effects of support materia.

ENEMY SKILL MATERIA			
COST: 2000 gil		EQUIP TO: Any	Ability: Enemy Skill
TIER	AP	EFFECT	
Level 1	0	Allows you to use monster skills with which you are proficient in.	
SPECIAL: You can only use monster skills while you have the enemy skill materia equipped. Cannot be spawned			

LAW MATERIA			
COST: 1200 gil		EQUIP TO: Any	Ability: Law (1/encounter)
TIER	AP	EFFECT	
Level 1	0	Receive a +5 materia bonus to Knowledge checks. You lose this bonus if you later decide to unequip the materia.	
MASTER	1700	One additional use per encounter.	

MANIPULATE MATERIA			
COST: 1200 gil		EQUIP TO: Any	Ability: Manipulate (1/encounter)
TIER	AP	EFFECT	
Level 1	0	Receive a +5 materia bonus to Persuasion checks. You lose this bonus if you later decide to unequip the materia.	
MASTER	1700	One additional use per encounter.	

MIME MATERIA			
COST: 1200 gil		EQUIP TO: Any	Ability: Mime (1/day)
TIER	AP	EFFECT	
Level 1	0	Receive a +5 materia bonus to Performance checks. You lose this bonus if you later decide to unequip the materia.	
MASTER	1700	One additional use per day.	

MORPH MATERIA			
COST: 1200 gil		EQUIP TO: Any	Ability: Morph (1/encounter)
TIER	AP	EFFECT	
Level 1	0	Receive a +5 materia bonus to Deception checks. You lose this bonus if you later decide to unequip the materia.	
MASTER	1700	One additional use per encounter.	

SENSE MATERIA			
COST: 1200 gil		EQUIP TO: Any	Ability: Sense (1/encounter)
TIER	AP	EFFECT	
Level 1	0	Receive a +5 materia bonus to Perception checks. You lose this bonus if you later decide to unequip the materia.	
MASTER	1700	One additional use per encounter.	

SLASH-ALL MATERIA				
COST: 1200 gil		EQUIP TO: Any		Ability: Slash-All (1/encounter)
TIER	AP	EFFECT		
Level 1	0	You can make a melee attack against all enemy targets adjacent to you as a full-round action.		
MASTER	1700	One additional use per encounter.		

SHOOT-ALL MATERIA				
COST: 1200 gil		EQUIP TO: Any		Ability: Shoot-All (1/encounter)
TIER	AP	EFFECT		
Level 1	0	You can make a ranged attack against all enemy targets burst 8 of your position as a full-round action.		
MASTER	1700	One additional use per encounter.		

STEAL MATERIA				
COST: 1200 gil		EQUIP TO: Any		Ability: Steal (1/encounter)
TIER	AP	EFFECT		
Level 1	0	Receive a +5 materia bonus to Thievery checks. You lose this bonus if you later decide to unequip the materia.		
MASTER	1700	One additional use per encounter.		

MATERIA FUSION

Characters with the Materia Fusion feat have access to this ability in which they can fuse together two materia to create a new materia. First, you must make sure that you have the two materia required to create the desired materia (see the “Materia Fusion” table, below). Below lists all new materia created through the materia fusion process along with the two materia required to make each one.

When you have the two materia orbs ready, you make a Wisdom check (the DC for the roll is listed in the Materia Fusion table). If the check equals or exceeds the DC, you have created the new materia successfully, and the materia used in the fusion are discarded. If the check fails, the materia used in the fusion are still discarded however no new materia is created.

FUSION MAGIC MATERIA

The following section details all new magic materia that a character can gain through Materia Fusion.

DARK FIRE MATERIA				
TARGET: One enemy target in blast 1			Range: 6	
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Dark Fire	8	2 <i>fire</i> ; target is inflicted with the <i>berserk</i> condition if check exceeds 5 or more
Level 2	850	Dark Fira	14	4 <i>fire</i> ; target is inflicted with the <i>berserk</i> condition if check exceeds 5 or more
Level 3	1675	Dark Firaga	26	6 <i>fire</i> ; target is inflicted with the <i>berserk</i> condition if check exceeds 5 or more
Level 4	2500	MASTER	--	Power rate increases by 1

DARK ICE MATERIA				
TARGET: One enemy target in blast 1			Range: 6	
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Dark Blizzard	8	2 <i>ice</i> ; target is inflicted with the <i>blind</i> condition if check exceeds 5 or more
Level 2	850	Dark Blizzara	14	4 <i>ice</i> ; target is inflicted with the <i>blind</i> condition if check exceeds 5 or more
Level 3	1675	Dark Blizzaga	26	6 <i>ice</i> ; target is inflicted with the <i>blind</i> condition if check exceeds 5 or more
Level 4	2500	MASTER	--	Power rate increases by 1

DARK THUNDER MATERIA				
TARGET: One enemy target in blast 1			Range: 6	
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Dark Thunder	8	2 <i>thunder</i> ; target is inflicted with the <i>paralysis</i> condition if check exceeds 5 or more
Level 2	850	Dark Thundara	14	4 <i>thunder</i> ; target is inflicted with the <i>paralysis</i> condition if check exceeds 5 or more
Level 3	1675	Dark Thundaga	26	6 <i>thunder</i> ; target is inflicted with the <i>paralysis</i> condition if check exceeds 5 or more
Level 4	2500	MASTER	--	Power rate increases by 1

HELL FIRE MATERIA				
TARGET: One enemy target in blast 1			Range: 6	
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Hell Fire	12	4 <i>fire</i>
Level 2	850	Hell Fira	20	6 <i>fire</i>
Level 3	1675	Hell Firaga	36	8 <i>fire</i>
Level 4	2500	MASTER	--	Power rate increases by 1

MATERIA FUSION

1 st MATERIA	2 nd MATERIA	MATERIA CREATED	DC CHECK
Contain (Level 3+)	Counter (Level 1+)	Assault Twister	14
Ice (Level 2+)	Added Cut (Level 1+)	Blizzard Blade	13
Restore (Level 2+)	Added Cut (Level 2+)	Cure Blade	14
Ice (Level 3+)	Control (Level 1+)	Dark Blizzard	14
Fire (Level 3+)	Control (Level 1+)	Dark Fire	14
Lightning (Level 3+)	Control (Level 1+)	Dark Thunder	14
Heal (Level 2+)	Added Cut (Level 2+)	Drain Blade	14
Fire (Level 2+)	Added Cut (Level 1+)	Fire Blade	13
Tri Blizzard (level 2+)	Ultima (MASTER)	Hell Blizzard	17
Tri Fire (Level 2+)	Ultima (MASTER)	Hell Fire	17
Tri Thunder (Level 2+)	Ultima (MASTER)	Hell Thunder	17
Poison (Level 2+)	Added Cut (Level 2+)	Poison Blade	14
Mystify (Level 2+)	Added Cut (Level 3+)	Silence Blade	15
Lightning (Level 2+)	Added Cut (Level 1+)	Thunder Blade	13
Dark Blizzard (Level 2+)	Destruct (Level 2+)	Tri Blizzard	14
Dark Fire (Level 2+)	Destruct (Level 2+)	Tri Fire	14
Dark Thunder (Level 2+)	Destruct (Level 2+)	Tri Thunder	14
Destruct (Level 3+)	Counter (Level 2+)	Vital Slash	15

HELL ICE MATERIA

TARGET: One enemy target in blast 1				Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Hell Blizzard	12	4 <i>ice</i>
Level 2	850	Hell Blizzara	20	6 <i>ice</i>
Level 3	1675	Hell Blizzaga	36	8 <i>ice</i>
Level 4	2500	MASTER	--	Power rate increases by 1

TRI ICE MATERIA

TARGET: One enemy target in blast 1				Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Tri Blizzard	10	3 <i>ice</i>
Level 2	850	Tri Blizzara	17	5 <i>ice</i>
Level 3	1675	Tri Blizzaga	31	7 <i>ice</i>
Level 4	2500	MASTER	--	Power rate increases by 1

HELL THUNDER MATERIA

TARGET: One enemy target in blast 1				Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Hell Thunder	12	4 <i>thunder</i>
Level 2	850	Hell Thundara	20	6 <i>thunder</i>
Level 3	1675	Hell Thundaga	36	8 <i>thunder</i>
Level 4	2500	MASTER	--	Power rate increases by 1

TRI THUNDER MATERIA

TARGET: One enemy target in blast 1				Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Tri Thunder	10	3 <i>thunder</i>
Level 2	850	Tri Thundara	17	5 <i>thunder</i>
Level 3	1675	Tri Thundaga	31	7 <i>thunder</i>
Level 4	2500	MASTER	--	Power rate increases by 1

TRI FIRE MATERIA

TARGET: One enemy target in blast 1				Range: 6
TIER	AP	ABILITY	MP COST	POWER RATE
Level 1	0	Tri Fire	10	3 <i>fire</i>
Level 2	850	Tri Fira	17	5 <i>fire</i>
Level 3	1675	Tri Firaga	31	7 <i>fire</i>
Level 4	2500	MASTER	--	Power rate increases by 1

FUSION SUPPORT MATERIA

The following section details all new support materia that a character can gain through Materia Fusion.

ASSAULT TWISTER MATERIA

EQUIP TO: Weapon		Ability: Assault Twister		
TIER	AP	MP COST	EFFECT	
Level 1	0	14	You can make a single Melee Strike check against all enemy targets in close burst 2 (1/encounter)	
Level 2	1100	--	(2/encounter)	
MASTER	2200	--	(3/encounter)	

BLIZZARD BLADE MATERIA			
EQUIP TO: Weapon		Ability: Blizzard Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	6	Additional 1 <i>ice</i> when you make a successful Melee Strike check
MASTER	1000	---	Power rate increases by 1
SPECIAL: Can only equip one 'Blade' materia at any one time			

CURE BLADE MATERIA			
EQUIP TO: Weapon		Ability: Cure Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	9	Your melee damage die heals the target instead. If the target is undead or inflicted with the <i>zombie</i> condition, it inflicts damage on them as normal
MASTER	1000	---	Power rate increases by 1
SPECIAL: Can only equip one 'Blade' materia at any one time			

DRAIN BLADE MATERIA			
EQUIP TO: Weapon		Ability: Drain Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	8	Every time you inflict melee damage on an enemy target, you absorb half the damage
MASTER	1000	---	Power rate increases by 1
SPECIAL: Can only equip one 'Blade' materia at any one time			

FIRE BLADE MATERIA			
EQUIP TO: Weapon		Ability: Fire Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	6	Additional 1 <i>fire</i> when you make a successful Melee Strike check
MASTER	1000	---	Power rate increases by 1
SPECIAL: Can only equip one 'Blade' materia at any one time			

POISON BLADE MATERIA			
EQUIP TO: Weapon		Ability: Poison Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	6	Additional 1 <i>poison</i> when you make a successful Melee Strike check
MASTER	1000	---	Power rate increases by 1
SPECIAL: Can only equip one 'Blade' materia at any one time			

SILENCE BLADE MATERIA			
EQUIP TO: Weapon		Ability: Silence Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	8	If you succeed on your Melee Strike check by 5 or more, you inflict the target with the <i>silence</i> condition
MASTER	1000	---	If you successfully inflict the target with <i>silence</i> , you also knock the target <i>prone</i>
SPECIAL: Can only equip one 'Blade' materia at any one time			

THUNDER BLADE MATERIA			
EQUIP TO: Weapon		Ability: Thunder Blade	
TIER	AP	MP COST	EFFECT
Level 1	0	6	Additional 1 <i>thunder</i> when you make a successful Melee Strike check
MASTER	1000	---	Power rate increases by 1
SPECIAL: Can only equip one 'Blade' materia at any one time			

VITAL SLASH MATERIA			
EQUIP TO: Weapon		Ability: Vital Slash	
TIER	AP	MP COST	EFFECT
Level 1	0	32	On a successful Melee Strike check, multiply the damage by 3 (1/day)
MASTER	1800	--	(2/day)

CHAPTER VIII — EQUIPMENT

In a world of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this chapter are available through legitimate arms and equipment traders.



MONEY

The world economy turns on the wealth and products of many towns and cities. Throughout the history of the planet, money has gone by the same name throughout: Gil. During the time of Shinra's collapse, and the rise of the WRO, Gil had fluctuated everywhere; causing all goods and commodities to increase and decrease very rapidly. The Banker's Guild, a sub-division of Shinra Finance and later a sector within the WRO, controls the world's money.

CARRYING GIL

The most common methods for keeping track of your Gil are the gil card. This device contains the owner's banking details, and securely monitors the amount of Gil available to the owner; tracking any transactions made using the device.

WEAPONS

The planet is a dangerous place. Most people have access to some kind of weapon, and those who travel around often carry a gun or some other weapon as a means of defence. No one would look twice at a character with a knife or gun in the Midgar slums. The same character would do well to conceal it while visiting the gambler's paradise that is Gold Saucer.

HIT RATE

Every weapon has a hit rate. Hit rate indicates how many dice you need to cause damage.

For example, the buster sword has a hit rate of 2, which means the weapon's damage roll is 2 x your base melee damage die (a 1st level fighter has a melee damage die of 1d10, so buster sword's damage roll will be 2d10).

A 21st level fighter, with a melee damage die of 2d8, wishes to use the buster sword on an enemy (hit rate of 2). On a successful Melee Strike check, the fighter's damage roll is 4d8 (2 x 2d8 = 4d8).

WEAPON GROUPS

Discriminating combatants choose their weapons very carefully. However, a character who knows how to load and fire a pistol can handle a mako gun just as expertly. Thus, weapons are categorised based on their form and function, and a character who is proficient with the weapon is

considered skilled with all of the weapons in that group.

COMBAT GLOVES

Favoured weapon of the martial artists, they increase the hit rate of unarmed strikes, providing more deadly blows.

FIREARMS

Firearms are ranged weapons that can be fired with one hand or two hands.

POLEARMS

Polearms are the weapons used by dragoons, and consist of spears, tridents, and metal-alloy poles with a large sharp spike at one end.

PROJECTILES

Projectiles are weapons that can be thrown. Some can be used as a melee weapon and some have a boomerang effect.

RODS

Rods are implements used by black mages to channel their power through. They can also be used as melee weapons.

STAVES

Similar to rods, staves are implements used by white mages. In melee combat, they are more effective than rods.

WORDS

Swords are less common than pistols or rifles; however they deal more damage when wielded properly.

WEAPON SIZES

The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use.

Light: If the weapon's size is smaller than your size (a medium character using a small weapon, such as a leather glove) then the weapon is light. Light weapons can be used while grappling.

One-Handed: If the weapon's size category is the same as your size (a medium character using a medium weapon, such as a long-barrel pistol), then the weapon is one-handed.

Two-Handed: If the weapon's size category is one step larger than your size (a medium character using a large weapon, such as a grenade launcher),

then the weapon requires two hands to use (and sometimes a special mount such as a tripod). Using a two-handed weapon with one hand installs a -10 penalty to attacks made with the weapon.

Too Large to Use: If the weapon's size category is two or more steps larger than your size

(a small character using a large weapon, such as a rocket launcher), the weapon is too large to use, installing a -15 penalty to the attack made with the weapon. The exceptions to this are vehicle-mounted weapons, which are housed in a unit that aids in their use.

COMBAT GLOVES

NAME	SIZE	COST	HIT RATE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
Crystal Glove	S	760	+5	1 kg	Bludgeoning	3 x linked
Diamond Knuckle	S	520	+4	0.3 kg	Bludgeoning	2 x linked; 1 x single
Dragon Claw	S	600	+4	0.9 kg	Bludgeoning	2 x linked; 2 x single
Dual Hound ¹	S	1460	+8	1.3 kg	Bludgeoning	2 x linked; 2 x single
God's Hand	S	1160	+8	0.6 kg	Bludgeoning	2 x linked
Grand Glove	S	360	+3	0.5 kg	Bludgeoning	1 x linked; 2 x single
Kaiser Knuckle	S	840	+6	0.5 kg	Bludgeoning	1 x linked; 4 x single
Leather Glove	S	120	+1	0.4 kg	Bludgeoning	1 x single
Master Fist	S	1000	+7	0.4 kg	Bludgeoning	6 x single
Metal Knuckle	S	200	+2	0.8 kg	Bludgeoning	1 x linked
Motor Drive	S	680	+5	0.7 kg	Bludgeoning	3 x single
Mythril Claw	S	280	+2	0.8 kg	Bludgeoning	1 x linked; 1 x single
Platinum Fist	S	920	+6	0.7 kg	Bludgeoning	4 x single
Powersoul	S	1080	+7	0.7 kg	Bludgeoning	4 x single
Tiger Fang	S	440	+3	0.8 kg	Bludgeoning	2 x linked
Unarmed Strike						
Small	-	-	1	-	Bludgeoning	--
Medium	-	-	1	-	Bludgeoning	--
Large	-	-	2	-	Bludgeoning	--

- 1) Dual Hound has two tranquil canisters that are strapped to the wearer's arm. Instead causing harm with the dual hound, you can inflict the target with the *sleep* condition by making a Melee Strike check against the target's Fortitude Defence as a standard action. You cannot cause sleep and inflict damage on the same turn.

FIREARMS

NAME	SIZE	COST	HIT RATE	RANGE	WEIGHT	DAMAGE TYPE	RATE OF FIRE	MATERIA SLOTS
Automatic	S	720	3	15/30	0.8 kg	Piercing	S/A	4 x single
Buntline	S	1040	4	10/20	0.9 kg	Piercing	S	2 x linked
Cerberus	S	400	1	10/20	0.8 kg	Piercing	S	1 x single
Commander	S	1360	6	10/20	0.7 kg	Piercing	S	2 x linked
Griffon	L	1120	5	20/40	1.4 kg	Piercing	S/A	3 x single
Hydra	L	1680	8	20/40	1.5 kg	Piercing	S/A	6 x single
Lariat	M	800	3	10/20	1.1 kg	Piercing	S/A	2 x linked; 2 x single
Long Barrel R	M	1200	5	15/30	1.2 kg	Piercing	S	2 x linked
Mako Gun	S	1280	6	10/20	0.8 kg	Piercing	S	3 x single
Outsider	S	1760	8	10/20	0.6 kg	Piercing	S	2 x linked; 2 x single
Peacemaker	S	960	4	10/20	0.6 kg	Piercing	S	1 x linked; 1 x single
Quicksilver	S	320	1	10/20	0.6 kg	Piercing	S	1 x linked; 2 x single
Revolver	S	560	2	15/30	0.8 kg	Piercing	S/A	2 x single
Shortbarrel	M	640	2	10/20	1 kg	Piercing	S/A	2 x linked; 1 x single
Shotgun	L	480	2	15/30	1.2 kg	Piercing	S/A	2 x linked
Sniper CR	M	1520	7	15/30	1.3 kg	Piercing	S/A	2 x linked
Supershot ST	M	1600	7	15/30	1.2 kg	Piercing	S/A	3 x linked
Velvet Nightmare ¹	S	1250	5	15/30	1.4 kg	Piercing	S	4 x single
Winchester	M	1840	9	15/30	1.2 kg	Piercing	S/A	3 x linked

- 1) The Velvet Nightmare grants the user with a +2 equipment bonus to Reflex Defence to dodge melee attacks, as it has a long metal blade running along the barrel.

WEAPON QUALITIES

When you choose a weapon for your character, refer to the weapon group's respected table for details about the various weapon types. The weapon qualities on these tables are explained below:

Size: The weapon's size (see Weapon Sizes, above). T = Tiny; S = Small; M = Medium; L = Large; H = Huge.

Cost: The weapon's cost in Gil.

Hit Rate: The number indicating how many damage die you need to roll (melee or ranged), ranging from 1 (low hit) and 10 (devastating hit).

Rate of Fire: firearms have either a single shot setting (S) or an autofire setting (A). A few weapons have both settings and can be set to either single shot mode or autofire mode as a swift

action. Only ranged weapons that hold multiple shots of ammunition can have an autofire setting.

Range: Weapons that can strike at a distance have range. The number before the slash indicates the normal range (in squares) for an attack. The number after the slash indicates the long range for an attack; an attack at long range takes a -5 penalty to Ranged Strike checks. Squares beyond the second number are considered to be out of range and can't be targeted with this weapon.

Weight: The weapon's weight in kilograms.

Damage Type: The type of damage a weapon deals. Some creatures and objects take more or less damage from weapons that deal a certain type of damage. Some weapons deal more than one type of damage, depending on how the weapon is used.

POLEARMS

NAME	SIZE	COST	HIT RATE	RANGE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
Dagoon Lance	M	1060	6	10/20	2.6 kg	Piercing	6 x single
Flayer	M	1220	8	15/30	2.3 kg	Piercing	6 x single
Grow Lance	M	980	6	10/20	2.2 kg	Piercing	3 x linked
Javelin	M	900	5	10/20	1.9 kg	Piercing	2 x linked; 1 x single
Mast Axe	M	660	3	5/10	2.4 kg	Piercing	2 x linked; 2 x single
Partisan	M	740	4	5/10	2.4 kg	Piercing	3 x linked
Scimitar	M	1140	7	10/20	2.7 kg	Piercing	1 x linked
Slash Lance	M	500	2	5/10	1.3 kg	Piercing	2 x linked; 1 x single
Spear	M	420	1	5/10	1.2 kg	Piercing	2 x linked
Spirit Lance	M	1300	8	15/30	2.5 kg	Piercing	2 x linked
Trident	M	580	2	5/10	1.5 kg	Piercing	6 x single
Viper Halberd	M	820	4	10/20	3 kg	Piercing	4 x single

PROJECTILES

NAME	SIZE	COST	HIT RATE	RANGE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
4-point Shuriken	M	320	1	5/10	1.8 kg	Slashing	1 x linked; 1 x single
Boomerang	M	400	2	5/10	1.3 kg	Slashing	1 x linked; 2 x single
Crystal Cross	M	720	4	5/10	1.7 kg	Slashing	3 x linked
Dagger	S	180	1	5/10	0.5 kg	Slashing/Piercing	2 x single
Hawkeye	M	640	4	5/10	1.5 kg	Slashing	2 x linked; 2 x single
Knife	T	100	1	4/8	0.1 kg	Slashing/Piercing	1 x single
Magic Shuriken	M	1200	7	10/20	2.2 kg	Slashing	3 x single
Oritsuru	M	1120	8	20/40	2 kg	Slashing	2 x linked; 2 x single
Pinwheel	M	480	2	5/10	1.5 kg	Slashing	2 x linked
Razor Ring	M	560	3	5/10	1.7 kg	Slashing	2 x linked; 1 x single
Rising Sun	M	1040	8	15/30	1.9 kg	Slashing	2 x linked
Spiral Shuriken	M	960	6	10/20	1.9 kg	Slashing	1 x linked; 4 x single
Twin Viper	M	880	6	10/20	1.6 kg	Slashing	4 x single
Wind Slash	M	800	5	5/10	1.7 kg	Slashing	3 x single

RODS

NAME	SIZE	COST	HIT RATE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
Aurora Rod	M	440	1	1.1 kg	Bludgeoning	2 x linked; 1 x single
Electromagnetic Rod ¹	S	600	2	0.7 kg	Bludgeoning	2 x single
Fairy Tale	M	520	1	1.3 kg	Bludgeoning	6 x single
Guard Stick	M	280	1	1 kg	Bludgeoning	1 x single
Magic Rod	S	120	1	0.4 kg	Bludgeoning	3 x linked
Mythril Rod	M	360	1	1.1 kg	Bludgeoning	1 x linked

1) The electromagnetic rod inflicts the *paralysis* condition if check exceeds target's Reflex Defence by 5 or more.

