

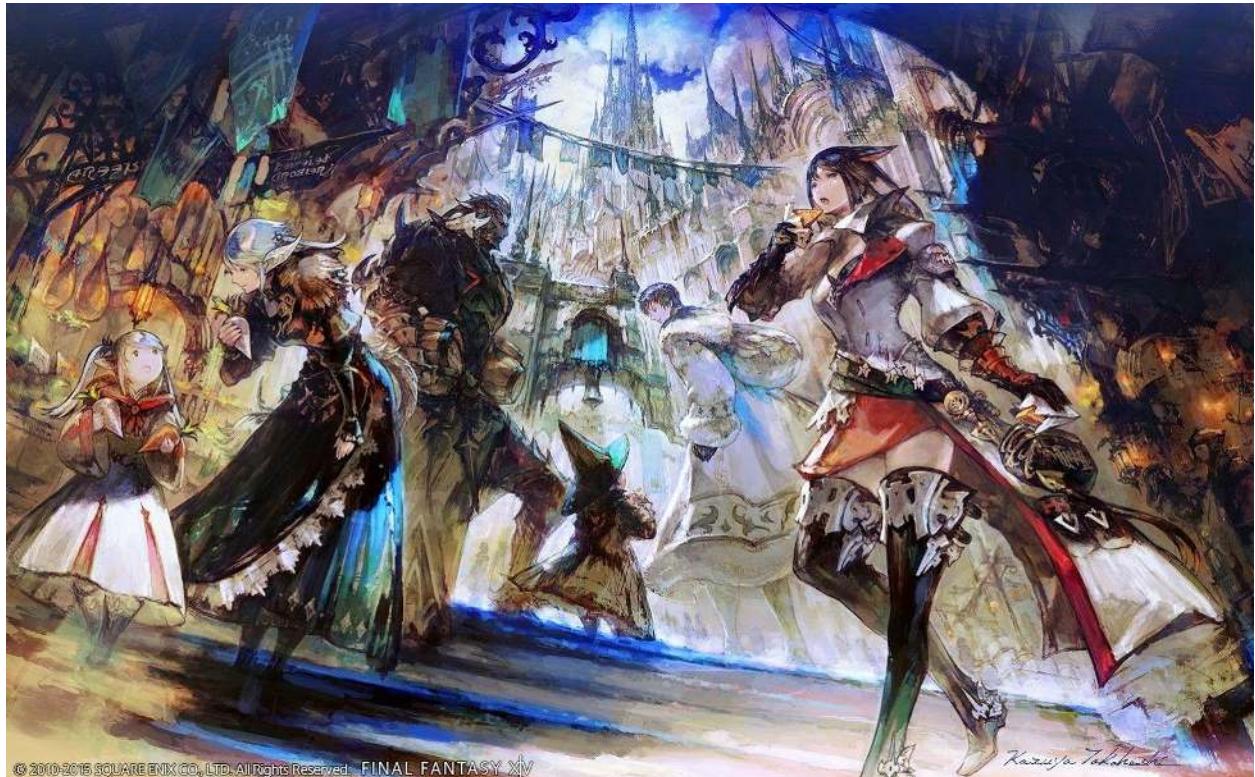
EORZEA FANTASY



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By Erik Radspinner. Strongly based on Omega Fantasy and FFRPG 4th Edition, as well as D&D 5e, with an influx of ideas from myself and others, and credit for most of the mechanics and equipment goes to them.

Rules



Dice and Checks

All checks and rolls in EF (Eorzea Fantasy) are done with a d6 or 2d6. Whenever the DM calls for a difficulty check (DC) or check, he is asking you to roll a 2d6. All DCs are between 2 and 12, depending on the difficulty and proficiency of the character undertaking the task.

You may also receive advantage or disadvantage on the check, which means you add a third d6 die. If you have advantage, you roll 3d6 and take the two highest dice to determine the result, and for disadvantage, you take the two lowest dice. An advantage or disadvantage represents a significant factor in your favor, such as (for advantages) using a library to research or trying to deceive a drunk person, or (for disadvantages) trying to sneak up on someone with no cover or attempting to learn a secret known only by a handful of people.

You may have up to two advantages and disadvantages on a single check. In such a situation where you have an equal number of each, they offset and the check is made as normal. If you have an uneven number of advantages or disadvantages, then that determines whether the roll receives advantage or not by whichever is higher (2 advantages to 1 disadvantage means you roll with advantage). If you have 2 advantages and no disadvantages, then you roll 4d6 and take the two highest. The opposite is true of having 2 disadvantages; roll 4d6 and take the two lowest.