STAVES

NAME	SIZE	COST	HIT RATE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
Full-Metal Staff	L	200	2	1.8 kg	Bludgeoning	1 x linked; 1 x single
Prism Staff	L	760	3	2.5 kg	Bludgeoning	2 x linked
Striking Staff	L	680	3	2.2 kg	Bludgeoning	1 x linked; 2 x single
Wizard Staff	L	840	4	2.7 kg	Bludgeoning	3 x single
Wizer Staff	L	920	5	2.8 kg	Bludgeoning	4 x single

WORDS

NAME	SIZE	COST	HIT RATE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
Apocalypse	L	2350	8	6 kg	Slashing/Piercing	3 x single
Buster Sword	L	1000	2	5.1 kg	Slashing/Piercing	1 x linked
Butterfly Edge	L	1450	3	5.2 kg	Slashing/Piercing	2 x linked
Crystal Sword	L	1900	4	6 kg	Slashing/Piercing	3 x linked
Enhanced Sword	L	1600	4	5.5 kg	Slashing/Piercing	3 x linked
Force Stealer	L	2050	5	5.8 kg	Slashing/Piercing	3 x single
Hardedge	L	1300	3	5 kg	Slashing/Piercing	1 x linked; 2 x single
Heaven's Cloud	L	2500	9	6.2 kg	Slashing/Piercing	6 x single
Murasame	M	2225	6	3 kg	Slashing/Piercing	2 x linked; 1 x single
Mythril Sabre	L	1150	2	5.3 kg	Slashing/Piercing	1 x linked; 1 x single
Organics	L	1750	4	5.7 kg	Slashing/Piercing	2 x linked; 2 x single
Ragnarok	L	2650	9	6.3 kg	Slashing/Piercing	3 x linked
Rapier	L	2425	8	7 kg	Slashing/Piercing	3 x linked
Rune Blade	L	2200	5	5.9 kg	Slashing/Piercing	4 x single
Souba	M	2300	7	2.9 kg	Slashing/Piercing	2 x linked; 2 x single
Yoshiyuki	M	2250	7	2.8 kg	Slashing/Piercing	2 x single

MATERIA SLOTS

All weapons and armour have materia slots capable of installing materia orbs in order to use them.

Single: A single materia slot can hold only 1 materia orb. A weapon or armour can only ever have a maximum of six "single" materia slots, as shown in the "Materia Slots" column of each weapon group and armour table.

Linked: A linked materia slot are two single slots joined together. Some materia can alter the effects of other materia when "linked" together. A weapon or armour can only ever have a maximum

of 3 "linked" materia slots (the equivalent of six "single" materia slots), as shown in the "Materia Slots" column of each weapon group and armour table.

ARMOUR

Protective armour exists in the Final Fantasy VII world, but only the lightest types see widespread use. Heavier armour is considered to be too expensive, too restrictive, and just not worth the trouble unless it serves an additional function.

ARMOUR QUALITIES

If you choose armour for your character, refer to the “Armour” table for details about various armour types. The armour qualities on the table are explained below:

Cost: The cost of the armour. Armour sized for Small characters costs half as much, while armour for Large-size characters costs double the listed price. Some armour has limited availability.

Armour Bonus: When you are wearing the armour, you add this value as an armour bonus to your Reflex Defence (instead of one-half your level to your Reflex Defence). Some types of armour apply the armour bonus differently (see below).

Proficiency Bonus: When you are wearing the armour, you add this value as a proficiency bonus to your Fortitude Defence. Some types of armour do not provide a proficiency bonus to your Fortitude Defence. Some types of armour apply the proficiency bonus differently (see below).

Speed: Heavy armour reduces your speed to three-quarters normal (rounded down). The “Armour” table shows this reduction if you have a speed of 6 squares or 4 squares. In addition, when wearing heavy armour, you can only move up to three times your speed when running (instead of four times your speed).

Weight: The weight of the armour. Armour fitted for Small characters weighs half as much. Armour fitted for Large characters weighs twice as much.

ARMOUR							
ARMOUR (CHECK PENALTY)	COST	ARMOUR BONUS	PROFICIENCY BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	MATERIA SLOTS
Headdresses (+0)							
Adaman Clip	1375	+2	+7	-	-	1 kg	2 x linked; 2 x single
Behemoth Horn	4500	+3	+12	-	-	1 kg	6 x single
Centclip	1750	+2	+8	-	-	1 kg	6 x single
Crystal Comb	2350	+3	+10	-	-	1 kg	3 x linked
Diamond Pin	165	+1	+2	-	-	1 kg	1 x linked; 2 x single
Gold Barrette	750	+2	+6	-	-	1 kg	2 x linked; 1 x single
Hairpin	2150	+3	+9	-	-	1 kg	None
Magic Comb	250	+1	+3	-	-	1 kg	3 x single
Mythril Clip	100	+1	+1	-	-	1 kg	1 x linked; 1 x single
Plus Barrette	450	+1	+4	-	-	1 kg	4 x single
Seraph Comb	2150	+3	+9	-	-	1 kg	4 x single
Silver Barrette	475	+1	+5	-	-	1 kg	2 x linked
Armlets (-2)							
Aurora	2400	+3	+1	-	-	1 kg	2 x linked
Dragon	1400	+3	+1	-	-	1 kg	3 x linked
Gigas	1800	+3	+1	-	-	1 kg	2 x linked; 1 x single
Gold	600	+2	-	-	-	1 kg	2 x linked
Mythril	100	+1	-	-	-	1 kg	1 x linked
Rune	900	+2	-	-	-	1 kg	4 x linked
Silver	200	+1	-	-	-	1 kg	1 x linked; 2 x single
Bangles (-2)							
Bronze	100	+1	-	-	-	1 kg	None
Carbon	1000	+2	+1	-	-	1 kg	1 x linked; 1 x single
Crystal	2000	+3	+2	-	-	1 kg	3 x linked
Iron	250	+1	-	-	-	1 kg	1 x single
Platinum	1500	+2	+2	-	-	1 kg	2 x single
Titan	500	+1	+1	-	-	1 kg	2 x single
Warrior	2200	+3	+3	-	-	1 kg	2 x linked
Light Armour (+0)							
Cloth	50	+1	-	-	-	2 kg	2 x single
Leather	300	+1	+1	-	-	3 kg	1 x linked; 1 x single
Heavy Armour (-10)							
Mystic	2400	+9	+3	4 sq.	3 sq.	30 kg	2 x linked; 1 x single
Plate	3200	+10	+4	4 sq.	3 sq.	40 kg	3 x linked

ARMLETS

Armlets are a special type of armour worn on your wrist (and, in the case of some races, ankles). Although their name applies it, armlets can be used by both genders and not specifically males. For armlets, the armour bonus is applied to your Magic Defence, and the proficiency bonus is applied to your Will Defence.

BANGLES

Bangles are a special type of armour worn on your wrist (and, in the case of some races, ankles). Although their name applies it, bangles can be used by both genders and not specifically females. For bangles, armour bonus and proficiency bonus work the same as *light* and *heavy* armour.

HEADDRESSES

Headdresses are a special type of armour worn in your hair or around the head area. They have magical properties that grant the wearer with special bonuses. For headdresses, the armour bonus is applied to your Magic Defence, and the proficiency bonus is applied to your Melee Strike and Ranged Strike checks.

HEAVY

Heavy armour combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. It is because of this that they

are among the most expensive pieces of armour on the market.

LIGHT

Light armour consists of everyday clothing combined with either a thin layer of padding or shoulder plates. They are some of the cheapest armour out there, however they do not provide much in the way of protection.

ARMOUR CHECK PENALTY

While wearing armour with which you are not proficient, you take an armour check penalty on Melee Strike and Ranged Strike checks, as well as skill checks made using the following skills: Acrobatics, Athletics, and Stealth. The type of armour worn determines the size of the penalty: *headdresses*, +0; *armlets*, -2; *bangles*, -2; *light*, +0; *heavy*, -10. Additionally, you do not gain the armour's proficiency bonus.

ACCESSORIES

Accessories are items that can cause a certain effect during an encounter. You can only equip one accessory item at any given time; changing one accessory item with another can only be achieved between encounters.

The "Accessories" table gives a detailed listing of all possible accessory items, along with price and the effect the item gives when worn.

ACCESSORIES		
ACCESSORY	EFFECT	COST
Bolt Ring	Resist 10 <i>thunder</i>	350
Chocofeather	+2 bonus on all Dexterity-based skill checks (including Ranged Strike checks)	250
Circlet	+1 bonus to Will Defence and Magic Defence	150
Curse Ring	+3 bonus to all Strength-based and Dexterity-based skill checks; +2 bonus to Reflex Defence and Fortitude Defence; automatically start combat with <i>death sentence</i> .	1,500
Demon Fang	Resist 10 <i>necrotic</i>	625
Earrings	+2 bonus to Magic Defence	250
Epiolnis Feather	<i>Wind</i> damage is absorbed	725
Fairy Ring	Prevents <i>slow</i> and <i>stop</i>	175
Fire Ring	Resist 10 <i>fire</i>	350
Ice Ring	Resist 10 <i>ice</i>	350
Iron Ring	Resist 10 <i>force</i>	425
Minerva's Diadem	Resist 10 <i>radiant</i>	700
Poison Ring	<i>Poison</i> damage is absorbed	725
Power Wrist	+2 bonus on Athletics and Melee Strike checks	450
Protect Vest	+2 bonus to Reflex Defence	250
Ribbon	All conditions do not affect the wearer, except <i>dying</i>	2,000
Talisman	+2 bonus to Will Defence	250
Tetra Elemental	<i>Fire</i> , <i>ice</i> , and <i>thunder</i> damage is absorbed	1,450
Tough Ring	+5 bonus to Will Defence and Survival checks.	625
Water Ring	<i>Water</i> damage is absorbed	725

EXPLOSIVES							
NAME	SIZE	COST	HIT RATE	RANGE	AofE	WEIGHT	DAMAGE TYPE
Chain Bomb	S	100	3	-	Blast 6	0.5 kg	Slashing
Dynamite	S	75	2	5/10	Blast 8	0.7 kg	Slashing
Grenade	T	100	3	6/12	Blast 10	0.5 kg	Slashing
Missile Launcher	L	1500	9	20/40	Blast 15	8 kg	Slashing
Molotov Cocktail ¹	S	125	4	-	Blast 8	1.2 kg	Fire
Remote Control Bomb ²	M	400	5	-	Blast 15	2.3 kg	Slashing
Timer Bomb ³	M	5000	15	-	Blast 40	4.9 kg	Slashing

- 1) A Molotov Cocktail is a basic explosive that consists of a glass bottle filled with liquid mako. It usually has a flammable cloth sticking out the end so the user can light it (as a move action) before throwing it at the target. Targets are dealt on-going 5 points of fire damage at the start of each turn after the initial attack (save ends).
- 2) The remote control bomb requires a standard action to set the bomb (Mechanics check, DC 15). Failure to set the bomb doesn't result in anything happening. After successfully setting the bomb, you are free to press the detonation switch on the remote pad anytime as a move action.
- 3) The timer bomb needs to be handled and set carefully (Mechanics check, DC 25) otherwise it can detonate without warning. After successfully setting the timer bomb, a 10 minute countdown (10 rounds) will start before detonation.

EXPLOSIVES

Sometimes a mission calls for the use of a more powerful explosive than either grenades or missiles. Set explosives aren't ranged weapons and can't be used like grenades. Placing a set explosive requires a Mechanics check.

With a successful Mechanics check, explosives ignore the damage reduction of objects to which they're attached. Particularly good Mechanics check results can increase the damage even more (see the Handle Explosives use of the Mechanics skill in Chapter 04: Skills). Multiple explosives rigged to explode at the same time deal extra damage. Every time you double the number of explosives used, you apply both lots of hit rate together and then increase it by 2.

For example, setting two timer bombs at the same time will have a hit rate of 32 (15 + 15 + 2 = 22).

SOURCES

Sources are powerful items that permanently increase a character's ability scores. Because of this, each purchase of a particular source item costs 2,000 gil, and will permanently increase the relevant ability score listed in the source item's description upon purchase.

The source items, along with its effect, are as follows:

Luck Source: Increase Charisma by 1.

Magic Source: Increase Intelligence by 1.

Mind Source: Increase Wisdom by 1.

Power Source: Increase Strength by 1.

Speed Source: Increase Dexterity by 1.

Vitality Source: Increase Constitution by 1.

EQUIPMENT

A sample of common equipment available in any time period is given in the following equipment tables.

MEDICAL GEAR			
ITEM	COST	WEIGHT	DESCRIPTION
Ether	20	0.5 kg	Restore a number of magic points to you/one target in melee 1 as a move action. You roll a number of d4 dice equal to your level.
Phoenix Down	250	0.5 kg	As a move action, you restore a number of hit points to a dying target in melee 1 equal to one-half their Constitution score (rounded down). The target must first be stabilised.
Potion	15	0.5 kg	Restore a number of hit points to you/one target in melee 1 as a move action. You roll a number of d8 dice equal to your level.
Remedy	25	0.5 kg	Removes the following conditions on you/one target in melee 1 (if any): <i>blind, confuse, haste, paralysis, petrify, poisoned, silence, sleep, slow, small, stop, and zombie</i> .
Tent	400	0.5 kg	" <i>Magical camping gear in a bottle</i> ". Can only be used during an extended rest. Restores up to 6 allies' hit points and magic points to full, as well as remove any conditions still active (persistent conditions cannot be removed with a tent).

SURVIVAL GEAR AND TOOLS			
ITEM	COST	WEIGHT	DESCRIPTION
All-temperature Cloak	35	1.5 kg	This wrap-around cloak protects its wearer from the elements, providing a +5 equipment bonus to its wearer's Survival checks against extreme heat or cold.
Field Kit	250	12 kg	Essentially a backpack full of survival gear, the typical field kit contains two water flasks with built-in filters, a weeks' worth of food rations, two lanterns, five potions, and an all-temperature cloak. You need a field kit to make a Survival check to endure extreme temperatures.
Rope (45 meters)	80	2.5 kg	A coil of rope contains 45 meters (30 squares). A rope has Strength 30 and can safely support up to 300 kg, and it can be broken with a DC 25 strength check.
Security Kit	200	1 kg	A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. Possession of a security kit is illegal for anyone who doesn't have the proper permits, such as members of law enforcement and professional security experts. A security kit is required to bypass traps or security systems using the Mechanics skill. A security kit contains a device that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.
Tool Kit	100	1 kg	You need a tool kit to reprogram or repair a mechanoid or vehicle. A tool kit also makes repairing devices much simpler. The standard tool kit represents a broad collection of tools designed to take apart, analyse, modify, and rebuild almost any technological device.

BANDOLIER

Cost: 65 gil; **Weight:** 2 kg.

Depending upon the weapons the wearer carries, a bandolier may contain clips, magazines, grenades, knives, or any number of other forms of ammunition.

A bandolier has 12 slots that can each hold a single Tiny weapon (such as a grenade or knife) or a single piece of equipment weighing up to 0.5 kg. Any item on the bandolier can be retrieved as a move action.

HOLSTER

Cost: 75 gil (concealed), 50 gil (hip);

Weight: 0.2 kg (concealed), 0.5 kg (hip).

Holsters are generally available for all Medium or smaller weapons. (Larger weapons are usually carried on shoulder straps, hangers, or baldrics that cost as much as a hip holster.) A holster for a melee weapon is usually called a sheath.

Hip Holster: This holster holds the weapon in an easily accessed – and easily seen – location.

Concealed Holster: A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket, vest, or cloak). Small or Tiny

weapons can be carried in concealed waistband holders (often placed inside the wearer's waistband in the small of the back). Tiny weapons can also be carried in ankle, boot, or waist holders.

A concealed holster allows you to draw a concealed weapon as a move action instead of a standard action, but you take a -5 penalty on your Stealth check to conceal the weapon.

SNIPER SCOPE

Cost: 350 gil; **Weight:** 1.5 kg.

A sniper scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use. Installing a sniper scope on a firearm requires 10 minutes and a DC 10 Mechanics check.

Standard: A standard sniper scope increases the long range of a firearm by an additional 20 squares. However, you must aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

Enhanced Low-Light: A low-light sniper scope functions the same as a standard sniper scope in normal light. However, after aiming at a target, it allows the wielder to ignore concealment (but not total concealment) from darkness when attacking that target.

SERVICES AND EXPENSES

A brief listing of common services and expenses is given on the “Services and Expenses” table. The cost figures on the table are guidelines only; the cost of certain services and expenses may be higher in isolated or primitive areas.

ENCUMBRANCE

Encumbrance rules determine how much your equipment slows you down. Encumbrance comes

in two parts: encumbrance by armour and encumbrance by total weight.

ENCUMBRANCE BY ARMOUR

Your armour defines your armour check penalty, your speed, and how fast you move when you run. Unless your character is weak or carrying a lot of gear, that’s all you need to know. The extra gear your character carries, such as weapons and medical gear, won’t slow your character down any more than his or her armour already does.

If your character is carrying a really heavy load, however, then you’ll need to calculate encumbrance by weight.

SERVICES AND EXPENSES			
SERVICE	COST	SERVICES	COST
DINING (PER MEAL)		TRANSPORTATION	
Luxurious	375	Passage, steerage (up to 5 days)	250
Upscale	125	Passage, average (up to 5 days)	500
Average	25	Passage, upscale (up to 5 days)	750
Budget	5	Passage, luxurious (up to 5 days)	1,000
LODGING (PER DAY)		UPKEEP (PER MONTH)	
Luxurious	500	Luxurious	25,000
Upscale	250	Wealthy	12,500
Average	125	Comfortable	5,000
Budget	50	Average	2,500
MEDICAL CARE		Struggling	1,250
Oxygen tank treatment (per hour)	750	Improvised	500
Long-term care (per day)	750	Self-sufficient	250
Medical treatment	750	VEHICLE RENTAL (PER DAY)	
Surgery (per day)	1,250	Car	100
Treat disease (per day)	1,250	Motorbike	125
Treat mako poisoning (per day)	2,500	Helicopter	250
Treat conditions (per hour)	250	Airplane (standard)	750
		Airplane (luxury)	1,000

ENCUMBRANCE BY WEIGHT

If you want to determine whether your character’s gear is heavy enough to slow him or her down (more than any armour already does), add up the weight of all the armour, weapons, and gear the character is carrying. If the total equals or exceeds the square of one-half your character’s Strength score, he or she is carrying a heavy load. For example, a character with Strength 12 is carrying a heavy load if the total weight of his or her armour and gear is 36 kg (0.5×12 , squared) or more.

When carrying a heavy load, a character takes a -10 penalty on checks made using the following skills: Acrobatics, Athletics, and Stealth. A heavy load also reduces the character’s speed to three-quarters normal (rounded down). A character can move up to three times his or her speed when running with a heavy load (instead of four times).

CARRYING CAPACITY

The amount of weight that you can lift (in kilograms) is based on your Strength score and determined by the following formula: $(\text{Strength score})^2 \times 0.5$. For example, a character with Strength 15 can lift 112.5 kg ($15 \times 15 \times 0.5$).

A character can strain to lift an amount of weight (in kilograms) equal to his Strength score squared, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Reflex Defence and can only move 1 square per round (as a full-round action).

A dragged object has less effective weight depending on the resistance of the surface: normal ground, 1/2; smooth surface or wheels, 1/5. Dragging an object over rough ground is no easier than lifting it.

CHAPTER IX — JENOVA AND THE LIFESTREAM

On an undetermined date before the main events of Final Fantasy VII, JENOVA landed on the Planet, having travelled through space on a meteor. This fall from the heavens created a giant wound on the Planet's surface that would later come to be known as the "Northern Crater." After its arrival, JENOVA emerged from the Crater and approached the Cetra, using its mimic abilities to glean the memories and emotions of the Cetra. Those who were taken victim of JENOVA were infected with JENOVA's cells and mutated into monsters. JENOVA would then take the form of the fallen Cetra, and so get close enough to destroy their loved ones.

Quickly, JENOVA was able to destroy most of the Cetra civilisation. Their daughter race, the humans, hid from JENOVA while the Cetra were nearly wiped out. The few Cetra, who had survived, banded together to defeat JENOVA and quarantined it inside the Northern Crater; where it would lie dormant there for thousands of years. Despite their victory over the "Calamity from the Skies", the Cetra civilisation was lost, and their numbers dwindled down to almost nothing while humans spread over the planet. As time wore on, humanity forgot about JENOVA, and the Cetra fell into legend.



THE LIFESTREAM

The Lifestream contains the essence of the Planet and the memories, emotions, and knowledge of all who have lived on it. Portions of the Lifestream are believed to be used to create new life on the Planet, and the energy of a person returns to the Planet when they die, bringing with it the emotions, memories, and knowledge they obtained during life. It is referred to many times as the life of the Planet itself, and acts as an afterlife for the conscious spirits of the inhabitants of the Planet, as well as a sort of immune system for the Planet, flowing to and "healing" scars in the Planet. All life is said to exist within the cycle.

If the Planet is in danger of being utterly destroyed, the Planet summons Omega WEAPON, which destroys the remaining life on the Planet so that it returns to the Lifestream, and takes the entire Lifestream itself, launching into the cosmos to find a new planet on which life can exist.

The Shinra Electric Power Company harnessed the lifestream into a power source, called Mako, using their Mako Reactors built across the globe; essentially draining the Planet's "blood" so that people could live comfortable lives.

PROJECT G

Project G was the experiment underwent by Dr. Hollander. Trying to compete for greater recognition amongst the Shinra board of directors, Hollander broke away from Gast's JENOVA Project and started his own experiments to create the ultimate SOLDIER.

Basing his research in the small manufacturing village of Banora, Hollander chose a local resident named Gillian Hewley as she was bearing a child at the time. Hollander injected Gillian with JENOVA cells; intending for her unborn child to be the true result of his experiments. Gillian herself showed no side effects of the JENOVA cells that had entered her body.

While waiting for the child to be born, Hollander searched for a newly born baby to test his research. After extracting Gillian's DNA (which now include JENOVA cells), he injected them into the infant and placed the baby in the care of local wealthy farm owners. The child was called Genesis Rhapsodos.

Once Gillian's child was born (named Angeal), Hollander kept a close watch on his experiment, until Shinra's board of directors decided to stop funding Project G as they saw

Project S as the superior JENOVA experiment. Hollander became a reclusive ever since then.

Years later, both Angeal and Genesis joined SOLDIER; both becoming friends during their childhood. Upon becoming members, they met up with Sephiroth, and the three of them started training together. None of them knew of the experiments undergone on them when they were infants.

As time went on, Genesis began to show signs of degradation. Although unaware of it, he was labelled a failed experiment because of this. Angeal was considered by Hollander as the perfect result of his research, however, when Angeal later transferred his abilities unto monsters, the effected monsters would show the same signs of degradation that Genesis had. It was only until after Genesis cured his degradation by accepting the "gift of the goddess" that he was considered the true perfect experiment of Project G, and his genetic makeup would later be used in the Tsviet experiment of the Deepground project.

PROJECT S

Project S was the original JENOVA experiment headed by Professor Gast and later Professor Hojo after Gast's untimely resignation. Shinra considered Project S as a far superior JENOVA experiment compared to Project G, resulting in the latter's funding to be withdrawn.

Shinra scientist Lucrecia Crescent, who was aiding the project, had her unborn child offered as the subject for the research. She had JENOVA cells injected directly into the foetus and, while the baby showed no signs of side effects, caused Lucrecia to fall terminally ill; resulting in her death upon giving birth to her son. She lived long enough to name her child Sephiroth.

Sephiroth was taken into the care of Shinra and joined SOLDIER when he became of age. He was instantly recognised as the best swordsman within Shinra, and later would be known as the greatest SOLDIER in the world. He is also considered the ultimate experiment of the JENOVA Project. He made friends in the form of fellow SOLDIER members Angeal and Genesis, and later Zack Fair.

When Sephiroth discovered his true origins within the confines of the Nibel mako reactor, he was driven mad and later sought revenge, which resulted in the infamous Nibelheim blaze. He died at the hands of an ordinary MP called Cloud Strife by being thrown into the crystallised mako at the bottom of the Nibel reactor. This was not the end of Sephiroth, however, as he reappeared years

later to continue the task set down by his “mother”.

HOJO'S REUNION THEORY

Professor Hojo outlined a theory that when JENOVA's cells are separated, its basic instinct is to reform back into a single being. To test his theory, he proposed to inject people with Sephiroth's DNA and watch the outcome. His first subjects under this experiment were Cloud and Zack after the Nibelheim incident occurred. Due to the mako-infusion process when he joined SOLDIER, Zack had no reaction and was labelled a failure, and Cloud fell into a state known as Mako Poisoning.

MAKO INFUSION

When a character becomes infused with mako, either laced with JENOVA cells, S-Cells, or G-Cells, they must make three Constitution saving throws (1d20 + Constitution modifier) against DC 12. The number of successes, and the side effects they grant, are detailed below:

- ❖ **No Successes:** Character is mako poisoned (see “Mako Poisoning”, below). Also, the character permanently reduces each of their ability scores by 2 points.
- ❖ **One Success:** Character permanently reduces each of their ability scores by 1 point.
- ❖ **Two Successes:** Nothing happens.
- ❖ **Three Successes:** Character permanently increases each of their ability scores by 2 points.

To become a member of SOLDIER, you must succeed on all three saving throws. Two successes or less is considered an overall failure for those wanting to become a member of SOLDIER. Retrying the saving throws require you to wait at least 24 hours, however the DC increases by 1 every time you attempt the process again.

JENOVA'S LEGACY

You gain, from those presented below, a number of abilities equal to the number of successful saving throws you made (minimum 1, maximum 3). If you make no successful saving throws, you can still gain one ability. This represents that, although they reacted badly towards you, the JENOVA cells still reside inside you.

- ❖ **Alluring Presence:** You gain a +3 bonus to Persuasion and Deception checks.

- ❖ **Endurance:** You gain a +5 bonus to Constitution saving throws made to fight off hunger and thirst.
- ❖ **Fly:** You gain the ability to fly without support. You have a *perfect* fly speed equal to your base speed.
- ❖ **Physically Attuned:** Your carrying capacity is 5 times that of a medium-sized character.
- ❖ **Rapid Effect:** Whenever you use a technique that allows you to sustain an effect, you can sustain it much quicker (standard to move, move to swift, and swift to free).
- ❖ **Spawn:** Once per encounter, you can summon a number of monsters equal to 1 + your Charisma modifier (minimum of 1). The monsters' total level cannot exceed your own. Full list of monsters can be found in the “World of Monsters” accessory book, however you can only spawn monsters with the *Aberration* type.
- ❖ **Transform:** Once per encounter, when you are *bloodied*, you can transform into a mutated creature thanks to JENOVA's cells. You create the creature you transform into by using the rules found in Chapter 02 of the “World of Monsters” accessory book. The monster you create is of the same level as you, and it levels up as you level up.
You can select this ability more than once. Each time you do, you create a new monster that you can transform into. You can only transform into one monster at a time, however, and the transformation lasts until either you become unconscious or die, or until the end of the encounter.

MAKO POISONING

Exposure to Mako in its concentrated form can be dangerous to humans and typically results in a psychological disorder known as “Mako Poisoning”. The best-known case of this occurred when Cloud fell into the Lifestream for an extended period of time, during which his identity and personality were phased through by the millions of souls and their memories coursing through the Lifestream. Though he later washed up near Mideel, alive, his immersion in the Lifestream had reduced him to a near-catatonic state, prompting Tifa to undertake the arduous process of restoring his former personality, memory by memory. The incident also led Cloud to “find himself” by casting away the illusion behind which he had been hiding.

While Mako Poisoned, a character is left intoxicated for a number of hours equal to 1d6 x their level x 2, and they take a -10 penalty to all

skill checks and ability checks. This is considered a persistent condition. A mako poisoned character can attempt to shake off their intoxication by making a Constitution saving throw against DC 15 (the penalty from being Mako Poisoned does not apply). If the check fails, the character remains intoxicated and will have to wait 1 hour before making the check again. If the check succeeds, the character comes out of intoxication and all persistent conditions associated with being Mako Poisoned are removed instantly, but remain fatigue for a number of hours afterwards equal to 1d6 + their level.

STAGNANT MAKO

Dr. Grimoire Valentine headed the research into stagnant mako when he and his team came across a Cetran stone tablet that, once deciphered, told the story of Chaos and Omega. The tablet itself was surrounded by lifestream that stagnated over thousands of years. Dr. Valentine and his team took the stone tablet and a sample of the stagnant mako back to their lab for further analysis and research. Grimoire's research produced two documents: the Omega reports and the Stagnant Mako analysis report; the latter being later used as the foundation of DEEPGROUND's Stagnant Mako Experiments.

THE STAGNANT MAKO EXPERIMENTS

After watching how successful Genesis coped with the JENOVA cells, Shinra scientists used the reports on Project G, along with Grimoire Valentine's reports on Stagnant Mako research, to produce the Deepground SOLDIERS. Born from a Deepground Scientist, Weiss was the first; injecting stagnant mako, laced with Genesis' genes in the foetal stage, he became known as "The Immaculate".

Nero was next, however he was produced completely of stagnant mako, and the only one to survive the development stages within the womb. Upon his birth, he produced a vortex that absorbed his mother into another dimension. Nero is the younger brother of Weiss, and he became known as "The Sable" due to his unimaginable control over the negative lifestream, which is the same power derived from Chaos. The Restrictors had to bind him in a straightjacket-like mako suit so that they could contain his power.

Finally, we have Rosso. Nicknamed "The Crimson", she was born from another DEEPGROUND scientist and was the successful

recipient of pure Genesis genes. Out of the three, Rosso has proven time and again that she fights dirty, and is not satisfied until she has blood on her hands.

These three SUPER SOLDIERS rose up the SOLDIER ranks to Tsviet, succeeded only by the Restrictors, who they would later come to revolt on and take control of DEEPGROUND.

MAKO ENERGY

Mako is the most common source of electrical power on the Planet, with coal former resources a distant second. The process of power generation via Mako was begun by the Shinra Electric Power Company, based in Midgar. Mako extraction and its usage are considered environmentally unfriendly, however, and the rebel group AVALANCHE actively attacks Shinra Mako Reactors in hopes of ultimately stopping the process.

Mako is thought to be similar to radioactive materials in that prolonged exposure can lead to genetic mutation, poisoning, and ultimately death. Living things, both plants and animals that have been over-exposed to Mako can suddenly mutate. Monsters can be affected by natural Mako springs that well up from the soil, or, lately, monsters have been produced through Shinra experiments. People (notably those in SOLDIER) who have had prolonged exposure to Mako are identified by a glow in their eyes, referred to as "Mako Eyes." Besides its electrical uses, the elite Shinra task force, SOLDIER, is made up of operatives that are biologically augmented by Mako, Zack Fair and Sephiroth are examples of people with Mako enhancement.

Members of SOLDIER are not only infused with Mako, however; they are also injected with JENOVA cells, an experiment created by Professor Hojo, Shinra's head of Biochemical Research. JENOVA's cells, together with Mako, gives them far greater strength and cognitive ability than ordinary people possess, provided that their body is strong enough to handle the Mako infusion process without suffering from Mako poisoning. When this procedure is taken too far, the subjects turn into horrible monsters, as seen in the Nibelheim Reactor.

Besides its other uses, Mako, in various forms, is also found in weapons used by Shinra. The Junon Mako Cannon used a variety of Mako shells, and later, as the Sister Ray, fired a beam of raw Mako energy. As Materia, Mako has been employed by some of Shinra's Turk operatives who wielded it in their weapons in *Before Crisis -Final Fantasy VII-* and First Class members of SOLDIER

are able to synthesise their own custom Materia as shown in *Crisis Core -Final Fantasy VII-*. In addition to the energy resource and weaponry allocations of Mako, the Shinra Corporation was also developing mako-powered vehicles for civilian purposes.

MINERVA AND DEITIES

To those with strong faith, and those few Cetra that still walk among the Planet, Minerva is the **Creator Goddess**, and it was she who gave existence to the lifestream, which in turn, breathed life on the Planet.

Minerva is also the mother of 9 deities. Each deity represents certain aspects of life or moral choices. In ancient times, when the Cetra were many, there would be temples and shrines across the four corners of the Planet; each dedicated to a certain deity. In modern times, however, these places of worship are few and far between, although faith among the many still holds strong as it did in the old days.

The deities are detailed below. Characters do not have to worship a deity if they do not want too, however deities do grant their devotees with



a certain benefit. You can only worship one deity.

BAHAMUT

Bahamut is the lord of dragons, and is seen by many as the highest authority among the nine

deities. He appears in many forms, but his one true form has always been that of a gargantuan-size black dragon with a metallic under-neck and belly.

Bahamut represents honour and virtue; blessing those who stay true to themselves and those who face danger without cowardice.

By worshipping Bahamut, you are granted the use of the Shield of Virtue technique once per day (see below).

SHIELD OF VIRTUE

You have sworn to protect others when danger lurks towards them.

Time: Standard action.

Range: One ally close burst 6.

Effect: You grant an ally with a bonus to Reflex Defence up to +10 (you decide) until the end of the encounter, however you take a penalty to Melee Strike, Ranged Strike, and Spellcasting checks equal to the bonus you grant to the ally. The ally doesn't have to stay in line of sight of you to keep this benefit.

HADES

Hades is the ruler of the underworld, commanding the flow of the lifestream on Minerva's behalf. He is often depicted as a robed skeletal being brewing concoctions in a large cauldron.

Hades is the physical embodiment of the afterlife. He opposes his brother Bahamut and sees cowardice as not necessarily a bad thing.

By worshipping Hades, you are granted the use of the Hell's Fury technique once per day (see below).

HELL'S FURY

You bring down a plague of diseases upon your foes.

Time: Standard action.

Range: Burst 8 within 4 squares.

Effect: All affected targets within the burst are infected with the following

conditions: *berserk*, *blind*, *dazed*, *confuse*, *poisoned*, and *weakened*. The targets cannot remove the conditions without using a remedy.

IFRIT

Ifrit is Minerva's demon child, and serves his older brother Hades as his right-hand. He appears as a monstrous humanoid being with yellow skin and horns protruding from the top of his head.

Ifrit represents personal desire and ambition. He watches over those who follow their dreams and strike down on those who lack aspiration.

By worshipping Ifrit, you are granted the use of the Smite of the Demon technique once per day (see below).

SMITE OF THE DEMON

You engulf your enemy with a blast of dark matter.

Time: Standard action.

Range: One target in Ranged 15.

Check: Spellcasting vs. Reflex.

Hit: 8d6 *necrotic*. Ongoing 5 *necrotic* (save ends).

Effect: Target is infected with *blind* (save ends).



LEVIATHAN

Leviathan is the lord of the seas, and is depicted as a gargantuan water serpent with white and blue scales.

The people of Wutai worship Leviathan because he represents courage and patriotism. He is also the deity of travel.

By worshipping Leviathan, you are granted the use of The Serpent's Burst technique once per day (see below).

THE SERPENT'S BURST

You emit a loud wailing hiss, forcing your enemies away from you.

Time: Standard action.

Range: All enemy targets in close burst 2.

Effect: You push the affected targets back a number of squares equal to 3 + your Dexterity modifier (minimum of 3). If targets are pushed into another square with which another target currently resides, both targets take 5d6 *force* damage.



ODIN

Odin is the gatekeeper of the afterlife, welcoming souls into the lifestream after their passing. He is often depicted as a humanoid creature in heavy armour, riding a six-legged horse and carrying his Zantetsuken sword.

Odin represents morality and desperation. Many look up to Odin as way of scaring children with a simple "If you're not nice to others, Odin will visit you".

By worshipping Odin, you are granted the use of the Angel of Death technique once per day (see below).

ANGEL OF DEATH

You bring about deadly blow in the name of Odin.

Time: Standard action.

Range: One enemy target in Melee 1.

Effect: You can perform a coup-de-grace, regardless of whether or not the target is *helpless* (see "Coup-De-Grace" in Chapter 10: Combat).



PHOENIX

Phoenix is the physical embodiment of everlasting life, often depicted with her rainbow tail-feathers fully open and about to take flight.

Phoenix represents freedom and restoration. She blesses those who stand by their own decisions and those who go out their way to help others.

By worshipping Phoenix, you are granted the use of the Rebirth Feather technique once per day (see below).

REBIRTH FEATHER

By sacrificing your own health, you bring an ally back from the brink of death.

Time: Full-round action.

Range: One ally in close burst 5.

Effect: If the target of this technique has their hit points drop to 0 and are *dying*, you can reduce your own current hit points by half to bring that target up to 1 hit point. The target is not considered prone and can act normally on their next turn.

RAMUH

Ramuh is the lord of thunder. An elderly man with a long white beard, wearing white robes and carrying a staff, he commands the ever changing weather, striking down all those who do wrong.

Ramuh represents change, exploration, and adventure; blessing those who seek out of their homeland and travel.

By worshipping Ramuh, you are granted the use of the Thunderous Movement technique once per day (see below).

THUNDEROUS MOVEMENT

You can move a creature from one place to another in the blink of an eye.

Time: Move action.

Range: One target in close burst 6.

Effect: You can teleport the target from its square of origin to another unoccupied square within range. You can use this ability as a reaction to an enemy target's attack. Doing so results the attack as an automatic fail.



SHIVA

Shiva is the winter mistress, a woman depicted as, quite literally, frozen in ice. She is often seen together with Ramuh as both deities have power over the weather.

Shiva represents love, affection, and family. Her body is stripped of any clothing to reflect this.

By worshipping Shiva, you are granted the use of the Crippling Cold technique once per day (see below).

CRIPPLING COLD

You ensnare your enemy with a freezing breeze.

Time: Standard action.

Range: One target in Ranged 15.

Check: Spellcasting vs. Fortitude.

Hit: 8d6 *ice*. Ongoing 5 *ice* (save ends).

Effect: Target is infected with *paralysis* (save ends).



TITAN

Titan is master of the planet, able to break apart the ground, form new mountains, and destroy civilisations with the shake of his hand. He is depicted as a giant muscular human with tanned skin and wearing only a loin cloth.

Titan represents resilience, respect, and loyalty. He opposes his brother Ifrit in every way; seeing him as selfish.

By worshipping Titan, you are granted the use of the Groundbreaker technique once per day (see below).

GROUNDBREAKER

You cripple your foes while bolstering your allies.

Time: Standard action.

Range: All enemy targets in blast 8.

Effect: Affected targets are *dazed* until the end of the encounter (save ends). All allies within range gain temporary hit points equal to 10 + your Constitution modifier (minimum of 1).

CHAPTER X — COMBAT

The planet is a dangerous place, and sometimes you have to fight to survive. Whether the enemy takes the form of monsters or Shinra troops, a Sephiroth-clone or a mad scientist, you need to be able to defend yourself. Using guns, swords, and materia, heroes regularly get caught up in gunfights, brawls, and mesmerising swordfights. You can try to bluff your way out of a tough situation, attempt to sneak away when your opponent is distracted, or even dazzle an enemy with your charming personality. But when all else fails, nothing beats a good fight.

This chapter details the combat rules, covering the basics first. Many special abilities and form of damage that affect combat are covered here as well.



THE COMBAT SEQUENCE

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The FINAL FANTASY VII game organises the chaos of combat into a cycle of rounds and turns.

ROUNDS AND TURNS

- ❖ **Round:** In a round, every combatant takes a turn. A round represents 6 seconds in the game world.
- ❖ **Turn:** On your turn, you take actions: a standard action, a move action, a swift action, and any number of free actions, in order you wish. See “Action Types”, for what you can do with different actions.

The actions in a combat encounter happen almost simultaneously in the game world, but to make combat manageable, combatants take turns acting – like taking turns in a board game. If your turn comes up before an enemy’s, your actions take place before the enemy’s actions do. The order of turns is determined at the beginning of a combat encounter, when combatants roll initiative.

A combat encounter follows these steps:

1. **Determine surprise.** The DM determines whether any combatants are surprised. If any combatants notice enemy combatants without being noticed in return, the aware combatants gain a surprise round.
2. **Establish positions.** The DM decides where the combatants are positioned on the battle grid. For example, if the PCs have just opened a door into a room, the DM might draw or arrange a depiction of the door and the room on the battle grid and then ask the players to arrange their miniatures near the door. Then the DM places miniatures that represent the monsters in the room.
3. **Roll initiative.** Everyone involved in a combat encounter rolls initiative, determining the order of combatants’ turns. You roll initiative only at the beginning of a combat encounter.
4. **Take surprise round actions.** If any combatants gained a surprise round, they act in initiative order, each one taking a

single action. (Surprised combatants take no actions during the surprise round.) The surprise round then ends, and the first regular round of combat begins.

5. **Take turns.** In initiative order, every combatant takes a turn, which includes various actions. (Combatants can also take certain actions on one another’s turns.)
6. **Begin the next round.** When every combatant has had a turn, the round ends. Begin the next round with the combatant who has the highest initiative.
7. **End the encounter.** Repeat steps 5 and 6 until the combatants on one side are captured, fleeing, unconscious, or dead. The encounter ends when the other side then takes a short rest or an extended rest.

INITIATIVE

Before the first round of combat, you roll initiative. Rolling initiative is a Dexterity check and follows the normal rules for ability checks. The DM rolls initiative for your enemies.

Throughout a battle, combatants act in order, from highest initiative result to lowest. The order in which combatants take their turns is called the initiative order. The initiative order remains the same from round to round, although a combatant’s position in the order can change after delaying or readying an action.

ROLLING INITIATIVE

To determine a combat encounter’s initiative order, roll initiative. To do so, make a Dexterity check.

Roll 1d20 and add the following:

- ❖ Your Dexterity modifier
- ❖ Any bonuses or penalties that apply

The result is your initiative for the encounter.

When combatants have the same initiative, the combatant with the higher Dexterity score goes before the other. If their scores are the same, they can roll a die or flip a coin to break the tie.

THE SURPRISE ROUND

Some battles begin with a surprise round. A surprise round occurs if any combatants are unaware of enemy combatants’ presence or

hostile intentions. For example, if you fail your Perception check to notice concealed enemies, you're surprised. Or if supposed allies spring an attack and you failed your Perception check to notice the attackers' traitorous intentions, you're surprised. But if any of your allies made their Perception checks, they're not surprised. When any combatants achieve surprise, they act in initiative order during the surprise round. Surprised combatants don't act at all during the surprise round.

THE SURPRISE ROUND

Two special rules apply to the surprise round.

- ❖ **Limited Action:** If you get to act in the surprise round, you can take a standard action, a move action, or a swift action (see "Action Types"). You can also take free actions, but you can't spend action points. After every non-surprised combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.
- ❖ **Surprised:** If you're surprised, you can't take any actions (not even free actions, immediate actions, or opportunity actions), and you grant combat advantage to all attackers. As soon as the surprise round ends, you are no longer surprised.

ACTION TYPES

A combat round is made up of actions. Firing an arrow, casting a spell, running across a room, opening a door—each of these activities, along with many others, is considered an action. You use different action types to do different things. For example, most attacks are standard actions, and moving from one spot on the battlefield to another is normally a move action. (A few abilities don't require an action to use.) See "Actions in Combat," for rules on many specific actions.

THE MAIN ACTION TYPES

A typical combat round includes actions of five types: full-round actions, standard actions, move actions, swift actions, and free actions.

THE MAIN ACTION TYPES

- ❖ **Full-Round Actions:** Full-round actions require your whole turn to implement, sacrificing all other actions in the process. *Examples:* casting a summon and some techniques.

- ❖ **Standard Action:** Standard actions are the core of combat. You can normally take one standard action on your turn. *Examples:* attacking, charging an enemy.
- ❖ **Move Action:** Move actions involve movement from one place to another. You can normally take them only on your turn. *Examples:* walking, shifting.
- ❖ **Swift Action:** Swift actions are enabling actions, simple actions that usually lead to more exciting actions. You can normally take them only on your turn. *Examples:* pulling an item from a pouch or a sheath, opening a door or a treasure chest, picking up an item in your space or in an unoccupied square within reach.
- ❖ **Free Action:** Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn. The DM can restrict the number of free actions in a turn. *Examples:* speaking a few sentences, dropping a held item, letting go of a grabbed enemy.

TRIGGERED ACTION TYPES

Two action types—opportunity actions and immediate actions—require triggers. A trigger is an action, an event, or an effect that allows you to use a triggered action. (Some techniques require a trigger but are free actions or aren't actions at all.)

OPPORTUNITY ACTION

- ❖ **Trigger:** Opportunity actions allow you to take an action in response to an enemy letting its guard down. The one type of opportunity action that every combatant can take is an opportunity attack. Opportunity attacks are triggered by an enemy leaving a square adjacent to you or by an adjacent enemy making a ranged attack or an area attack.
- ❖ **Once per Combatant's Turn:** You can take no more than one opportunity action on each other combatant's turn. You can't take an opportunity action on your own turn.
- ❖ **Interrupts Action:** An opportunity action interrupts the action that triggered it.

There are two kinds of immediate actions: interrupts and reactions. Certain rules govern all immediate actions, whether they're immediate interrupts or immediate reactions.

IMMEDIATE ACTION

- ❖ **Trigger:** Each immediate action—usually a technique—defines its specific trigger. The one type of immediate action that every combatant can take is a readied action (see “Ready an Action”).
- ❖ **Once per Round:** You can take only one immediate action per round, either an immediate interrupt or an immediate reaction. If you haven't taken an immediate action since the end of your last turn, you can take one when a trigger allows you to. You can't take an immediate action on your own turn.
- ❖ **Interrupt:** An immediate interrupt lets you jump in when a certain trigger condition arises, acting before the trigger resolves. If an interrupt invalidates a triggering action, that action is lost. For example, an enemy makes a Melee Strike check against you, but you use a technique that lets you shift away as an immediate interrupt. If your enemy can no longer reach you, the enemy's attack action is lost.
- ❖ **Reaction:** An immediate reaction lets you act in response to a trigger. The triggering action, event, or condition occurs and is completely resolved before you take your reaction, except that you can interrupt a creature's movement. If a creature triggers your immediate reaction while moving (by coming into range, for example), you take your action before the creature finishes moving but after it has moved at least 1 square.
An immediate reaction might interrupt other actions a combatant takes after its triggering action. For example, if a technique or class feature lets you attack as an immediate reaction when an attack hits you, your action happens before the monster that hit you can take any other action. If a monster has an ability that lets it make two attacks against you as a standard action, and the first one hits, you can use an immediate reaction before the next attack roll.

TAKING YOUR TURN

When your turn comes up in the initiative order, it's time for you to act. Your turn has three parts: the start of your turn, the actions on your turn, and the end of your turn.

THE START OF YOUR TURN

Before you act, you keep track of certain effects. The start of your turn always takes place, even if you're unconscious, and it takes no time in the game world.

THE START OF YOUR TURN

- ❖ **Ongoing Damage:** If you're suffering ongoing damage (page 278), you take the damage now.
- ❖ **Regeneration:** If you have regeneration (page 293), you regain hit points now.
- ❖ **Other Effects:** Deal with any other effects that occur at the start of your turn.
- ❖ **End Effects:** Some effects end automatically at the start of your turn.
- ❖ **No Actions:** You can't take any actions at the start of your turn.

SUBSTITUTING ACTIONS

On your turn, you can take a move action or a swift action instead of a standard action, and you can take a swift action instead of a move action. Because you can substitute actions in this way, the three actions you can get on your turn (in addition to any free actions) can vary.

OPTION A	OPTION B
Standard action	Standard action
Move action	Two Swift actions
Swift action	
OPTION C	OPTION D
Two move actions	Move action
Swift action	Two swift actions
OPTION E	OPTION F
Three swift actions	Full-round action

ACTIONS ON YOUR TURN

During your turn, you can take a few actions. You decide what to do with each, considering how your actions can help you and your allies achieve victory. See “Action Types,” above, for definitions of the different actions you can take.

ACTIONS ON YOUR TURN

- ❖ **Your Actions:** You get the following three actions on your turn:
 - Standard action
 - Move action
 - Swift action
- ❖ **Free Actions:** You can take any number of free actions on your turn.
- ❖ **Any Order:** You can take your actions in any order you wish, and you can skip any of them.
- ❖ **Substitute Actions:** You can take a move action or a swift action instead of a standard action, and you can take a swift action instead of a move action.
- ❖ **Extra Action:** You can take an extra action by spending a mako point.
- ❖ **Other Combatants' Actions:** Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

THE END OF YOUR TURN

After you act, you keep track of any effects that stop at the end of your turn or that continue. The end of your turn always takes place, even if you're unconscious, and it takes no time in the game world.

THE END OF YOUR TURN

- ❖ **Saving Throws:** You now make a saving throw against any effect on you that a save can end.
- ❖ **Check Actions Spent:** Some techniques and effects can be sustained for multiple turns (see "Durations"). Check that you spent the action required to sustain a technique, spell, or an effect during your turn. If you didn't spend the action, the technique, spell, or effect ends now.
- ❖ **End Effects:** Some effects end automatically at the end of your turn.
- ❖ **No Actions:** You can't take any actions at the end of your turn.

ACTIONS ON OTHER TURNS

Most of your actions take place on your turn. But you can take free actions on anyone's turn, and an event or another combatant's actions might provide an opportunity for you to take an immediate action or an opportunity action on

someone else's turn. See "Action Types," above, for definitions of the different actions you can take.

ACTIONS ON OTHER TURNS

- ❖ **Opportunity Actions:** You can take one opportunity action on each other combatant's turn. An opportunity action must be triggered by an enemy's action.
- ❖ **Immediate Actions:** You can take one immediate action per round, either an immediate interrupt or an immediate reaction. An immediate action must be triggered by an event or an action on another combatant's turn.
- ❖ **Free Actions:** You can take any number of free actions on other combatants' turns.

HIT POINTS

Characters track their health through a system called Hit Points. Once a character's hit points drop to 0 or less, they are considered unconscious or dying, and must make a number of death saving throws to avoid death (see "Death and Dying").

HIT POINTS

- ❖ **Starting Hit Points:** Your class' hit die and Constitution score determines your starting hit points.
- ❖ **Bloodied Value:** Your bloodied value is one-half your total hit points (rounded down). Once a character's hit points drop to below half their maximum hit points, they are considered "bloodied". Some racial traits, techniques, and feats grant additional benefits and abilities when bloodied.
 - If an enemy deals enough damage to you that reduces your hit points to 0 or less, and equals or exceeds your bloodied value, you are dead.
- ❖ **Spend a Mako Point:** You can spend a Mako Point to stop a deadly attack killing you and become *unconscious* instead.

TEMPORARY HIT POINTS

Temporary hit points are not real hit points. They act as a shield against threats, and any damage taken must first be subtracted from the temporary hit points first. Temporary hit points only last until

either the end of the encounter or once they have been used.

Temporary hit points from multiple sources do not stack, and you only apply the highest value temporary hit points. For example, equipping the HP Plus materia grants you 10 temporary hit points. If another ability grants you temporary hit points, whose value is less than 10, it is ignored as your current temporary hit points are higher.

ATTACK TYPES

Attacks in the FINAL FANTASY VII world take many forms. A fighter swings a greatsword at a foe. A ranger loses a bullet at a distant target. A mage creates a burst of thunder. These examples illustrate the four attack types: melee, ranged, close, and area.

MELEE ATTACK

A melee attack usually uses a weapon and targets one enemy within your melee reach (your reach is usually determined by the weapon you're wielding). Attacking with a longsword or a polearm is a melee attack. Some techniques allow you to make multiple melee attacks, against either multiple enemies or a single enemy.

MELEE ATTACK

- ❖ **Targeted:** Melee attacks target individuals. A melee attack against multiple enemies consists of separate attacks, each with its own Melee Strike check and damage roll. Melee attacks don't create areas of effect.
- ❖ **Range:** A melee attack's range usually equals your melee reach. (Sometimes a technique specifies that it affects only adjacent targets, though, so even if you're using a reach weapon, you can't attack more distant targets with that technique.)
- ❖ **Reach:** Most characters have a reach of 1 square. Certain techniques, feats, and weapons can increase your reach.

If you hold two melee weapons, you can use either one to make a melee attack, or attack with both as a full-round action. Doing this, however, implies a -10 penalty to your Melee Strike check when attacking with your second melee weapon.

RANGED ATTACK

A ranged attack is a strike against a distant target. A ranged attack usually targets one creature within its range. Shooting a pistol or casting fire is a ranged attack.

RANGED ATTACK

- ❖ **Targeted:** Ranged attacks target individuals. A ranged attack against multiple enemies consists of separate attacks, each with its own Ranged Strike check and damage roll. Ranged attacks don't create areas of effect.
If you're using a projectile weapon to make a ranged attack against multiple targets, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.
- ❖ **Range:** Some techniques set a specific range ("Ranged 10") or allow you to attack any target you can see ("Ranged sight"). If you're using a weapon, the attack's range is the range of your weapon, as shown on the Ranged Weapons table in Chapter 8.
Long Range: If you use a ranged weapon and your target is farther away than the weapon's normal range but within its long range, you take a -2 penalty to your Ranged Strike check. You can't hit a target beyond the weapon's long range.
- ❖ **Provoke Opportunity Attacks:** If you use a ranged attack while adjacent to an enemy, that enemy can make an opportunity attack against you.

CLOSE ATTACK

A close attack is an area of effect that comes directly from you; its origin square is within your space. Swinging your sword in an arc to hit every enemy next to you with one blow or creating a blast of fire from your hands—these are all examples of close attacks.

Close attacks include two basic categories of techniques: weapon attacks that damage multiple enemies with one swing, and techniques created from energy that flows directly from your body or an object you carry.

CLOSE ATTACK

- ❖ **Area of Effect:** A close attack creates an area of effect, usually a blast or a burst. A close attack affects certain targets within its area of effect, which has a certain size. A close attack's area of effect and targets are specified in its technique description.
- ❖ **Origin Square:** A close attack's area of effect defines the attack's origin square, which is the attack's starting point. A close burst uses your space as its origin square. A close blast uses a square within your space as its origin square. For a target to be affected by a close attack, there must be line of effect from the origin square to the target (see "Seeing and Targeting").
- ❖ **Multiple Attacks but One Damage Roll:** When you make a close attack, you make a separate Ranged Strike check against each target in the area of effect but you make a single damage roll that affects all the targets. A Large or larger creature hit by a close attack is affected only once by the attack, even if multiple squares of the creature's space are in the area of effect.

If you're using a projectile weapon to make a close attack, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.

AREA ATTACK

Area attacks are similar to close attacks, except that the origin square can be some distance away from you. An area attack's area of effect sets the shape of the attack and the targets it affects. A ball of fire that streaks across the battlefield and explodes is an example of an area attack. A magical wall of fog that springs from the ground to obscure a cavern corridor is another example.

Area attacks include two categories of techniques: projectiles that detonate in their origin squares and effects that appear far away from you and fill an area.

AREA ATTACK

- ❖ **Area of Effect:** An area attack creates an area of effect, usually a burst or a wall, within range. An area attack affects certain targets within its area of

effect, which has a certain size. An area attack's area of effect, range, and targets are specified in its technique or materia description.

- ❖ **Origin Square:** You choose a square within an area attack's range as the attack's origin square, which is where you centre or start the area of effect. You need line of effect from a square in your space to the origin square (see "Seeing and Targeting," below). For a target to be affected by an area attack, there needs to be line of effect from the origin square to the target. You don't have to be able to see the origin square or the target, and concealment between the origin square and the target doesn't apply.
- ❖ **Multiple Attacks but One Damage Roll:** When you make an area attack, you make a separate Ranged Strike check against each target in the area of effect, but you make a single damage roll that affects all the targets. A Large or larger creature hit by an area attack is affected only once by the attack, even if multiple squares of the creature's space are in the area of effect.

If you're using a projectile weapon to make an area attack, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.
- ❖ **Provoke Opportunity Attacks:** If you use an area ability while adjacent to an enemy, that enemy can make an opportunity attack against you.

AREAS OF EFFECT

Most area attacks and close attacks have one of three areas of effect: a blast, a burst, or a wall.

AREAS OF EFFECT

- ❖ **Blast:** A blast fills an area adjacent to you that is a specified number of squares on a side. For example, the materia spell *quake* is a blast 4, which means the spell affects a 4-square-by-4-square area adjacent to you. The blast must be adjacent to its origin square, which is a square in your space. The origin square is not affected by the blast. A blast affects a target only if the

target is in the blast's area and if there is line of effect from the origin square to the target.

- ❖ **Burst:** A burst starts in an origin square and extends in all directions to a specified number of squares from the origin square. For example, the materia spell *fire* is a burst 2 within 6 squares of you, which means the spell originates in a square up to 6 squares away from you and affects the origin square and every square within 2 squares of it (a 5-square-by-5-square area). Unless a technique or materia description notes otherwise, a close burst you create does not affect you. However, an area burst you create does affect you. A burst affects a target only if there is line of effect from the burst's origin square to the target.
- ❖ **Wall:** A wall fills a specified number of contiguous squares within range, starting from an origin square. Each square of the wall must share a side—not just a corner—with at least one other square of the wall, but a square can share no more than two sides with other squares in the wall (this limitation does not apply when stacking squares on top of each other). You can shape the wall however you like within those limitations. A solid wall, such as a wall of ice, cannot be created in occupied squares.

CHOOSING TARGETS

If you want to use a spell against an enemy, the enemy must be within the range of your spell, and you have to be able to target the enemy. Many materia effects allow you to target multiple enemies. Each of these enemies must be an eligible target.

When you use a melee attack or a ranged attack, you can target a square instead of an enemy. This tactic is useful when an enemy has total concealment and you have to guess its location.

RANGE

The first step in choosing targets for an attack is to check the attack's range. Range is the distance from you to a target (or to the attack's origin square). The range of each spell and technique is noted in its description.

To determine the range between you and a target, count the number of squares between you, including at least one square that the target occupies. If a target's space is larger than 1 square, you can target that enemy if any square of its space is within range or within the area of effect of your attack.

Counting Distance: When counting the distance from one square to another, start counting from any adjacent square (even one that is diagonally adjacent but around a corner) and then count around solid obstacles that fill their squares. You must choose the most direct path to a target when counting squares for range or when determining the extent of an area of effect.

Adjacent Squares: Two squares are adjacent if a side or a corner of one touches a side or a corner of the other. Two creatures or objects are adjacent if one of them occupies a square adjacent to a square occupied by the other.

Nearest Creature or Square: To determine the nearest creature or square to you, count distance normally. When two or more squares or creatures are equally close, you can pick either one as the nearest.

Personal: When you use a spell with a range of personal, you affect only yourself. Examples include creating a magical barrier around yourself and healing.

SEEING AND TARGETING

Cluttered dungeon chambers, dense forests, or brooding ruins offer plenty of places for your enemies to hide. Figuring out whether you can see and target a particular enemy from where you're standing is often important.

Line of Sight: The first question is what you can see in an encounter area—that is, what is in your line of sight.

To determine whether you can see a target, pick a corner of your space and trace an imaginary line from that corner to any part of the target's space. You can see the target if at least one line doesn't pass through or touch an object or an effect—such as a wall, a thick curtain, or a cloud of fog—that blocks your vision.

Even if you can see a target, objects and effects can still partially block your view. If you can see a target but at least one line passes through an obstruction, the target has cover or concealment. You can see a goblin spearman crouching behind a rock wall, but the wall makes him more difficult to hit, because the wall gives him cover. You can see a moogles standing at the edge of a fog cloud, but the fog makes him a shadowy figure, giving him concealment.

Line of Effect: You can target a creature or a square if there's an unblocked path between it and you—that is, if you have line of effect to it. If every imaginary line you trace to a target passes through or touches a solid obstacle, you don't have line of effect to the target.

Fog, darkness, and other types of obscured squares block vision, but they don't block line of effect. If you cast fire into a pitch-black room, you don't have to see your enemies for the fire to hit them. In contrast, you can see through a transparent wall of magical barrier, but you don't have line of effect through it. You can see the snarling mutant on the other side, but the wall blocks attacks.

You need line of effect to any target you attack and to any space in which you wish to create an effect. When you make an area attack, you need line of effect to the attack's origin square. To hit a target with the attack, there must be line of effect from the origin square to the target.

ATTACKING

Making an attack against a target (or several targets) require a skill check. You make a Melee Strike check when using a melee weapon or you make a Ranged Strike check when using a ranged weapon (see Chapter 04: Skills, for more information).

ATTACKING

- ❖ **Critical Hits:** When you roll a natural 20 on your Melee Strike or Ranged Strike check (the d20 comes up "20"), the attack automatically hits, no matter how high the defender's Reflex Defence. In addition, you score a critical hit and deal maximum damage. All targets are subject to critical hits, even inanimate objects.
- ❖ **Automatic Misses:** When you roll a natural 1 on your Melee Strike or Ranged Strike check (the d20 comes up "1"), the attack automatically misses, no matter how high the bonus on the check is.

DEFENCES

Your defences represent your ability to avoid taking damage and overcome attacks against the body and mind. You have four defence scores.

Reflex Defence represents how hard you are to hit in combat, and most attacks target a creature's Reflex Defence. If an opponent's attack

roll equal or exceeds your Reflex Defence, the attack hits.

Fortitude Defence represents your ability to resist the effects of poison, disease, and mako exposure, as well as your ability to ignore effects that would incapacitate a normal being.

Will Defence represent your willpower and your ability to resist certain effects that attack your mind.

Magic Defence represents your ability to resist magic attacks and other supernatural abilities.

DEFENCE SCORES

You determine your defence scores as follows.

- ❖ **Base Defence:** All defences start with 10.
- ❖ **Fortitude:** Add your Constitution modifier.
- ❖ **Reflex:** Add your Dexterity modifier.
- ❖ **Will:** Add your Wisdom modifier.
- ❖ **Magic:** Add your Intelligence modifier.

Also add any of the following that apply:

- ❖ Racial or feat bonuses
- ❖ Class bonuses
- ❖ Materia bonuses/penalties
- ❖ One-half your level (rounded-down)

DAMAGE

When you hit with an attack, you deal damage that reduces the enemy's hit points.

Heroic classes have a damage die each for melee and ranged. When using a weapon with which you are a proficient with, you use a number of damage die equal to the weapon's damage number.

For example, a 1st level fighter has a melee damage die of 1d12, who decides to attack with his greatsword (the greatsword has a damage number of 3). When he makes a successful attack, he deals 3d12 damage (3 x 1d12 = 3d12).

At 11th level, and every ten levels thereafter (21st, 31st, and 41st), your class's melee and ranged damage die increases. Continuing with the above example, an 11th level fighter's melee damage die increases to 2d8, 2d10 at 21st level, 2d12 at 31st level, and 3d10 at 41st level.

If a 41st level fighter were to use a greatsword, the weapon's damage would be 9d10 (3 x 3d10 = 9d10), as long as he is proficient with the weapon.

If you use a weapon with which you are not proficient, you cut the weapon's damage number by half (rounded down, minimum of 1). So if a weapon has a damage number of 3, it would be cut down to 1.

DAMAGE TYPES

In addition to normal damage, such as the damage a weapon or a monster's claws deal, spells and other effects can deal specific types of damage. The most common damage types are: *energy, fire, force, ice, necrotic, poison, radiant, thunder, water, wind*. If a spell or technique deals a specific damage type, the type will be listed after the amount of damage. For example, a level 21 mage casting Fira deals 6d10 *fire* damage.

RESISTANCE AND VULNERABILITY

Some creatures are resistant or vulnerable to certain types of damage. Some spells can grant you a similar resistance, or impose vulnerability on an enemy.

Resist: Resistance means you take less damage from a specific damage type. If you have resist 5 fire, then any time you take fire damage, you reduce that damage by 5. (An attack can't do less than 0 damage to you.)

Vulnerable: Being vulnerable to a damage type means you take extra damage from that damage type. If you have vulnerable 5 fire, then any time you take fire damage, you take an additional 5 fire damage.

Some creatures have additional weaknesses tied to damage types. For example, if you use ice against a fire spirit, you might slow it or otherwise hinder its moves or attacks.

CONDITIONS

In the Final Fantasy VII Roleplaying Game, characters are more often than not cursed or disease-ridden caused by the casting of certain spells. Below is a list of all possible conditions that characters can be effected by.

BERSERK

- ❖ You grant combat advantage.
- ❖ You gain a +5 bonus to Melee Strike checks and your weapon's hit rate increases by 1 point.
- ❖ You take a -10 penalty to Reflex Defence.
- ❖ You can't flank an enemy.

BLIND

- ❖ You grant combat advantage.
- ❖ You can't see any target (your targets have total concealment).
- ❖ You take a -10 penalty to Perception checks.
- ❖ You can't flank an enemy.

DAZED

- ❖ You grant combat advantage.
- ❖ You can take either a standard action, a move action, or a swift action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ❖ You can't flank an enemy.

DEAFENED

- ❖ You can't hear anything.
- ❖ You take a -10 penalty to Perception checks.

DYING

- ❖ You're unconscious.
- ❖ You're at 0 or negative hit points.
- ❖ You make a death saving throw every round.

CONFUSE

- ❖ You grant combat advantage.
- ❖ You can only attack the nearest target from your position, regardless of it being an ally or enemy.
- ❖ You can only use a standard action.
- ❖ You can't flank an enemy.

HASTE

- ❖ You grant combat advantage to enemies making ranged attacks against you.
- ❖ Your speed increases by 2 squares. This applies to all your movement modes, but it does not apply to a pull, a push, or a slide.

HELPLESS

- ❖ You grant combat advantage.
 - ❖ You can be the target of a coup de grace.
- Note:* Usually you're helpless because you're unconscious.

MARKED

- ❖ You take a -5 penalty to Melee Strike and Ranged Strike checks for any attack that doesn't target the creature that marked you.

PARALYSIS

- ❖ You can't move from your space, although you can be forced to move by a pull, a push, or a slide.

PETRIFY

- ❖ You have been turned to stone.
- ❖ You can't take any actions.
- ❖ You gain resist 20 to all damage.
- ❖ You are unaware of your surroundings.
- ❖ You don't age.

POISONED

- ❖ You take ongoing *poison* damage at the start of your turns equal to your Constitution modifier + one-half your level (minimum 1).

PRONE

- ❖ You grant combat advantage to enemies making melee attacks against you.
- ❖ You get a +2 bonus to Reflex Defence against ranged attacks from non-adjacent enemies.
- ❖ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- ❖ You take a -5 penalty to Melee Strike and Ranged Strike checks.
- ❖ You can drop prone as a swift action.

REFLECT

- ❖ Spells aimed at you are redirected to an enemy target in close blast 4 of your position (does not affect AofE spells, such as *Ultima*).

REGENERATION

- ❖ At the start of your turns, you restore ongoing hit points equal to your Constitution modifier + one-half your level (minimum 1).

SILENCE

- ❖ You cannot cast spells or summons.
- ❖ You cannot use Monster skills.

SLEEP

- ❖ You grant combat advantage.
- ❖ You fall prone, if possible.
- ❖ You can't use any actions.

SLOW

- ❖ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to a pull, a push,

or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.

SMALL

- ❖ All damage you inflict is reduced to 1.
- ❖ You get a +5 bonus to Reflex Defence against ranged attacks from non-adjacent enemies.

STOP

- ❖ You grant combat advantage.
- ❖ You can't take any actions.
- ❖ You can't flank an enemy.

SURPRISED

- ❖ You grant combat advantage.
- ❖ You can't take actions, other than free actions.
- ❖ You can't flank an enemy.

UNCONSCIOUS

- ❖ You're helpless.
- ❖ You take a -5 penalty to all defences.
- ❖ You can't take actions.
- ❖ You fall prone, if possible.
- ❖ You can't flank an enemy.

WEAKENED

- ❖ Your attacks deal half damage. Ongoing damage you deal is not affected.

ZOMBIE

- ❖ Healing spells and items deal damage to you.
- ❖ Use of a revival spell or item will make you become *unconscious*.
- ❖ You can't flank an enemy.

ONGOING DAMAGE

Some spells deal extra damage on consecutive turns after the initial attack.

ONGOING DAMAGE

- ❖ **Start of Your Turn:** You take the specified damage at the start of your turn. *Example:* If you're taking ongoing 5 fire damage, you take 5 points of fire damage at the start of your turn.

- ❖ **Saving Throw:** Each round at the end of your turn, make a saving throw against ongoing damage. If you succeed, you stop taking the ongoing damage.
- ❖ **Different Types of Ongoing Damage:** If effects deal ongoing damage of different types, you take damage from each effect every round. You make a separate saving throw against each damage type.
- ❖ **The Same Type of Ongoing Damage:** If effects deal ongoing damage of the same type, or if the damage has no type, only the higher number applies. *Example:* You're taking ongoing 5 damage (no type) when a spell causes you to take ongoing 10 damage. You're now taking ongoing 10 damage, not 15.

FORCING MOVEMENT

Some techniques allow you to force your target to move in specific ways. Depending on the technique, you can pull, push, or slide your target.

DURATIONS

Many techniques take effect and then end; their effects are instantaneous, perhaps as brief as a single swing of your sword. Some techniques last beyond your turn, however.

Unless otherwise noted, a technique is instantaneous and has no lasting effect. The two types of durations are conditional and sustained.

DURATIONS

- ❖ **Conditional Durations:** These effects last until a specified event occurs.
 - Until the Start of Your Next Turn:* The effect ends when your next turn starts.
 - Until the End of Your Next Turn:* The effect ends when your next turn ends.
 - Until the End of the Encounter:* The effect ends when you take a rest (short or extended) or after 5 minutes.
 - Save Ends:* The effect ends when the target makes a successful saving throw against it.
- ❖ **Sustained Durations:** An effect that has a "sustain standard," a "sustain move," or a "sustain swift" duration lasts as long as you sustain it. Starting on the turn after you create an effect, you sustain the effect by taking the indicated action: a standard action, a

move action, or a swift action. (You can sustain an effect once per turn.) Some effects do something, such as attack, when you sustain them. A technique's description indicates what happens when you sustain it or let it lapse. At the end of your turn, if you haven't spent the required action to sustain the effect, the effect ends.

- ❖ **Overlapping Durations:** If a target is affected by multiple techniques that have the same effect but end at different times, the effect with the most time remaining applies.

Unless a description says otherwise, you can sustain a technique with a sustained duration for as long as 5 minutes. However, you can't rest while sustaining a power, so you can't regain the use of your techniques or until you stop sustaining a technique.

SAVING THROWS

When you're under a persistent effect or condition that can be ended by a save ("save ends"), you have a chance to escape the effect each round at the end of your turn. You do that by making a saving throw, which is a d20 roll unmodified by your level or ability modifiers. A successful saving throw is called a save.

SAVING THROWS

- ❖ **End of Turn:** At the end of your turn, you make a saving throw against each effect on you that a save can end. Roll a d20, with one of the following results:
 - Lower than 10:* Failure. The effect continues.
 - 10 or higher:* Success. The effect ends.
- ❖ **Choose Order:** Whenever you make a saving throw, you choose which effect to roll against first, which effect to roll against second, and so on.
- ❖ **Modifiers:** A saving throw normally doesn't include modifiers; it's just a d20 roll. Some techniques, feats, or racial traits might modify a saving throw, such as a Wisdom saving throw (apply your Wisdom modifier to the d20).

A saving throw gives you slightly better than even odds to shake off an effect. Most of the time, you can't improve the odds, and your chance of success doesn't have anything to do with an effect's severity. What makes a Midgar Zolom's poison worse than a normal snake's is not how hard it is to shake off the poison's effects, but how

easily it affects you in the first place (its attack bonus) and what it does to you while it remains in your system (its ongoing damage or other effect).

Each round, at the end of your turn, you roll a saving throw against each effect on you. Sometimes an effect is a single condition or one type of ongoing damage. Another kind of effect is like an Epiolnis' acid rain, which includes both ongoing poison damage and a -2 penalty to Fortitude Defence. You don't make separate saving throws against the ongoing poison damage and the Fortitude Defence penalty; you make a single saving throw each round against the acid rain itself.

Some spells and techniques create effects that require multiple saving throws to fully escape. These abilities include aftereffects that apply after you save against the initial effect. For example, a technique might knock you unconscious until you save but have an aftereffect that slows you. Once you save against the unconscious condition, you need to save against the slowed condition before you've fully escaped the technique's effects.

An aftereffect doesn't begin until after you've rolled all your saving throws at the end of your turn. This means you can't make a saving throw against an aftereffect at the end of the same turn when you saved against the initial effect.

ATTACK MODIFIERS

Combat rarely consists of foes standing toe to toe and bashing each other. Movement and position are key; if one ranger can fire from behind a tree at an enemy ranger out in the open, the one using the tree for cover enjoys an advantage. Similarly, the use of magic or special abilities often creates opportunities you can exploit.

Temporary advantages and disadvantages in combat are reflected in a set of common attack modifiers. An attack modifier is a bonus or a penalty that applies to your Melee Strike, Ranged Strike and/or Spellcasting check. Add the modifier to your skill modifier when you make an attack.

ATTACK MODIFIERS	
Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

COMBAT ADVANTAGE

One of the most common attack modifiers is combat advantage. Combat advantage represents a situation in which the defender can't give full attention to defence. The defender is pressed by multiple enemies at the same time, stunned, distracted, or otherwise caught off guard. When you have combat advantage against a target, you gain a +2 bonus to your melee and ranged attacks against that target.

Some techniques require you to have combat advantage in order to use them against a target, and other techniques have a better effect against a target you have combat advantage against. If a feat, technique, or other ability grants you a benefit when you have combat advantage, that benefit applies only against a target you have combat advantage against.

COMBAT ADVANTAGE

- ❖ **+2 Bonus:** You gain a +2 bonus to your Melee Strike, Ranged Strike, and Spellcasting checks when you have combat advantage against the target of your attack.
- ❖ **Able to See Target:** You must be able to see a target to gain combat advantage against it.

The following situations give the attacker combat advantage against a defender.

When a defender is...

Balancing
Blinded
Casting a Summon
Climbing
Dazed
Flanked by the attacker
Helpless
Inflicted with *confuse*, *haste*, *sleep* or *stop*
Prone (melee attacks only)
Running
Squeezing
Surprised
Unable to see the attacker
Unaware of you
Unconscious

Combat advantage is relative. In any given pair of combatants, either, both, or neither might have combat advantage against the other. It's possible for a single creature to be adjacent to one enemy that has combat advantage against it and a second enemy that does not.

COVER AND CONCEALMENT

Many types of terrain offer you places to hide or obstructions you can duck behind in order to avoid attacks. Solid obstructions that can physically deflect or stop objects are considered cover. Objects or effects that don't physically impede an attack but instead hide you from an enemy's view are considered concealment.

COVER

Enemies behind a low wall, around a corner, or behind a tree enjoy some amount of cover; you can't hit them as easily as you normally could.

COVER

- ❖ **Cover (-2 Penalty to Attacks):** The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.
- ❖ **Superior Cover (-5 Penalty to Attacks):** The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit.
- ❖ **Area Attacks and Close Attacks:** When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target, not between you and the target.
- ❖ **Reach:** If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you're not in the same square as a small pillar, it gives you cover from the attack of A Vajradhara on the other side of the pillar.
- ❖ **Creatures and Cover:** When you make a ranged attack against an enemy and other enemies are in the way, your target has cover. Your allies never grant cover to your enemies, and neither allies nor enemies give cover against melee, close, or area attacks.
- ❖ **Determining Cover:** To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are

blocked but you have line of effect, the target has superior cover.

CONCEALMENT

If you can't get a good look at your target, it has concealment from you, which means your attacks take a penalty against that target. You might be fighting in an area of dim light (see "Vision and Light," below), in an area filled with smoke or mist, or among terrain features that get in the way of your vision, such as foliage.

OBSCURED SQUARES

- ❖ **Lightly Obscured:** Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain are lightly obscured.
- ❖ **Heavily Obscured:** Squares of heavy fog, heavy smoke, or heavy foliage are heavily obscured.
- ❖ **Totally Obscured:** Squares of darkness are totally obscured.

Effects that cause concealment obscure vision without preventing attacks.

CONCEALMENT

- ❖ **Concealment (-2 Penalty to Attacks):** The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.
- ❖ **Total Concealment (-5 Penalty to Attacks):** You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.
- ❖ **Melee Attacks and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

MOVEMENT & POSITION

During a pitched battle, heroes and monsters are in constant motion. The rogue skirts the melee, looking for a chance to set up a stealthy flanking attack. The mage keeps a distance from the enemy and tries to find a position to make the best use of area attacks, while Sahagin spearmen move to get clear shots with their tridents. You can increase your effectiveness in battle by learning how to use movement and position to your advantage.

CREATURE SIZE AND SPACE

Each creature falls into one of six size categories, which correspond to the number of squares a creature occupies on the battle grid. A creature's space is an expression of the number of squares it occupies.

SPECIAL RULES FOR SIZE

Creatures smaller than Small or larger than Medium have special rules relating to position and attacking.

- ❖ **Tiny:** Four individual Tiny creatures can fit in a square, but a swarm of Tiny creatures might consist of hundreds, or even thousands, of them in a square. Most Tiny creatures can't attack, and if they can, they can't attack adjacent targets. They can attack only targets in the space they occupy. They can enter and end their turn in a larger creature's space.
- ❖ **Small:** Small creatures occupy the same amount of space as Medium creatures. However, Small creatures cannot use two-handed weapons. If a one-handed weapon can be used two-handed for extra damage, a Small creature must use it two-handed and doesn't get extra damage by doing so.
- ❖ **Large, Huge, Gargantuan, and Colossal:** Very large creatures take up more than 1 square. For example, a Vajradhara takes up a space 2 squares by 2 squares. Most Large and larger creatures have melee reach greater than 1 square—that is, they can make melee attacks against creatures that aren't adjacent to them. A creature's basic body shape usually determines its reach—a Large Vajradhara has a reach of 2, but a Large chocobo has a reach of 1.

Size	Example	Space	Reach
Tiny	Razor Weed	½*	0
Small	Moogle	1	1
Medium	Human	1	1
Large	Vajradhara	2 x 2	1-2
Huge	Behemoth	3 x 3	2-3
Gargantuan	Schizo	4 x 4	3-4
Colossal	Ruby WEAPON	5 x 5 or larger	4-5

*Four individual Tiny creatures can fit in a square. More can fit if the creatures are a swarm.

SPEED

Your speed is measured in squares on the battle grid, with each 1-inch square representing a 5-foot square in the game world. A character who has a speed of 6 can move up to 6 squares (or 30 feet) on the battle grid by using a move action. Your

speed is determined by your race and the armour you wear.

Your speed is your base walking speed, in contrast to your speed while swimming or, if you're affected by an ability, flying.

TACTICAL MOVEMENT

During your turn, you can use a move action to move some distance across the battlefield and still use a standard action to launch an attack. See "Actions in Combat", for various move actions you can use in combat. All move actions are governed by the following rules.

DIAGONAL MOVEMENT

Moving diagonally works the same as other movement, except you can't cross the corner of a wall or another obstacle that fills the corner between the square you're in and the square you want to move to. You can move diagonally past most creatures, since they don't completely fill their squares.

OCCUPIED SQUARES

A creature is considered to occupy the square or squares within its space.

TERRAIN AND OBSTACLES

Most battles don't take place in bare rooms or plains. Adventurers fight in boulder-strewn caverns, briar-choked forests, and steep staircases. Each battleground offers its own combination of cover, concealment, and poor footing.

This section explains how terrain affects movement. For information about how it affects vision and defence, see "Cover and Concealment".

DIFFICULT TERRAIN

Rubble, undergrowth, shallow bogs, steep stairs, and all sorts of other impediments are difficult terrain that hampers movement.

- ❖ **Costs 1 Extra Square:** Each square of difficult terrain you enter costs 1 extra square of movement.
- ❖ **Large, Huge, Gargantuan, and Colossal Creatures:** If such a creature enters two or more squares with different types of terrain, count that square of movement according to the most difficult terrain. Count only squares it is entering for the first time, not squares it already occupies.
- ❖ **Ending Movement:** If you don't have enough movement remaining to enter

a square of difficult terrain, you can't enter it.

- ❖ **Flying:** Creatures are not hampered by difficult terrain when flying.
- ❖ **Terrain Walk:** Some creatures have a special ability to ignore difficult terrain in specific kinds of environments. For example, Magnades have wilderness walk, which allows them to ignore difficult terrain in forests and mountains.

Because difficult terrain costs 1 extra square of movement to enter, you can't normally shift into a square of difficult terrain. On the other hand, if a technique lets you shift 2, you can shift into a square of difficult terrain.

OBSTACLES

Like difficult terrain, obstacles can hamper movement.

- ❖ **Obstacles Filling Squares:** An obstacle such as a large tree, a pillar, or a floor-to-ceiling wall blocks a square entirely by completely filling it. You can't enter a square that is filled by an obstacle.
Corners: When an obstacle fills a square, you can't move diagonally across the corner of that square.
- ❖ **Obstacles Between Squares:** Some obstacles run along the edges of squares instead of through squares. An obstacle such as a low wall between two squares makes moving from one square to the other just like entering a square of difficult terrain, even if the squares on each side of the wall are not difficult.

DOUBLE MOVE

On your turn, you can move twice if you take a move action instead of a standard action. If you take the same move action twice in a row—two walks, two runs, two shifts, two crawls—you're taking a double move.

DOUBLE MOVE

- ❖ **Same Move Action:** To double move, you have to take the same move action twice in a row on the same turn.
- ❖ **One Speed:** When you double move, add the speeds of the two move actions together and then move.
- ❖ **Occupied Squares:** When you double move, your first move action can end

in an ally's space, because you're not stopping. Your second move action can't end in an ally's space, as normal.

- ❖ **Difficult Terrain:** When you double move, you can sometimes move over more squares of difficult terrain than normal, because you add the speeds of the two move actions together and then move. For example, if your speed is 5, you can enter only 2 squares of difficult terrain when you walk. If you double move by walking twice in a row, you can enter 5 squares of difficult terrain, not 4.

FALLING

Some kinds of terrain present a unique danger: a precipitous drop. When you fall at least 10 feet, you take damage.

FALLING

- ❖ **Falling Damage:** You take 1d10 damage for each 10 feet you fall.
Fast Alternative: If you fall more than 50 feet, take 25 damage per 50 feet, plus 1d10 per 10 extra feet.
- ❖ **Prone:** You fall prone when you land, unless you take no damage from the fall.
- ❖ **Jumping Down:** If you are proficient in Acrobatics, you can make a check to reduce the amount of damage you take from a fall.
- ❖ **Catching Yourself:** If a technique or a behemoth rush forces you over a precipice or into a pit, you can immediately make a saving throw to avoid going over the edge. This saving throw works just like a normal saving throw, except you make it as soon as you reach the edge, not at the end of your turn.
Lower than 10: Failure. You fall over the edge.
10 or higher: Success. You fall prone at the edge, in the last square you occupied before you would have fallen. The forced movement ends.
- ❖ **Large, Huge, Gargantuan, and Colossal Creatures:** If only part of a creature's space is over a pit or a precipice, the creature doesn't fall.

FLANKING

One of the simplest combat tactics is for you and an ally to move to flanking positions adjacent to an enemy.

FLANKING

- ❖ **Combat Advantage:** You have combat advantage against an enemy you flank.
- ❖ **Opposite Sides:** To flank an enemy, you and an ally must be adjacent to the enemy and on opposite sides or corners of the enemy's space.
When in doubt about whether two characters flank an enemy, trace an imaginary line between the centres of the characters' squares. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.
- ❖ **Must Be Able to Attack:** You and your ally must be able to attack the enemy, whether you're armed or unarmed. If there's no line of effect between your enemy and either you or your ally, you don't flank. If you're affected by an effect that prevents you from taking opportunity actions, you don't flank.
- ❖ **Large, Huge, Gargantuan, and Colossal Creatures:** If a flanking creature's space takes up more than 1 square, the creature gains combat advantage if any square it occupies counts for flanking.

PULL, PUSH, AND SLIDE

Certain powers and effects allow you to pull, push, or slide a target.

PULL, PUSH, AND SLIDE

- ❖ **Pull:** When you pull a creature, each square you move it must bring it nearer to you.
- ❖ **Push:** When you push a creature, each square you move it must place it farther away from you.
- ❖ **Slide:** When you slide a creature, there's no restriction on the direction you can move it.

Whether you're pulling, pushing, or sliding a target, certain rules govern all forced movement.

FORCED MOVEMENT

- ❖ **Line of Effect:** You must have line of effect to any square you pull, push, or slide a creature into.
- ❖ **Distance in Squares:** The technique you're using specifies how many squares you can move a target. You can choose to move the target fewer squares or not to move it at all. You can't move the target vertically.
- ❖ **Specific Destination:** Some techniques don't specify a distance in squares but instead specify a destination, such as "adjacent" (a square adjacent to you).
- ❖ **No Opportunity Attacks:** Forced movement does not provoke opportunity attacks or other opportunity actions.
- ❖ **Ignore Difficult Terrain:** Forced movement isn't hindered by difficult terrain.
- ❖ **Not a Move:** Forced movement doesn't count against a target's ability to move on its turn. A target's speed is irrelevant to the distance you move it.
- ❖ **Clear Path:** Forced movement can't move a target into a space it couldn't enter by walking. The target can't be forced into an obstacle or made to squeeze into a space.
- ❖ **Catching Yourself:** If you're forced over a precipice or a pit, you can try to catch yourself before you fall.
- ❖ **Swapping Places:** Some techniques let you swap places with a target. You slide the target so that its space overlaps your space, and then you shift so your space includes at least one square that the target just left.

DEATH AND DYING

In the unending exploration of the unknown and the fight against monsters, death looms as a constant danger.

DEATH AND DYING

- ❖ **Dying:** When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- ❖ **Death Saving Throw:** When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw

determines how close you are to death.

Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.

10–19: No change.

20 or higher: Spend a Mako point. When you do so, you are considered to have 0 hit points, and then you restore hit points equal to your Constitution score. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no Mako points left, your condition doesn't change.

- ❖ **Death:** When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.

Monsters and characters controlled by the Gamemaster usually die when they reach 0 hit points, unless you choose to knock them out (see “Knocking Creatures Unconscious”). You generally don't need to stalk around the battlefield after a fight, making sure all your foes are dead.

Most monsters don't attack combatants who are dying; they focus on any characters still on their feet and posing a threat. But some particularly wicked monsters might attack a dying character on purpose (even using a coup de grace), and monsters make no effort to avoid including a dying character in an area attack or a close attack aimed at other characters who are still fighting.

KNOCKING CREATURES UNCONSCIOUS

When you reduce a creature to 0 hit points or fewer, you can choose to knock it unconscious rather than kill it. Until it regains hit points, the creature is unconscious but not dying. Any healing makes the creature conscious.

If the creature doesn't receive any healing, it is restored to 1 hit point and becomes conscious after a short rest.

HEALING THE DYING

When you are dying, any healing restores you to at least 1 hit point. If someone has stabilised you using the Treat Injury skill but you receive no healing, you regain hit points after an extended rest.

Alternatively, an ally with a phoenix down item can use it on you as a standard action to bring you back to 1 hit point. You are still considered prone. The spell *life* can also be used in the same manner as a phoenix down item.

ACTIONS IN COMBAT

During your turn, you can choose from a wide variety of actions. Usually, the most important decision you make in combat is what to do with your standard action each turn. Do you use one of your techniques? If so, which one? Or does the situation demand a different approach, such as using your standard action to drink a potion, try to call a parley and talk to your foes, or instead get a second move action this turn? This section describes how to perform the most common actions that are available to you on your turn.

The list isn't exhaustive—you can try to do anything you can imagine your character doing in the game world. The rules in this section cover the most common actions, and they can serve as a guide for figuring out what happens when you try something not in the rules.

AID ANOTHER

You use your action to aid another character. You can aid an ally's skill check or ability check, granting that ally with a bonus.

AID ANOTHER: STANDARD ACTION

- ❖ **Skill or Ability Check:** You can aid a skill check or an ability check made by an adjacent ally. Make a DC 10 skill check or ability check. If you succeed, you give a +2 bonus to your ally's next check using the same skill or ability. This bonus ends if not used by the end of the ally's next turn.

BEHEMOTH RUSH

You try to push an enemy away. This tactic is useful for forcing an enemy out of a defensive position or into a dangerous one, such as in a pool of lava or over a cliff.

BEHEMOTH RUSH: STANDARD ACTION

- ❖ **Target:** You can behemoth rush a target adjacent to you that is smaller than you, the same size category as you, or one category larger than you.
- ❖ **Strength Attack:** Make a Strength attack vs. Fortitude defence. Do not

add any modifiers for the weapon you use.

Hit: Push the target 1 square, and shift into the vacated space.

- ❖ **Impossible Push:** If there's no square you can push the target into, your behemoth rush has no effect.

CHARGE

You throw yourself into the fight, dashing forward and launching an attack.

CHARGE: STANDARD ACTION

- ❖ **Move and Attack:** Move your speed as part of the charge and make a melee attack or a behemoth rush at the end of your move.
- ❖ **+1 Bonus to the Attack:** You gain a +1 bonus to your Melee Strike check of your basic attack or behemoth rush.
- ❖ **Movement Requirements:** You must move at least 2 squares from your starting position, and you must move directly to the nearest square from which you can attack the enemy. You can't charge if the nearest square is occupied. Moving over difficult terrain costs extra squares of movement as normal.
- ❖ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
- ❖ **No Further Actions:** After you resolve a charge attack, you can't take any further actions this turn, unless you spend a Mako point to take an extra action.

COUP DE GRACE

Sometimes, you have the opportunity to attack a foe who is completely defenceless. It's not chivalrous to do so, but it is viciously effective. This action is known as a coup de grace.

COUP DE GRACE: STANDARD ACTION

- ❖ **Helpless Target:** You can deliver a coup de grace against a helpless enemy adjacent to you. Make an attack against the target.
Hit: You score a critical hit.
- ❖ **Slaying the Target Outright:** If you deal damage greater than or equal to the target's bloodied value, the target dies.

CRAWL

When you are prone, you can crawl.

CRAWL: MOVE ACTION

- ❖ **Prone:** You must be prone to crawl.
- ❖ **Movement:** Move up to half your speed.
- ❖ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

DELAY

You can choose to wait to take your turn until later in the round. You can wait until after your allies take actions so you can plan out tactics, or you can wait for enemies to move into range.

DELAY: NO ACTION

- ❖ **Delay Entire Turn:** You must delay your entire turn, so you can't delay if you've already taken an action on your turn. You also can't delay if you're dazed or if you're unable to take actions.
- ❖ **Coming Back into the Initiative Order:** After any other combatant has completed a turn, you can step back into the initiative order. Perform your actions as desired and adjust your initiative to your new position in the order.
- ❖ **Losing a Delayed Turn:** If you don't take your delayed turn before your initiative comes up, you lose the delayed turn and your initiative remains where it was.
- ❖ **Start of Your Turn:** At the moment you delay, carry out the start of your turn normally.
- ❖ **End of Your Turn:** You don't have a normal end of your turn. Instead, the things you do at the end of your turn happen at two separate times.

End Beneficial Effects when You Delay: At the moment you delay, end effects that last until the end of your turn and that are beneficial to you or your allies. For example, if on your previous turn you stunned an enemy until the end of your next turn, the stunned condition ends. You can't prolong a beneficial effect by delaying.

End Sustained Effects when You Delay: You can't sustain a technique if

you delay. At the moment you delay your action, the “check actions spent” part of the end of your turn occurs. Because you haven’t spent an action to sustain any active techniques, sustainable effects end.

End Harmful Effects after You Act:

After you return to the initiative order and take your actions, end effects that last until the end of your turn and that are harmful to you. For example, if an enemy stunned you until the end of your next turn, the stunned condition ends. You can’t avoid a harmful effect by delaying.

Make Saving Throws after You Act:

After you return to the initiative order and take your actions, you make saving throws against effects on you.

ESCAPE

You attempt to escape from an enemy who has grabbed you (see “Grab”). Other immobilising effects might let you make escape attempts.

ESCAPE: MOVE ACTION

- ❖ **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilised you.
- ❖ **Check:** Resolve your check.
Success: You end the grab and can shift as part of this move action.
Failure: You’re still grabbed.

GRAB

You seize a creature bodily and keep it from moving. The creature you grab can attempt to escape on its turn (see “Escape”).

GRAB: STANDARD ACTION

- ❖ **Target:** You can attempt to grab a creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach (don’t count extra reach from a weapon).
- ❖ **Strength Attack:** Make a Strength attack vs. Reflex. Do not add any weapon modifiers. You must have at least one hand free to make a grab attempt.

Hit: The enemy is immobilised until it escapes or you end the grab. Your enemy can attempt to escape on its turn.

- ❖ **Sustaining a Grab:** You sustain a grab as a swift action. You can end a grab as a free action.
- ❖ **Effects that End a Grab:** If you are affected by a condition that prevents you from taking opportunity actions (such as dazed, stunned, surprised, or unconscious), you immediately let go of a grabbed enemy.

If you move away from the creature you’re grabbing, you let go and the grab ends. If a pull, a push, or a slide moves you or the creature you’re grabbing out of your reach, the grab ends.

To move a grabbed target, you must succeed on an Athletics check. However, helpless allies are treated as objects; you just pick them up and move them.

MOVE A GRABBED TARGET: STANDARD ACTION

- ❖ **Strength Attack:** Make a Strength attack vs. Fortitude. Do not add any weapon modifiers.
Hit: Move up to half your speed and pull the grabbed target with you.
- ❖ **Opportunity Attacks:** If you pull the target, you and the target do not provoke opportunity attacks from each other, and the target doesn’t provoke opportunity attacks from adjacent enemies. However, if you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

MAGIC POINTS

Characters can spend magic points to cast spells from a materia orb they have equipped.

You restore magic points either by using an ether (see “Medical Gear” in Chapter 08) or take an extended rest. Taking an extended rest restores all used magic points.

MAKO POINTS

Once per encounter, you can spend a Mako point. When you spend a Mako point, it’s gone, but you can earn more.

EARNING MAKO POINTS

- ❖ You start with 1 Mako point. (Monsters usually have no Mako points.)

- ❖ You gain 1 additional Mako point when you reach 11th, 21st, 31st, and 41st level, but you can only spend 1 Mako point per encounter.
- ❖ After you take an extended rest, you regain any spent Mako points.

Most often, you spend a Mako point to take an extra action.

SPEND A MAKO POINT: FREE ACTION

- ❖ **During Your Turn:** You can spend a Mako point only during your turn, but never during a surprise round.
- ❖ **Gain an Extra Action:** You gain an extra action this turn. You decide if the action is a standard action, a move action, or a swift action.
- ❖ **Once per Encounter:** After you spend a Mako point, you must take a short rest before you can spend another. (Some monsters can spend more than 1 Mako point per encounter.)

OPPORTUNITY ATTACK

Combatants constantly watch for their enemies to drop their guard. When you're adjacent to an enemy, that enemy can't move past you or use a ranged power or an area power without putting itself in danger by allowing you to take an opportunity attack against it. The most common form of opportunity action is an opportunity attack—a melee attack against the creature that provokes it.

OPPORTUNITY ATTACK: OPPORTUNITY ACTION

- ❖ **Melee Attack:** An opportunity attack is a melee attack.
- ❖ **Moving Provokes:** If an enemy leaves a square adjacent to you, you can make an opportunity attack against that enemy. However, you can't make one if the enemy shifts or is forced to move away by a pull, a push, or a slide.
- ❖ **Ranged and Area Attacks Provoke:** If an enemy adjacent to you uses a ranged attack, ranged technique or an area spell, you can make an opportunity attack against that enemy.
- ❖ **One per Combatant's Turn:** You can take only one opportunity action during another combatant's turn, but you can take any number during a round.

- ❖ **Able to Attack:** You can't make an opportunity attack unless you are able to make a melee attack and you can see your enemy.
- ❖ **Interrupts Target's Action:** An opportunity action takes place before the target finishes its action. After the opportunity attack, the creature resumes its action. If the target is reduced to 0 hit points or fewer by the opportunity attack, it can't finish its action because it's dead or dying.
- ❖ **Threatening Reach:** Some creatures have an ability called threatening reach. This lets them make opportunity attacks against non-adjacent enemies. If an enemy leaves a square that's within the creature's reach, or if an enemy anywhere within the creature's reach makes a ranged attack or an area attack, the creature can make an opportunity attack against that enemy.

READY AN ACTION

When you ready an action, you prepare to react to a creature's action or an event. Readying an action is a way of saying, "As soon as x happens, I'll do y." For instance, you could say something like, "If the goblin attacks, I'll react with a *fire* spell."

READY AN ACTION: STANDARD ACTION

- ❖ **Choose Action to Ready:** Choose the specific action you are readying (what attack you plan to use, for example) as well as your intended target. You can ready a standard action, a move action, or a swift action. Whichever action you choose, the act of readying it is a standard action.
- ❖ **Choose Trigger:** Choose the action that will trigger your readied action. When that action occurs, you can use your readied action. If the trigger doesn't occur or you choose to ignore it, you can't use your readied action, and you take your next turn as normal.
- ❖ **Immediate Reaction:** A readied action is an immediate reaction. It takes place after your enemy completes the action that triggers it.
- ❖ **Interrupting an Enemy:** If you want to use a readied action to attack before an enemy attacks, you should ready your action in response to the enemy's movement. That way your attack will be triggered by a portion of the enemy's move, and you will interrupt it.

and attack first. If you ready an action to be triggered by an enemy attack, your readied action will occur as a reaction to that attack, so you'll attack after the enemy. Note that an enemy might use a technique that lets it move and then attack. If you readied an action to attack in response to that enemy's movement, your readied action interrupts the movement, and you can attack before the enemy does.

- ❖ **Reset Initiative:** After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.

RUN

You can use an all-out sprint when you really need to cover ground fast. However, this is a dangerous tactic—you have to lower your guard to make your best speed, and you can't attack very well.

RUN: MOVE ACTION

- ❖ **Speed + 2:** Move up to your speed + 2. For example, if your speed is normally 6, you can move up to 8 squares when you run.
- ❖ **-5 Penalty to Attacks:** You have a -5 penalty to Melee Strike and Ranged Strike checks until the start of your next turn.
- ❖ **Grant Combat Advantage:** As soon as you begin running, you grant combat advantage to all enemies until the start of your next turn.
- ❖ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

SHIFT

Moving through a fierce battle is dangerous; you must be careful to avoid a misstep that gives your foe a chance to strike a telling blow. The way you move safely when enemies are nearby is to shift.

SHIFT: MOVE ACTION

- ❖ **Movement:** Move 1 square.
- ❖ **No Opportunity Attacks:** If you shift out of a square adjacent to an enemy, you don't provoke an opportunity attack.

- ❖ **Difficult Terrain:** Because each square of difficult terrain costs 1 extra square to enter, you can't normally shift into a square of difficult terrain, unless you're able to shift multiple squares or you're able to ignore the effects of difficult terrain.
- ❖ **Special Movement Modes:** You can't shift when using a form of movement that requires a skill check. For example, if you're climbing or swimming, you can't shift if you would need to make an Athletics check to use that kind of movement.

You might find it useful to first shift away from an adjacent enemy, then walk or run.

SQUEEZE

You can squeeze through an area that isn't as wide as the space you normally take up. Big creatures usually use this move action to fit into narrow corridors, but a Medium or a Small creature can use it to fit into a constrained space, such as a burrow.

SQUEEZE: MOVE ACTION

- ❖ **Smaller Space:** A Large, Huge, Gargantuan, or Colossal creature reduces its space by 1. For example, a Large creature that squeezes has a space of 1 (1 square) instead of 2 (4 squares). A Huge creature's space changes from 3 (9 squares) to 2 (4 squares). When a Medium or smaller creature squeezes, the GM decides how narrow a space the creature can occupy. If an effect prevents a creature from leaving a square in order to squeeze, the creature cannot squeeze.
- ❖ **Half Speed:** As part of the same move action, move up to half your speed.
- ❖ **-5 Penalty to Attacks:** You have a -5 penalty to attacks until you return to your normal space.
- ❖ **Grant Combat Advantage:** You grant combat advantage to all enemies until you return to your normal space.
- ❖ **Provoke Opportunity Attacks:** If squeezing causes any part of your space to leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
- ❖ **Ending a Squeeze:** You can end a squeeze as a free action. You return to

your normal space. You have to occupy a space that includes the space you occupied when you stopped squeezing.

STAND UP

If you've been knocked prone, you need to take a move action to get back on your feet.

STAND UP: MOVE ACTION

- ❖ **Unoccupied Space:** If your space is not occupied by another creature, you stand up where you are.
- ❖ **Occupied Space:** If your space is occupied by another creature, you can shift 1 square, as part of this move action, to stand up in an adjacent unoccupied space. If your space and all adjacent squares are occupied by other creatures, you can't stand up.

TOTAL DEFENCE

Sometimes it's more important to stay alive than attack your foes, so you focus your attention on defence.

TOTAL DEFENCE: STANDARD ACTION

- ❖ **+2 Bonus to All Defences:** You gain a +2 bonus to all defences until the start of your next turn.

USE A SPELL

Spells learnt from materia can be very useful, especially when all other options have run out.

USE A SPELL: STANDARD ACTION

- ❖ **Cast a Spell:** Whenever you cast a spell from a materia you have equipped, you make a Spellcasting check against a target's defence score listed in that materia's description.

USE A TECHNIQUE

The techniques you know are among your most important tools in the game.

USE A TECHNIQUE: ACTION VARIES

- ❖ **Action:** Most techniques require a standard action, but some require a move action, a swift action, a free action, or no action.

WALK

Walking is safe only when there are no enemies nearby. It's dangerous to walk through the middle of a pitched battle, since any enemy can take an opportunity attack as you pass by. The way you move safely when enemies are nearby is to shift instead of walk.

WALK: MOVE ACTION

- ❖ **Movement:** Move a number of squares up to your speed.
- ❖ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

CHAPTER XI — GAMEMASTERING

The Gamemaster is the guiding force of the game. If the game is fun, it will be to your credit. If it isn't, you'll need to make adjustments. But don't worry — running a *Final Fantasy VII* game is nowhere near as daunting as it might seem at first.

This chapter introduces a format for hazards, along with rules for designing your own hazards and suggestions for using them in your adventures. Additionally, the chapter provides many sample hazards that are ready to be used in a game; these examples are grouped by environment, so you can choose hazards appropriate to the setting and level of your adventure and drop them in as needed.



THE ROLE OF THE GAMEMASTER

The Gamemaster is storyteller and referee, creator of terrible threats against the planet, secret master of the villainous, criminal, and ruthless, and hidden protector of the brave. The GM's responsibilities include important tasks; such as creating adventures, teaching the game to new players, determining the style of play, adjudicating the rules, keeping the game balanced, and providing the backdrop.

As the GM, you are free to alter any of the rules presented in the *Final Fantasy VII* d20 game to fit your game's needs, but be careful as changing one rule may alter another set of rules without realising it.

BUILDING AN ENCOUNTER

For purposes of the *Final Fantasy VII Roleplaying Game*, an encounter is defined as an obstacle, threat, or situation (whether it is an opponent, several opponents, or a hazard) that prevents the heroes from achieving a specific goal important to the adventure. An obstacle, threat, or situation can be overcome through smart roleplaying, combat, or skill use. Persuading a mad scientist to give up an important specimen might require heroes to enter difficult and perhaps life-threatening negotiations, while capturing a faction leader might require heroes to fight their way past a squad of highly-trained soldiers or infiltrating the faction's headquarters without setting off the security system.

CHALLENGE CODES

Every opponent or hazard the heroes face has a Challenge Code (CC), which tells GMs how tough it is to overcome. For example, every Shinra MP has a CC, as does every behemoth and mako pool. The more opponents and hazards the heroes face at once, the more difficult the encounter and the more experience points (XP) the heroes get for overcoming it.

A challenging encounter is one the heroes should overcome with minor to moderate damage to themselves and some depletion of their resources. A single obstacle, threat, or situation of Challenge Code n is challenging for a single character of a certain level(s). For example, a 1st level hero should find a Challenge Code "A" robo-guard challenging. By extension, four CC "A"

robo-guards should prove challenging to four 1st level heroes.

A difficult challenge is one that seriously taxes the heroes' resources and may require the heroes to withdraw and recover, while an unfair challenge could easily lead to a total party kill. Difficult and unfair challenges are discussed below.

Complications: An encounter can be made harder by adding complications that make overcoming certain obstacles, threats, and situations more difficult. In general, adding a complication to an encounter increases the CC of every affected obstacle, threat, or situation by one letter.

Beneficial Circumstances: Sometimes an encounter is made easier by circumstances beyond the heroes' control. In such cases, you may reduce the amount of XP the heroes earn for achieving their encounter goals by as much as half. A GM should avoid reducing the XP awards when the beneficial circumstances are the direct or indirect result of good planning or roleplaying on the heroes' parts.

MEASURING ENCOUNTER DIFFICULTY

Creating balanced and fun encounters is more art than science. However, the following guidelines will help you build encounters that aren't so straightforward that players will be bored and aren't so difficult that the heroes aren't likely to survive:

Multiple Opponents: Encounters with two to six opponents work best. Save the single-opponent encounter for higher level "bosses" like ruby WEAPON or Sephiroth. Avoid encounters with more than a dozen opponents unless you want heroes to feel overwhelmed.

Variety: The best encounters combine different sorts of obstacles, threats, and situations. Battling four security officers is much less interesting than fighting Rufus Shinra, two security officers, and Rufus' pet **dark nation** at the top of the Shinra building.

Combining Different CCs: When building encounters that involve multiple threats, obstacles, or situations of different Challenge Codes, add together the various Levels and divide this sum by 3 (rounded down). The result will then put the encounter into an overall Challenge Code (see the "Experience Points Awards" table). If the average level of the heroes put them in a lower CC than the encounter, expect the heroes to have a real fight on their hands, and also brace for one or more hero deaths. If the average level of the

heroes put them in a higher CC than the encounter, the encounter may be considered too easy. If the average level of the heroes put them in the same CC as the encounter, it's probably a tough but fair challenge for the heroes. Note that these calculations are based on the assumption that there are four heroes in the party. For each additional hero, subtract 2 from the result. For each missing hero, add 2 to the result.

EXPERIENCE POINTS AWARDS		
CHALLENGE CODE	LEVEL	XP AWARDS ¹
A	1-5	250
B	6-10	500
C	11-15	1,000
D	16-20	2,000
E	21-25	4,000
F	26-30	8,000
G	31-35	16,000
H	36-40	32,000
I	41-45	64,000
J	46-50	128,000

1) Divide the XP award by the number of heroes in the party to determine how many XP each hero receives.

AWARDING ABILITY POINTS

Heroes receive ability points (AP) for every time they use a materia during an encounter. A simple rule, the amount of AP award is calculated as follows:

Number of materia used x 50 = AP award.

The AP is then divided up between the heroes that used the materia (rounded down). For example, if three heroes used materia during an encounter, and the AP award for the encounter is 450, then each of the three heroes receive 150 AP.

OTHER REWARDS

In addition to experience points, the heroes can earn other rewards for their actions. As a general rule, a challenging yet fair encounter should net the heroes resources equal their average level x 2,000 gil, to be divided equally among them. Easy encounters may deliver half as many resources or none at all, and difficult encounters should give 50% more at least. You don't have to hand out resources at the end of every encounter; often it is best to save the heroes' rewards until the end of

the adventure, in the form of a lump-sum payment given to them for completing the adventure's goals.

Resources can take several different forms, as detailed below. For purposes of comparison, all resources are measured in gil

GIL

For many characters, no reward is better than cold, hard cash. This category includes gil vouchers, deposits of gil into a character's account (if the character owns a gil card), or trade goods. Gils may be found during the course of an adventure – inside a vault in Gold Saucer, in the form of trade goods found on cargo ships, or perhaps even in the pockets or baggage of a defeated foe. However, heroes are more likely to receive the bulk of their wealth from grateful benefactors for jobs well done.

EQUIPMENT

Heroes invariably acquire new equipment in the course of the adventure, recovering it from the field of battle, seizing it from enemies they defeat, or stealing it from a less-than-secure place. Be judicious when giving out valuable equipment as a reward. If the heroes find valuable equipment too often, they will be tempted to spend several minutes after every battle looting bodies for usable gear and later selling their hawked goods, and this can quickly derail or slow down an adventure.

Always point out notable equipment that you want the heroes to have. Meanwhile, never mention mundane equipment that isn't meant to be useful, or emphasise why the equipment is either unusable or undesirable. If your players still spend too much time looting, you should strictly enforce the encumbrance rules and subtract the value of salvaged equipment from the rewards you give them.

MATERIA

Heroes can purchase a wide variety of materia between adventures or from traders during an adventure, however summon materia must be either found in materia caves or awarded by the GM. This is done through one of three ways.

The first way of awarding a summon materia is alongside XP awards at the end of the adventure. If there are multiple players, the heroes must decide who gains the summon materia between them. The GM can rule that the hero who gains the materia gains less XP than the

other heroes. If this is the case, award the hero who gained the materia half of his/her share of the XP award and divide the other half among the remaining heroes.

The second way is to award a summon materia through a NPC for which the party has successfully completed a task from. If the GM decides to do this instead of the above way (you can't do both in the same adventure), the hero who gains the materia doesn't lose out on XP that is awarded at the end of the adventure.

If part of the adventure consists of exploring a materia cave, and the heroes find a summon materia, the GM can still award another summon materia alongside the XP award. If this is the case, the GM can rule that the hero who found the summon materia in the materia cave cannot accept the second summon materia. The hero that does gain the summon materia alongside XP award only gains half of his/her normal share of XP and the other half is divided up between the other heroes.

BUILDING AN ADVENTURE

An adventure – sometimes called a mission – is a collection of related encounters designed to fit together, creating a cogent storyline for the game. Some adventures are only short episodes in the campaign or interludes between longer adventures. Others represent significant missions, while still others form the backbone of the campaign.

Every encounter should have a specific, attainable goal that heroes can achieve. For example, an encounter might require the heroes to obtain a keystone from the manager of Gold Saucer. The encounter setup could be as simple as asking the manager for the item outright, or chase him through the many attractions that Gold Saucer has. (Gaining information about the keystone could be a secondary or additional goal.) Whether or not the heroes obtain the keystone will determine or affect their goals in subsequent encounters.

Just as each encounter has a clearly defined goal, so too does every adventure. For short adventures, the goal might be very simple. A long adventure might have an ultimate goal that can be accomplished only after the heroes achieve minor encounter goals and overcome various obstacles.

WHAT MAKES AN ADVENTURE EXCITING?

Creating a memorable adventure requires more than just an interesting plot or grand finish. Remember that in most cases, the heroes won't be able to see the behind-the-scenes machinations of the villain or the clever plot twists that occur on the mountain near Nibelheim. While you want your adventures to feel like they could come from a video game or film, you can't always rely on the same techniques that the artists/filmmakers use. You need intriguing interactions between player's heroes and NPCs, worthy adversaries to keep the heroes on their toes. Exciting combats, daring escapes, compound encounters; they all make an adventure exciting and worthwhile.

BUILDING A CAMPAIGN

The term "campaign" refers to the on-going game created by the Gamemaster, a linked set of adventures or missions that follow the escapades of a group of heroes. A campaign might have a single on-going storyline – such as the awakening of Omega – or several, shorter plots. *Dirge of Cerberus* is an example of a campaign with a single on-going storyline. In this "campaign" we follow the adventures of one particular hero who is forced into a conflict he didn't want to be part of but came out the other side having accomplished much more than he could dream of.

Building a good *Final Fantasy VII* campaign is more than just stringing together a bunch of adventures, though. The guidelines below should help you create a rich, immersive campaign that is fun for both the players and the GM.

CREATE A CONTEXT

Before any other campaign-building task, you should decide the context in which the players can place (and play) their heroes. While this context doesn't have to be obvious to the players at the beginning of the campaign (and indeed can change as play goes on), it greatly helps the Gamemaster in designing adventures and encounter goals for the game.

Of course, this context will vary dramatically based on the era in which you set your campaign. A plotline appropriate to heroes of the *Meteorfall* era might well be out of place in the days of the *Wutai War*. A variety of context options exist for the *Final Fantasy VII Roleplaying Game*, a few of which are listed below.

- ❖ A small faction plotting the destruction of the Shinra Electric Power Company.
- ❖ WRO spies trying to find out the meanings behind Deepground's attacks.
- ❖ SOLDIERS on a mission to crush a Wutai remnant force.
- ❖ Shinra executives negotiating the authorisation of building a mako reactor on foreign land.
- ❖ Gang of criminals following orders from their sex-crazed boss.

INCORPORATE INTERESTING GM CHARACTERS

It's your job to portray everyone in the world who isn't one of the heroes. These people are all your characters, running the gamut from the mad scientist operating on one of the heroes to the foul Tsviet who's out to destroy anyone who interferes with his plans, or the crime lord looking for a bride.

Most people go about their own lives, oblivious to the actions of the heroes and the events around them. Ordinary people whom they meet in a bar won't notice them as being different from anyone else unless the heroes do something to draw attention. In short, the rest of the world doesn't know the heroes are, in fact, heroes. It either treats them no differently from anyone else, gives them no special breaks (or special penalties), or gives them no special attention whatsoever. The heroes have to rely on their own actions. If they are wise and kind, they make friends and garner respect. If they are foolish or unruly, they make enemies and earn the enmity of all.

unrelated adventures. Some strategies for maintaining a campaign by building on the past include using recurring characters, having the heroes form relationships beyond the immediate adventure, changing what the heroes know, hitting them where it hurts, preparing the heroes for the future, and foreshadowing coming events.

FALLING OBJECTS

Just as creatures take damage when they fall, so too do they take damage when hit by falling objects. When a creature could be hit by a falling object, make a standard d20 roll (using the attack bonus listed in the "Damage from Falling Objects" table) against the target's Reflex Defence. If the attack hits, the target takes the listed damage. If the attack misses, the target takes half damage. This is considered an area attack. Objects of Fine and Diminutive size are too small to deal damage, regardless of the distance fallen. A falling object must land wholly or partly in a creature's fighting space to damage the creature.

The GM may adjust the damage depending on the circumstances. For example, a Colossal object might be extremely light. Objects that are forced downward deal damage as if they were two size categories larger than they actually are. Additionally, if the target is at least three size categories smaller than the falling object, the target cannot move unless it succeeds on a Stealth check to lift the object off itself or a DC 15 Acrobatics check to crawl out from underneath. The GM can modify the DCs for either check based on the circumstances.

DAMAGE FROM FALLING OBJECTS				
OBJECT SIZE	EXAMPLE	ATTACK BONUS	DAMAGE	STRENGTH CHECK DC
Tiny	Knife	-2	1d4	-
Small	Nail bat	+0	1d10	-
Medium	Locker	+2	5d6	5
Large	Motorbike	+5	10d8	10
Huge	Helicopter	+10	25d4	15
Gargantuan	Airship	+20	30d8	20
Colossal	Collapsing skyscraper	+40	40d10	25

BUILD ON CAMPAIGN EVENTS

Once you've finished setting up the campaign, don't think your work is done. Without a living, reactive environment, even the most exciting context will become stale. Use what's come before and prepare for what's still coming. That's what makes a campaign different from a series of

FALLING DAMAGE

When a creature, mechanoid, object, or vehicle falls, you make a d20 check (1d20+20) against its Fortitude Defence. If the attack succeeds, the subject takes 1d6 points of damage for every three meters fallen (to a maximum of 20d6 damage). If the attack fails, the subject only takes half damage. A falling character or machine also lands prone.

Acrobatics: If you are trained in the Acrobatics skill, you can reduce the damage you take from a fall with a successful Acrobatics check. If the check succeeds and you take no damage from the fall, you land on your feet.

VISIBILITY

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See

the “Light Sources” table for the radius that a light source illuminates and how long it lasts. A light source also provides shadowy illumination out to twice this distance; targets with shadowy illumination gain concealment, but they are visible. Without a light source, are effectively blinded (see the *blind* condition in Chapter 10: Combat).

LIGHT SOURCES		
ITEM	LIGHT	DURATION
Candle	1 square	12 hours
Torch	3 squares	2 hours
Lantern	6 squares	24 hours

DARKVISION

A character, monster, or machine that has this ability can see in the dark, ignoring concealment and total concealment due to darkness. Darkvision is black and white only, so there must be at least some light to discern colours. It is otherwise like normal sight, and a monster with darkvision can function with no light at all.

LOW-LIGHT VISION

A character, monster, or machine that has low-light vision can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. It retains the ability to distinguish colour and detail under these conditions.

HAZARDS

A hazard is an obstacle that can hurt, slow, kill, or otherwise impede your heroes, their associates, or their equipment. Usually, hazards are not living beings but are sources of potential harm that do not normally receive a full statistics block, such as an avalanche, a rockslide, a blizzard, an exposed fatigue of the lifestream, or a lightning storm. Some hazards (such as an ice cave) are associated with particular locations, whereas others (such as poisons or diseases) can be mobile. Although hazards can take many forms, as a rule of thumb, anything that has a chance to harm or impede the heroes and is not a creature, a machine, or a vehicle can be classified as a hazard.

HAZARDS IN COMBAT

Hazards are a great way to spice up combat in your game, and they can serve as small distractions, major threats, or anything in between. You can also use them to create dynamic terrain in an

encounter. This addition creates a more dynamic encounter, and treating the girder as a hazard should ensure that it presents an appropriate challenge for the heroes.

HAZARDS ALONE

Throughout the *Compilation of Final Fantasy VII*, characters often deal with hazards outside combat. Similarly, you can use hazards as scenes unto themselves, presenting them as obstacles that the heroes must overcome before the story can progress. Hazards are great challenges to throw at the characters when the pace of the adventure begins to slow, and they can add tension to any sequence.

DESIGNING NEW HAZARDS

Designing hazards is much like designing new terrain or other challenges that can spice up an encounter or an adventure. Unlike the process for designing an enemy character, monster, machine, or vehicle, the process for designing a new hazard is somewhat simpler, and it helps you cater directly to the needs of your particular adventure by creating elements that add diversity to encounters. You can follow a series of basic steps to design a hazard that challenges your players and makes sense in the context of the adventure.

The first step is to determine the basic concept of the hazard. It might be a natural hazard, such as a slick patch of ice or a storm, or it might be an artificial hazard, such as an automated machine gun turret or a magic trap. Typically, you should base the hazard's form and function on the setting in which it will be used.

As suggested above, tailor the design of the hazard to the way in which it will be used. If you want a hazard to be a minor distraction, design one that is a nuisance to the heroes rather than a major obstacle to be overcome.

Alternatively, if you want a hazard that serves as a set piece for an entire encounter, think big and create something that interacts with many or all of the heroes on a round-by-round basis. In general, a hazard should do one or more of the following:

- ❖ Provide a flavourful background element that reinforces the details of the setting.
- ❖ Add tension and danger to a scene.
- ❖ Require the heroes to spend actions to deal with the hazard.

- ❖ Create interesting terrain that requires the heroes to move to avoid it.
- ❖ Give the heroes a chance to use skills to overcome the threat with or without combat.

CHALLENGE CODES

Each hazard has a basic Challenge Code (CC), which works like other CCs in the game. You choose the CC of the hazard, and it affects everything the hazard does.

As a general rule, you can include one hazard of the appropriate CC in an encounter without having to take its CC into account when determining the encounter's difficulty. (The heroes still receive experience points for overcoming the hazard; this reward is added to the XP they receive for dealing with the encounter.) Any hazard beyond the first and any hazard with a CC higher than the average level of the heroes should be considered an enemy when calculating encounter difficulty. If you are including a skill challenge in the encounter, take into account the CC of all hazards when determining encounter difficulty.

KEYWORDS

All hazards have one or more keywords that describe how the hazards function mechanically. Some creatures have bonuses against certain types of hazards (for example, a monster might ignore environmental hazards in certain terrain). The following keywords represent most of the existing mechanical elements of hazards, but feel free to create new ones for special conditions that are common in your campaign. When you design a hazard, be sure to select the right keyword(s) based on its nature.

Area: Hazards with the area keyword make area attacks, and their damage can be halved or negated by heroes who have the Evasion talent. Not all hazards that deal damage to creatures in more than 1 square are area hazards; only those that specifically make area attacks have this keyword.

Artificial: Hazards with the artificial keyword are manufactured or produced and do not occur naturally.

Atmospheric: Atmospheric hazards are those that fill the air. They are also considered to be inhaled hazards for the purpose of being negated by a breath mask.

Contact: Hazards with the contact keyword are triggered by touch. Contact poisons and acids are good examples of these hazards.

Disease: Diseases are a special type of hazard that attack the immune systems of creatures. They always attack the Fortitude Defence of a target, ignoring equipment bonuses to Fortitude Defence, damage reduction, and shield rating. If a disease moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the disease is cured or until it fails an attack roll against the target twice. Some diseases require special equipment to treat.

Energy: Hazards with the energy keyword deal *energy* damage.

Fire: Hazards with the fire keyword deal fire damage.

Ingested: A hazard with the ingested keyword is triggered only if consumed by a creature.

Inhaled: A hazard with the inhaled keyword affects creatures that breathe within its area. Creatures that do not breathe (such as machines) and creatures wearing breath masks or environmental suits are immune to the effects of an inhaled hazard.

Natural: Hazards with the natural keyword are created with no intervention from sentient beings.

Poison: Hazards with the poison keyword represent toxins that are harmful or fatal to creatures. They always attack the Fortitude Defence of a target, ignoring equipment bonuses to Fortitude Defence, damage reduction, and shield rating. If a poison moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the poison is cured or until it fails an attack roll against the target.

Sonic: A hazard with the sonic keyword deals sonic damage. Sonic damage is also considered to be *energy* damage.

TRIGGERS

Every hazard has a trigger – an event that causes the hazard to become active or to attack or otherwise interact with something else. Most triggers are simple and might require only that a target touch or come close to the hazard. When designing a new hazard, ask yourself what must happen to require you to use the hazard's statistics. Answering that question will help you determine the trigger. A trigger can be an event, or it might be a metagame concept; for example, one trigger might be a hero passing through a doorway, whereas another could be the party making initiative checks at the start of combat. There is no absolute rule or formula for coming up with an appropriate trigger; the sample hazards in

this chapter offer examples that should help you create your own. If the target of the hazard differs from the creature or object specified as the trigger, that information is included in the trigger line.

AREA

Every hazard has a specific area in which its attacks take place. When you include a hazard in your game, you should decide in advance the area that the hazard will affect. Hazards such as poisons or animal traps might affect very limited areas, perhaps as little as a single square. Other hazards, such as loose sand, avalanches, and machine gun turrets, affect larger but still discrete areas. Hazards such as atmospheric hazards might affect the entire area in which an encounter takes place. When you choose a hazard to use in an encounter, choose an area of effect for the hazard that is appropriate to its type and its use in your game.

ATTACKS AND DAMAGE

Hazards make attack rolls as enemies do, although not always with the same focus or direction.

Almost everything a hazard does to a creature, a machine, or an object is categorised as an attack roll of some kind. A hazard attacks one of the four defences (as appropriate to the nature of the attack), and it typically makes no more than one attack per round against the target. When you design a hazard, you choose which defence it attacks. In general, attacks that can be avoided physically are made against Reflex Defence; those that affect the integrity of the body are made against Fortitude Defence; those that attack the mind or intellectual capacity of the target are made against Will Defence; and those that attack the target with a magical effect are made against Magic Defence. A hazard's attack bonus should be equal to the highest level in its CC + 2.

Likewise, many hazards deal damage to the target, and some deal damage on a miss (representing the fact that, no matter how good the target's defences are, the hazard eventually gets the best of them). On average, a hazard should deal damage equal to 10 + one-half the highest level in its CC. Choose a dice expression (such as 3d8 or 2d4+2) that is likely to produce this average damage result. If the hazard deals damage of a particular type, select the type as well. Hazards that are meant to affect vehicles may have a damage multiplier (x2 for ground and nautical vehicles, x5 for aerial vehicles).

SPECIAL ATTACKS

Some hazards have special attacks that occur only under certain circumstances. Typically, these attacks represent the inevitable nature of the hazard. If you give your hazard a special attack, it should occur only under specific conditions. Special attacks can be a bit more deadly as long as they take place less frequently.

CUMULATIVE DAMAGE

Some hazards deal cumulative damage, which is damage that grows larger round by round. Cumulative damage is extremely dangerous and should be used only in situations when escaping from or eliminating the hazard's conditions is necessary for survival. For example, suffocation (drowning) uses cumulative damage because each round that you endure the suffocation hazard, the situation grows significantly worse. Usually, only special attacks deal cumulative damage, and only if they will kill or destroy a target that is exposed to the hazard, regardless of the target's level. When a target takes cumulative damage, increase the damage by the same amount each round.

RECURRENCE

Most hazards have a recurrence – a frequency with which the hazard makes its attacks. A hazard should not affect an individual target more than once per round; in some cases, the frequency of recurrence can be much lower, perhaps once a day, once a week, or even less often. Diseases and poisons in particular have infrequent recurrence. Possible recurrence options include:

- ❖ At the start or the end of an affected target's turn
- ❖ On a particular initiative count
- ❖ When the triggering condition is met
- ❖ At a specified time interval (such as daily, hourly, or weekly)

Additionally, a hazard's recurrence indicates how long it continues to attack a target. Some hazards, particularly diseases and poisons, continue to make attack rolls until successfully treated. Other hazards cannot be stopped (such as suffocation in a vacuum) and must be escaped to prevent recurrence. Be sure to specify whether a hazard's recurrence can be stopped.

DIFFICULTY CLASSES FOR HAZARDS BY CC					
ADVENTURE CC	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
A	14	19	24	27	32
B	18	23	28	31	36
C	22	27	31	34	40
D	25	31	35	38	44
E	28	33	38	41	47
F	31	37	41	44	51
G	35	41	45	48	55
H	38	44	49	52	59
I	40	47	51	54	62
J	43	49	54	57	64

SKILL DIFFICULTY CLASS

Heroes can use their skills to interact with many hazards. For example, a scholar might use a Knowledge skill to identify the nature of a particular hazard and a different skill to avoid or disable it. Pick a few skills that can interact with your hazard, particularly skills that the heroes have and might try to use. Then assign skill Difficulty Classes (DCs) based on the hazard's CC; the table below contains sample skill DCs based on the CC of the hazard. For each CC, the table gives an easy DC, a medium DC, a moderate DC, a hard DC, and a heroic DC. Most skill DCs for hazards should be easy, medium, or moderate; hard and heroic skill DCs should be reserved for skills that have only an outside chance of affecting the hazard.

Some skills can actually be used before the hazard is encountered, allowing heroes to avoid the hazard (if possible) or prepare to minimise its effects. Whenever a hazard's skill line lists a skill that allows the hero to identify it, the Gamemaster must determine whether or not identification of the hazard is enough to avoid it, based on the current circumstances.

SPECIAL EFFECTS

Unlike beasts and enemies that are built with techniques, feats, and other existing mechanics, some hazards have unique effects or rules that come into play only when the hazard does. These effects are not always negative; sometimes they provide special ways to circumvent the hazard, or they are neutral effects that neither harm nor help the targets. Usually, such effects and other special rules are determined by the nature of the hazard. Be careful that they do not make the hazard too hard or too easy. Typically, when designing your own hazard, keep the special effects to a minimum to ensure that the hazard remains balanced.

HAZARD STATISTICS BLOCK

After taking the preceding rules into account, you might come up with the following statistics block for the Geostigma hazard.

GEOSTIGMA		CC C
<i>Geostigma slowly erodes cells and body tissue from within.</i>		
Artificial, contact, disease		
Trigger: Targets all sentient beings that come in contact with the tainted lifestream that burst from the ground.		
Attack: +5 vs. Fort	Hit: 6d12; fall <i>prone</i>	
Recurrence: Each day; infected target loses 1 point of Constitution each month.		
Special: Mechanoids are not affected by Geostigma. Geostigma can only be healed by the effects of the <i>Great Gospel</i> technique.		

Each hazard statistics block begins with the hazard's name and CC, followed by a brief description of the hazard and its keyword(s). Next, the block describes the trigger, presents the attack value and damage value, and explains the conditions of recurrence. The block then lists the skills that interact with the hazard and concludes with special effects (if any) that come into play.

SAMPLE HAZARDS

The remainder of this chapter presents sample hazards that should give you enough examples and guidelines to help you design your own hazards.

ACID		CC A
<i>Acid burns through metal and skin alike, corroding them.</i>		
Acid, contact, natural		
Trigger: A creature, a mechanoid, or an object comes into contact with the acid		

Attack: +4 vs. Fort	Hit: 2d10 <i>poison</i> (Miss: half damage)
Recurrence: Each round at the start of the target's turn, until the acid is washed off or treated	
Skills Treat Injury (DC 14; requires medical kit): The character treats the acid.	

Knowledge (physical sciences) (DC 17): The character identifies the presence of a toxic atmosphere.
Special: Creatures, mechanoids, or objects that have special protection against a toxic atmosphere, such as having the poison and elemental ward materias linked, are not affected by this hazard.

AIR/SEA SICKNESS	CC A
<i>In the air or out in the open sea, some creatures have a hard time maintaining their internal equilibrium.</i>	
Natural	
Trigger: A creature is exposed to weightlessness	
Attack: +0 vs. Fort	Hit: You are <i>weakened</i>
Recurrence: Once, after 8 hours	
Skills Treat Injury (DC 20): The character removes the condition. Special: The condition from air/sea sickness is removed from a creature after 8 hours of rest.	

EXPLOSIVE CHARGE	CC B
<i>An explosive detonates when triggered by a timer.</i>	
Area, artificial, energy	
Trigger: The explosive's timer expires; targets all creatures, mechanoids, and objects in a burst 3	
Attack: +10 vs. Ref	Hit: 10d8 (Miss: Half damage)
Recurrence: None	
Skills Mechanics (DC 18): The character disarms the explosive charge.	

ATMOSPHERE, CORROSIVE	CC A
<i>The chemicals of a corrosive atmosphere eat away at clothing, objects, and flesh.</i>	
atmospheric, contact, natural	
Trigger: A creature, a mechanoid, or an object begins its turn in a corrosive atmosphere	
Attack: +4 vs. Fort	Hit: 2d6 <i>poison</i> (Miss: half damage)
Recurrence: On trigger	
Skills Knowledge (physical sciences) (DC 16): The character identifies the presence of a corrosive atmosphere. Special: Mechanoids that have special protection against a corrosive atmosphere, such as mythrill armour, are not affected by this hazard.	

EXTREME HEAT OR COLD	CC A
<i>Extreme heat or cold can punish those who are unprepared for it.</i>	
Natural	
Trigger: A creature is exposed to extreme heat or cold	
Attack: +6 vs. Fort	Hit: 3d6 (Miss: Half damage)
Recurrence: Hourly	
Special: A creature that has taken damage from extreme heat or cold cannot regain hit points until it spends at least 1 hour in a normal environment. Heavy clothing or armour provides a +5 equipment bonus to Fortitude Defence to resist extreme cold but imposes a -5 penalty to Fortitude Defence to resist extreme heat.	

ATMOSPHERE, TOXIC	CC B
<i>A toxic atmosphere is filled with chemicals that harm most creatures.</i>	
Atmospheric, contact, natural	
Trigger: A creature begins its turn in a toxic atmosphere	
Attack: +5 vs. Fort	Hit: 4d8 <i>poison</i>
Recurrence: On trigger	
Skills	

MAKO POISONING	CC C
<i>This genetically engineered toxin was discovered by accident when Shinra scientists injected too much mako into a single creature.</i>	
Artificial, disease, poison	
Trigger: A creature is injected with a highly concentrated dose of mako	
Attack: +10 vs. Fort	Hit: Target is <i>intoxicated</i> for a number of hours equal to 1d6 x their level
Recurrence: None	

Skills

Treat Injury (DC 21): The Character shakes off the disease along with all persistent conditions associated with it (on a failed check, the character remains mako poisoned and has to wait 1 hour before attempting the check again).

Knowledge (life sciences) (DC 21): The character identifies the disease.

Special: Mechanoids are unable to be mako poisoned

SMOKE

CC A

Smoke obscures creatures' vision, causes them to choke, and burns their eyes.

Atmospheric, natural

Trigger: A creature begins its turn in smoke

Attack: +4 vs. Fort

Hit: Target is *blind* until the end of its next turn

Recurrence: On trigger

Special: Smoke grants concealment to creatures and objects within it.

TURRET, GUN

CC A

This automated turret shoots enemies that come within its range.

Artificial

Trigger: The turret detects a creature or a droid within its line of sight

Attack: +4 vs. Ref

Hit: 3d6 piercing

Recurrence: Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Stealth check, opposed by the turret's Perception check (+5, with darkvision). If the character's check is successful, the character is not noticed by the turret.

TURRET, RIFLE

CC A

This automated turret shoots enemies who come within its range.

Area, artificial

Trigger: The turret detects a creature or mechanoid within radius 10; targets all creatures in a 2x2-square area

Attack: +5 vs. Ref

Hit: 3d8 piercing
(Miss: Half damage)

Recurrence: Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Stealth check, opposed by the turret's Perception check (+5, with darkvision). If the character's check is successful, the character is not noticed by the turret.

FREELANCER

Freelancers help populate the world you're trying to bring to life for your players' characters. They are the NPCs and are everyone from the highest political position of the town to the everyday man trying to make his way through life.

GAME RULE INFORMATION

Freelancers have the following game statistics.

HIT POINTS

Freelancers gain a number of hit points each level equal to 1d6 + their Constitution modifier.

CLASS SKILLS

All skills are considered cross-class skills for the freelancer.

Skill points at 1st level: (1 + Int modifier) x 4

Skill Points at each additional level: 1 + Int modifier.

CLASS FEATURES

All of the following are features of the freelancer class.

BONUS FEATS

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

WEAPON PROFICIENCY

Freelancers can select one weapon group to be proficient in.

ARMOUR PROFICIENCY

Freelancers are proficient in *light* armour only.

FINAL FANTASY VII WORLD MAP

CHAPTER XII — PLANET GAZETTEER

The Planet is populated with a wide variety of races hailing from various lands. Each of these lands has its own unique qualities and cultures. Since fantastic locales are a big part of what makes *The Compilation of Final Fantasy VII* exciting and fun, it is important to know a little bit about the established towns and cities in order to base adventures there.



LIFE ON THE PLANET

Because the planet has had a de-facto world government for more than 30 years (be it the Shinra Electric Power Company or the World Regenesi Organisation), most everyone is used to a mix of races and cultures. There are some beings that are prejudiced against one or another race, but most others appreciate the diversity the world society has to offer.

Also, a society requires a free flow of information and open communication. The Shinra Electric Power Company developed the Worldwide Network, which at first was only accessible to Shinra employees but was later made public use after the WRO took over as world government.

COMMUNITIES ON THE PLANET

This section provides a brief gazetteer detailing information on a variety of towns and cities throughout the planet. Each entry lists not only a variety of information for the Gamemaster but also Knowledge check DCs for players. This sort of information allows the GM to determine how much a character (and not necessarily the player) knows about a given location.

BANORA

Continent: Eastern.

Area: Mideel.

Major Exports: Foodstuff.

Major Imports: Mako, technology.

KNOWLEDGE (WORLD LORE)

DC	RESULT
15	The village of Banora is home to the famous Banora White Apples, which are nicknamed the 'dumbapple' by the locals as they can grow all year round.
20	The Shinra Electric Power Company transformed the apple juice factory into a weapons warehouse once they took ownership of the village.
25	Although the Shinra Electric Power Company took control over the village after the deaths of the landowners, a mako reactor was never built in the region.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	The village was owned by a wealthy landowner and his wife, but ownership was transferred to the Shinra Electric Power Company after their deaths.
20	SOLDIER 1 st Class members Angeal Hewley and Genesis Rhapsodos both grew up in Banora.
25	The manor that once belonged to the landowner holds a secret tunnel that leads to the Banora Underground.

COREL

Continent: Western.

Area: Corel.

Major Exports: Coal, weapons.

Major Imports: Foodstuff, technology.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	The Coal mining town of Corel is situated at the foot of Mt. Corel, which has the largest peak in the whole of the western continent.
15	Corel stores an abundance of coal; the second largest form of natural energy source after Mako.
20	Corel mainly acts as a gateway to the Gold Saucer.
25	The mako reactor within Mt. Corel is no longer in use, and acts as a reminder to what had happened to Old Corel.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	The town is made up of survivors of the old Corel's destruction.
20	The survivors made their shelters out of debris from the old Corel's ruins.

COSMO CANYON

Continent: Western.

Area: Cosmo.

Major Exports: Information.

Major Imports: Foodstuff, tourism.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	Cosmo Canyon is the site for those who wish to pursue the Study of Planetary Life.

15	The village has an ever-burning fire in the middle, called the Cosmo Candle. It is said that if the eternal flame burns out, then all life would come to an end.
20	Bugenhagen, the grand elder of the village, built the observatory as so people could study the planet and the Lifestream.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	The Wolfions of Cosmo Canyon have their first tattoo applied to their body at the mere age of 4.
20	It is known that once every 50 years, a male and female Wolfion must perform a rite to appease the planet.
25	There is a hidden cave beneath Cosmo Canyon that was sealed away by Bugenhagen. The entrance is said to be located below the observatory.

COSTA DEL SOL

Continent: Western.

Area: Corel.

Major Exports: Medicine, vehicles.

Major Imports: Information, tourism.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	The town has a factory that makes medicine and various healing items.
15	Costa del Sol is the only port town on the western continent.
20	The town is the number one choice for holidays and short breaks.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	The most expensive villa in town is owned by the president of the Shinra Electric Power Company.
20	Although quite expensive, Costa del Sol has a wide selection of holiday homes and luxury villas on the market.
25	The docks house a selection of boats and airplanes for hire. They also manufacture new aerial and nautical vehicles for private clients.

EDGE

Continent: Eastern.

Area: Midgar.

Major Exports: Information, technology.

Major Imports: Foodstuff, tourism.

KNOWLEDGE (WORLD LORE)

DC	RESULT
15	The city is built just south-east of the ruins of Midgar; roughly between sector 3 and 4.
20	The construction materials used to build the city came from the ruins of Midgar
25	Edge uses the remaining Mako energy from Midgar's eight reactors as a temporary measure until a new energy source is discovered.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	The monument in central Edge was constructed by Shinra Inc. to commemorate the destruction of Midgar and pay homage to the victims.
15	The orphaned children help transport important artefacts, as well as debris, from the ruins in exchange for food and money.
20	The highway is off limits to all non-WRO members.

GONGAGA

Continent: Western.

Area: Gongaga.

Major Exports: Foodstuff.

Major Imports: Mako, technology.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	The village is surrounded by cliffs that allowed the locals to keep a close eye on the surrounding areas.
15	The mako reactor was destroyed by the original AVALANCHE group as a demonstration of resistance towards the Shinra Electric Power Company.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	Most of the townsfolk had died due to the local mako reactor's explosion.
20	Gongaga use to bear crops that produced a portion of the planet's supply of food; however, pollution from the mako reactor made the fields infertile.

ICICLE LODGE

Continent: Northern.

Area: Icicle.

Major Exports: Information.

Major Imports: Foodstuff, tourism.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	Icicle Lodge is a skiing resort and the only known one on the planet.
15	The area around Icicle Lodge snows all-year round, but this is due to the town's close proximity to the Northern Cave, which the planet is using a large portion of its spirit energy to heal.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	The local pub hosts several events each year as a way of attracting more business and gaining tourism.
20	Professor Gast Faramis is said to have had a home in Icicle Lodge. Rumour has it that he was in a relationship with a Cetra.

JUNON

Continent: Eastern.

Area: Junon.

Major Exports: Technology, vehicles, weapons.

Major Imports: Foodstuff, mako, tourism.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	The city houses the largest cannon in all of existence: the Sister Ray.
15	Junon mimics that of Midgar. It has a slum-like village below and a prestigious coastal city above.
20	The Shinra naval and air forces are based in Junon. It is also where the military vehicles are constructed.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
15	Most people living in the village below are either anti-Shinra or pretend to like them as to make life easier.
20	Due to the electrical current that surrounds one of the towers suspending Upper Junon in the water, most sea creatures have become angry with the locals; even attacking them off-guard.

KNOWLEDGE (BUREAUCRACY)

DC	RESULT
10	The Shinra Electric Power Company took the fishing village of Junon by extreme force.
20	In the highest room in the government suite there is a gas chamber that the board of directors use to punish their political enemies.

KALM

Continent: Eastern.

Area: Midgar.

Major Exports: Foodstuff, mythril.

Major Imports: Technology.

KNOWLEDGE (WORLD LORE)

DC	RESULT
15	Kalm's main source of income is through the mining of mythril; however the appearance of the Midgar Zolom has halted this.
20	The village was the target of an accidental air strike by Shinra during their conflict with the original AVALANCHE.
25	Kalm was rebuilt and any survivors became subjects of Hojo's materia-human fusion experiment.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	Once per year, Kalm puts on a festival as a way to give thanks to the lifestream and the Cetra. The festival lasts for two weeks.
15	A man, known as the Kalm Traveller, requests legendary artefacts in exchange for rare items.

MIDEEL

Continent: Eastern.

Area: Mideel.

Major Exports: Foodstuff, information.

Major Imports: Medicine.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	Mideel is a hot springs town famous for its beauty and health spas.
15	The town is also well-known for having lifestream close to the surface.
20	Mideel is a tropical paradise, ideal for holiday-makers and day-trippers.

KNOWLEDGE (LIFE SCIENCES)

DC	RESULT
10	The surrounding trees are the only known trees on the planet to bear fruit. All of the world's fruit supply comes from Mideel, as well as its neighbouring village Banora.
15	They say that those who have fallen within the lifestream will eventually find their way to Mideel.

MIDGAR

Continent: Eastern.

Area: Midgar.

Major Exports: Mako, materia, technology, vehicles, weapons.

Major Imports: foodstuff.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	Midgar is the largest metropolitan city on the planet.
15	It has 8 mako reactors around the outer perimeter, which constantly provides the city with electricity.
20	The centre skyscraper houses mako reactor 0, as well as the government offices of the Shinra Electric Power Company.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	The slums below the plate consist of nameless villages that were bought out by the Shinra Electric Power Company.
15	Since Shinra built the city above, the oppressed people living in the slums have never seen the light of day.

KNOWLEDGE (LIFE SCIENCES)

DC	RESULT
10	The land around Midgar has become a desolate wasteland due to severe mako pollution.
15	Flowers do not grow in the slums, except in the Sector 5 slums church.

KNOWLEDGE (BUREAUCRACY)

DC	RESULT
10	The Shinra Electric Power Company is the de-facto world authority over most of the planet.

20	The Shinra company pretends to be doing things in the public's best interest; however all they want to do is line their pockets with as much gil as possible.
30	Beneath the central skyscraper houses the DEEPGROUND facilities.

NIBELHEIM

Continent: Western.

Area: Nibel.

Major Exports: Information, materia.

Major Imports: Tourism.

KNOWLEDGE (WORLD LORE)

DC	RESULT
15	Villagers mine the mako springs in Mt. Nibel, and make materia from it.
20	The well in the centre of Nibelheim is well-known for making wishes come true.
25	The village no longer has real citizens. Instead, there are actors living there who are employed by Shinra to cover up the incident.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	Sangan, the martial arts master, has his own private dojo in the village.
15	The Nibelheim sewer is where a colony of Sahagin lives.
20	The largest house in the village belongs to the Shinra Electric Power Company, and is so-rightfully named the Shinra Mansion.
25	Nibelheim is home to the JENOVA project. At one point, it was said that the villagers could hear screams coming from within the Shinra Mansion.

ROCKET TOWN

Continent: Western.

Area: Rocket Launch Pad.

Major Exports: Tourism.

Major Imports: Technology.

KNOWLEDGE (WORLD LORE)

DC	RESULT
10	The name of the town was given after the rocket launch pad just north of the main civilisation.
15	Cid Highwind, world famous pilot and the first man to go (or attempted to go) to the moon, lives in Rocket Town.

KNOWLEDGE (SOCIAL SCIENCES)

DC	RESULT
10	The town became a tourist site after the initial failed rocket launch.
15	Shinra stopped funding the Space Exploration program after the initial launch failed.

WUTAI

Continent: Western.

Area: Wutai.

Major Exports: Foodstuff, technology, weapons.

Major Imports: None.

KNOWLEDGE (WORLD LORE)

DC	RESULT
15	The Wutaian are ruled by a monarchy, with Godo Kisaragi the current head of state. His daughter, Yuffie, is the next in line for the throne.
20	The Da Chao Mountain is a place of worship for the Leviathan; the nations chosen deity.
25	Mt. Tamblin has the highest peak than any other mountain in the country. There are several natural mako springs within its caves.

KNOWLEDGE (BUREAUCRACY)

DC	RESULT
10	The walls of Fort Tamblin run all along the perimeters of Wutai, protecting it from invaders and intruders.
20	After the Wutai War ended, Godo had to sign an edict, which banned its army and civilians from using and owning materia.

TRAVEL IN THE PLANET

All the landmasses on the planet mean nothing to a character if they are unreachable. Fortunately, travel via air or sea has become common and affordable.

NAVIGATION

Most vehicles have built-in satellite navigation systems, which provide a way of plotting a safe route to and from any given location. Travelling from one location to another requires a successful Use Computer check. Satellite navigation systems

link up to the Worldwide Network (WWN) to receive map routes, and information needed for pilots to plot a safe course through dangerous locations. Sat-Nav data need to be updated on a regular basis via the WWN (usually every 2 to 3 weeks); otherwise it can result in a penalty to the Use Computer check. A navigator using an up-to-date Sat-Nav system can plot a safe course to and from a location. Doing so takes 1 minute and a successful DC 10 Use Computer check.

Certain situations or circumstances can also modify the check, as shown in the table below. The DC of the Use Computer check increases to 30 if the vehicle has no built-in Sat-Nav system, and requires 1 hour of preparation time for plotting a safe course. If the Use Computer check is successful, there are no further problems and the vehicle arrives at the destination in a number of hours shown in the table below.

A failed Use Computer check indicates that the navigator has made an error in his calculations. Make another Use Computer check using the same modifiers and against the same DC. If this second Use Computer check is successful, the error is corrected and the process of plotting a course must begin anew. If this second Use Computer check fails, the vehicle must undergo maintenance. If the vehicle is not disabled or destroyed, it arrives at the intended destination in double the expected travel time. If the vehicle is disabled, it stops in a random location somewhere between the point of origin and the destination (the exact location is determined by the GM). Aerial vehicles in this situation begin to fall out of the sky and the vehicle's occupants must make an immediate evacuation. Rules on falling objects and falling damage applies here.

NAVIGATION DC MODIFIERS

SITUATION	CHECK MODIFIER
Using a Sat-Nav system	+5
No Sat-Nav system used	-10
No Worldwide Network access	-5

TRAVEL TIME

VEHICLE TYPE	TRAVEL TIME*
Aerial	0.5 x vehicle's Dex mod
Ground	1d3 x vehicle's Dex mod
Nautical	1 x vehicle's Dex mod

**double this figure if the vehicle has a persistent condition caused by navigation.*

APPENDIX A: NONPLAYER CHARACTERS

This appendix contains statistics for various nonplayer characters (NPCs) that the party might encounter during their adventures. These stat blocks can be used to represent both human and nonhuman NPCs.

CUSTOMISING NPCs

The following statistics do not include any racial traits. Once you have an idea of what kind of character you wish to incorporate into your campaign, simply apply the relevant racial traits to the stat block you are using.

ASSASSIN

ROGUE 8					
DEFENCES Ref 19; Fort 17; Will 15; Mag 17					
HIT POINTS 37 (7d6 + 16)				BLOODIED 18	
MAGIC POINTS 23 (7d8 + 15)				INITIATIVE +4	
STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	15 (+2)	10 (+0)	14 (+2)
SKILLS Acrobatics +7, Deception +8, Knowledge (social sciences) +8, Knowledge (world lore) +8, Melee Strike +7, Perception +6, Ranged Strike +10, Stealth +10, Streetwise +8, Survival +6, Thievery +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d6		1d6		1d6	
CLASS FEATURES					
Ninja Specialist (reroll Stealth checks, keep better result)					
Sneak Attack (3d8)					
Uncanny Dodge (2/encounter)					
FEATS Backstabber, Melee Training (Dex), Projectile Mastery					
TECHNIQUES					
Bloodfest (2d8 + 5; 1/encounter)					
Greased Lightning (2d6; 1/encounter)					
WEAPON					
Spiral Shuriken: Ranged Weapon Attack: +12 to hit; range 10/20; Hit Rate 6; one target; Hit: 26 (6d6 + 5); slashing damage; Materia Slots: 1 x linked, 4 x single					
ARMOUR					
Warrior Bangle: +3 to Reflex and Fortitude Defence; 1 kg; Materia Slots: 2 x linked					
Challenge Code B (500 XP)					

Assassins usually maintain a cover that enables him to travel freely, yet also explains why he's in a given location at a given time. Many assassins hold jobs as merchants, sales representatives for corporations, or diplomats. A truly villainous assassin has a "signature" consisting of a unique weapon, a particular approach, or some memento left with his victims.

BANDIT

FREELANCER 12					
DEFENCES Ref 13; Fort 17; Will 16; Mag 17					
HIT POINTS 36 (12d6)			BLOODIED 18		
MAGIC POINTS 0			INITIATIVE +2		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	11 (+0)	12 (+1)	11 (+0)	14 (+2)
SKILLS Deception +6, Melee Strike +8, Ranged Strike +8, Stealth +6, Streetwise +76 Thievery +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d6		1d6		1d6	
FEATS Polearm Mastery, Quick Draw, Range Training (Str); Skill Focus (Thievery)					
WEAPON					
Spear: Melee or Ranged Weapon Attack: +9 (M)/+9 (R) to hit; range 5/10; Hit Rate 1; one target; Hit: 8 (1d6 + 5); piercing damage; Materia Slots: 2 x linked					
ARMOUR					
Leather: +1 to Reflex and Fortitude Defence; 3 kg; Materia Slots: 1 x linked, 1 x single					
Challenge Code C (1,000 XP)					

Bandits come from various backgrounds, ranging from the needy, the desperate, and the easily blackmailed. They find crime as a necessity rather than a way of life; trying to get through harsh times and keeping their head above water.

BOUNTY HUNTER

RANGER 26					
DEFENCES Ref 35; Fort 28; Will 23; Mag 27					
HIT POINTS 137 (25d8 + 22); +10 <i>Toughness</i>				BLOODIED 68	
MAGIC POINTS 38 (25d6 + 12)				INITIATIVE +6	
STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	14 (+2)	12 (+1)	10 (+0)	11 (+0)
SKILLS Acrobatics +21, Athletics +11, Knowledge (social sciences) +16, Knowledge (tactics) +16, Knowledge (world lore) +16, Perception +15, Persuasion +10, Ranged Strike +21, Stealth +21, Streetwise +15, Treat Injury +7, Survival +15, Use Computer +11					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		2d10		1d8	
CLASS FEATURES					
Greater Weapon Specialist (no penalty when wielding large-size weapons or bigger; +9 class bonus to ranged damage rolls)					
Barrage (4/encounter)					
Aim (+13; 1/encounter)					
FEATS Firearm Mastery, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Persuasion, Use Computer), Toughness					
TECHNIQUES					
Big Shot (27 <i>energy</i> ; 3/encounter)					
Devastating Shot (2d12 + 26; 3/encounter)					
WEAPON					
Sniper CR: <i>Ranged Weapon Attack:</i> +21 to hit; range 15/30; Hit Rate 7; one target; Hit: 87 (14d10 + 10); piercing damage; <i>Materia Slots:</i> 2 x linked					
Challenge Code F (8,000 XP)					

Bounty hunters track and recover their targets to bring them to “justice” – even if that’s little more than a crime boss’ personal vendetta. Though they occasionally band together to tackle particularly difficult targets, most of the time they work alone, vying against each other to collect the largest rewards. Bounty hunters differ from assassins in that they usually seek to capture their targets, not kill them.

COMMONER

FREELANCER 1					
DEFENCES Ref 10; Fort 13; Will 12; Mag 12					
HIT POINTS 7 (1d6 + 3)				BLOODIED 3	
MAGIC POINTS 0				INITIATIVE -1	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	14 (+2)	15 (+2)	12 (+1)
SKILLS Perception +3, Knowledge (choose one) +3, Streetwise +2					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Pick one					
ARMOUR					
Cloth: +1 to Reflex Defence; 2 kg; <i>Materia Slots</i> : 2 x single					
Challenge Code A (250 XP)					

Commoners are the ordinary people that walk the Planet. They go about their daily lives, working to make a living. Commoners can be seen in various professions such as the building trade, shop keeping, doctors, nurses, bar staff, and the like.

POLITICIAN

SCHOLAR 6					
DEFENCES Ref 12; Fort 14; Will 17; Mag 16					
HIT POINTS 38 (5d6 + 23)				BLOODIED 19	
MAGIC POINTS 30 (5d10 + 25)				INITIATIVE +0	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	15 (+2)	14 (+2)	16 (+3)
SKILLS Knowledge (bureaucracy) +10, Knowledge (world lore) +7, Perception +7, Persuasion +11, Streetwise +8, Use Computer +7					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d6		1d8		1d8	
CLASS FEATURES					
Influential Specialist (demand surrender against <i>bloodied</i> targets)					
Inspiring Word (+3; 4/encounter)					
Recall (2/encounter)					
FEATS Silent Edge, Skill Focus (Knowledge [bureaucracy], Persuasion)					
TECHNIQUES					
Weaken Resolve (push target back 4 squares; 1/encounter)					
ARMOUR					
Cloth: +1 to Reflex Defence; 2 kg; <i>Materia Slots</i> : 2 x single					
Challenge Code B (500 XP)					

Politicians want to change the Planet; be it for the better, the worse, or for their own personal desires. They can be the most sympathetic or the most tyrannical, while some politicians seek to line their own pockets with gil.

PRIEST

WHITE MAGE 41					
DEFENCES Ref 37; Fort 36; Will 40; Mag 45					
HIT POINTS 136 (40d4 + 56)				BLOODIED 68	
MAGIC POINTS 214 (40d12 + 94)				INITIATIVE +2	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	14 (+2)	20 (+5)	21 (+5)
SKILLS Knowledge (magic lore) +25, Knowledge (world lore) +25, Melee Strike +25, Perception +31, Persuasion +31, Spellcasting +31, Streetwise +16, Treat Injury +28					
MONSTER SKILLS Angel Whisper +19, Big Guard +19, Dragon Force +19, White Wind +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d12		3d10	
CLASS FEATURES					
Healing Specialist (reroll Spellcasting checks, keep best one)					
Channel Mage (6/day)					
Pray (21d8; 6/day)					
FEATS Call of the Planet, Enemy Skill Proficiency, Multi-Weapon Proficiency (rods), Skill Focus (Angel Whisper, Big Guard, Dragon Force, Perception, Persuasion, Spellcasting, White Wind), Staff Mastery					
TECHNIQUES					
Healing Wind (9d12 + target's Con modifier; 5/encounter)					
Seal Evil (2/encounter)					
Breath of the Earth (3/encounter)					
MATERIA					
Weapon: Enemy Skill, Restore (MASTER), Revive (level 2)					
Armour: Barrier (MASTER), Heal (level 2), Mystify (level 3)					
WEAPON					
Wizer Staff: <i>Melee Weapon Attack</i> : +25 to hit; Hit Rate: 5; one target; Hit: 43 (5d12 + 10); bludgeoning damage; <i>Materia Slots</i> : 4 x single					
ARMOUR					
Behemoth Horn: +3 to Magic Defence; +12 to Melee Strike checks; 1 kg; <i>Materia Slots</i> : 6 x singles					
Challenge Code I (64,000 XP)					

Priests are holy people preaching to the world of the planet’s dire situation. They spread the meaning of the lifestream and of the possible future the world will have if the use of mako reactors continues. They do not fight their cause with weapons; however they will use the knowledge of the lifestream if the situation calls for it.

SOLDIER

FIGHTER 33					
DEFENCES Ref 24; Fort 39; Will 27; Mag 36					
HIT POINTS 345 (32d10 + 185)			BLOODIED 172		
MAGIC POINTS 110 (32d4 + 78)			INITIATIVE +0		
STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	14 (+2)	12 (+1)	10 (+0)
SKILLS Athletics +26, Knowledge (tactics) +21, Melee Strike +26, Spellcasting +12, Stealth +19, Treat Injury +20					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		1d10	
CLASS FEATURES					
Greater Weapon Specialist (no penalty when wielding large-size weapons or bigger; +12 class bonus to melee damage rolls)					
Fighter's Mark (5/encounter)					
Cleave (4 additional targets)					
FEATS Advantageous Attack, Armour Mastery (resist 10), Greater Cleave, Multiattack Proficiency, Quick Draw, Rapid Strike, Skill Focus (Spellcasting), Sword Mastery					
TECHNIQUES					
Blade Beam (7d10 <i>energy</i> ; 3/encounter)					
Braver (8d6 + 16 <i>force</i> ; 4/encounter)					
Cross Slash (182 + 5d8; 1/encounter)					
WEAPON					
Apocalypse: <i>Melee Weapon Attack:</i> +26 to hit; Hit Rate: 8; one target; Hit: 98 (16d10 + 22); slashing/piercing damage; <i>Materia Slots:</i> 3 x single					
ARMOUR					
Plate: +10 to Reflex Defence; +4 to Fortitude Defence; Speed 4 sq.; 40 kg; <i>Materia Slots:</i> 3 x linked					
Challenge Code G (16,000 XP)					

Soldiers are among the strongest and toughest people on the Planet. Trained in the art of sword fighting, they can wield a blade as surely as a military policeman can handle a gun.

THUG

FREELANCER 8					
DEFENCES Ref 16; Fort 17; Will 15; Mag 17					
HIT POINTS 40 (8d6 + 16)			BLOODIED 20		
MAGIC POINTS 0			INITIATIVE +1		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)
SKILLS Acrobatics +4, Athletics +7, Melee Strike +7, Perception +3, Persuasion +3, Stealth +4, Streetwise +3, Survival +3					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Advantageous Attack, Combat Glove Mastery, Improved Defences					
WEAPON					
Diamond Knuckle: <i>Melee Weapon Attack</i> : +7 to hit; Hit Rate: 5; one target; Hit: 18 (5d4 + 5); bludgeoning damage; <i>Materia Slots</i> : 2 x linked, 1 x single					
Challenge Code B (500 XP)					

Thugs are basic bruisers. They are street toughs aspiring to become sparring champions, grunts working for a local crime lord, security guards, or law enforces prone to breaking heads and taking bribes.

WARMAGE

BLACK MAGE 19					
DEFENCES Ref 20; Fort 23; Will 21; Mag 24					
HIT POINTS 90 (18d4 + 54)			BLOODIED 45		
MAGIC POINTS 167 (18d12 + 51)			INITIATIVE +1		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	15 (+2)	10 (+0)	20 (+5)
SKILLS Acrobatics +5, Knowledge (magic lore) +14, Melee Strike +25 (+30 when <i>bloodied</i>), Perception +12, Persuasion +22, Spellcasting +25, Streetwise +22					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d6		1d6		2d8	
CLASS FEATURES					
Elemental Specialist (+7/+12 with <i>fire</i> ; -10 with <i>ice</i> , <i>poison</i> , <i>water</i> , and <i>wind</i>)					
Dualcast (4/encounter)					
Focus (+9)					
Fighter's Mark (1/encounter)					
FEATS Call of the Planet, Defending your Honour (Multiclass Fighter), Melee Training (Cha), Skill Focus (Melee Strike, Spellcasting), Rod Mastery					
TECHNIQUES					
Flare Burst (2d12 + 19 <i>fire/energy</i> ; 3/encounter)					
Gauntlet (3d8 <i>necrotic</i> ; 2/encounter)					
MATERIA					
Weapon: Fire (level 3)—Added Cut (level 2), HP Plus (level 2)					
Armour: Charisma Plus (MASTER), Gravity (level 2)					
WEAPONS					
Aurora Rod: <i>Melee Weapon Attack:</i> +25 to hit; Hit Rate: 1; one target; Hit: 8 (1d6+5); bludgeoning damage; <i>Materia Slots:</i> 2 x linked, 1 x single					
ARMOUR					
Silver Barrette: +1 to Magic Defence; +5 to Melee Strike checks and Ranged Strike checks; 1 kg; <i>Materia Slots:</i> 2 x linked					
Challenge Code D (2,000 XP)					

Warmages are powerful magicians that specialise in casting devastating spells. They tend to practice their craft in secret and unleash their power on unsuspecting innocents for, from their point of view, practice.

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