However, for abilities that say “You deal 4d fire damage,” it is asking you to roll 4d6. In general any number with just the letter “d” is referring to the number of d6’s that you roll.

Interaction

In the case where two characters might oppose each other, opposed checks could be rolled. For example, if you wanted to break open a door and someone was bracing it on the other side, this would require opposed Athletics checks. In the case of opposed checks, the higher number wins, and in case of ties, then nothing happens or the status quo is maintained, and in general, the aggressor may attempt again unless circumstances prevent it.

Rest

Many things tax a party, especially combat. However, once per day, the party can rest for 8 hours to regain all lost hit points (HP) and magic points (MP, usually when resting overnight at an Inn). To receive this, they must rest in a place with at least minimum comfort, such as a tent. They do not recover if they don’t have something as simple as that to rest in.

Characters can also regain half of their maximum HP and MP if they take a short rest for 30 minutes. A party can take up to 2 such rests per day, and any further short rests afterward have no effect.

Various items also restore HP and MP and it’s best to have such items on hand, especially if your group lacks anyone with an innate ability to restore such resources.

Death

It is generally very difficult for characters to die in this system. When your hit points reach 0, you gain the knocked out (K.O.) status. After this point, you can only die if all party members also receive the K.O. status.

Combat

Combat takes place in a series of rounds that are each 10 seconds long, during game time. The GM decides which group goes first between those involved (usually players and enemies). Typically, a group that is surprised should go after the opposing side(s). Once the GM determines which group goes first, both sides alternate, choosing one person from their side to take their turn, then switching to the opposing side. For example, if the GM decides the players go first, they choose one of their members to take their action and move, and once completed, the opposing side (usually the enemies) chooses one of their members to take an action and move.

Attributes

Every character also has stats that determine one's effectiveness in the various aspects of combat. Whenever you have a value that is uneven (such as 1.5), always round down:

 **HP (Hit Points):** This is your durability. When attacks or abilities deal damage to you or vice-versa, your current HP is decreased by that amount. Your maximum HP remains the same until increased by leveling up.

 **MP (Magic Points):** This resource is used to power your spells and abilities. When you use an ability, you decrease your current MP by the amount listed next to the MP. Your maximum MP remains the same until increased by leveling up, like HP.

 **STR (Strength):** This is not literally your character's physical strength, but rather, a measure of his attack power. This value is added to the damage of all attacks and abilities that deal physical damage.

 **DEF (Defense):** This is your resistance to attacks and abilities that deal physical damage. Whenever you take damage from one of these two sources, subtract your DEF from the total damage before reducing your HP.

 **MAG (Magic):** This value is added to the total damage or healing dealt by all abilities labeled as magical.

 **RES (Resistance):** This is your resistance to magic that deals HP damage. Whenever you take damage from a magic ability, reduce the amount dealt to you by the value of your resistance stat before reducing your HP.

 **AGI (Agility):** This determines your movement speed and evasion check success. Your movement is equal to $3 + \text{AGI}$ (in meters) and when you make an evasion check against an attack, you roll 2d6 and add your AGI to the total. If 12 or higher, you successfully evade the attack.

Actions

As part of your turn, all characters receive the ability to move up to their movement and at any point before, during, and after, a character can take an action. Spaces that are considered "difficult" (such as rubble or knee-high water) cost 2 movement to move through instead of 1 (see Agility). Spaces that are considered very difficult (such as chest high water or snow drifts)

cost 4 movement. Below is a list of the most common actions in combat and at GM discretion, there may be actions outside of these that you can perform:

Attack: You make an attack with a held weapon against a target within your weapon's range. The target of your attack may evade it by passing a DC 12 evasion check. He may add his AGI to the result. If the result of the dice roll is a natural 12 (6 and 6), then the evader may make an attack against his attacker and the attacker cannot evade. Conversely, if the evader rolls a 2 (1 and 1, or snake eyes), the attacker lands a critical hit and deals double damage.

Dash: Move an amount of meters equal to your movement speed.

Display of Prowess: Sometimes, a fantastic display of one's prowess is enough to make an opponent second guess himself. Make an Arcana, Coercion, or Martial check with a DC equal to 6 + the highest level of all enemies within 10m. If you succeed, all enemies within 10m of you gain the shaken status for 3 rounds.

Spell/Technique: You can choose to use a spell or technique by spending MP equal to the listed cost on a target or target area within its range. Any ability with a cast time greater than 0r (0 rounds) requires concentration and while concentrating, you cannot evade attacks. After the cast time is up, the effect of the ability occurs at the start of your turn (before performing any movement or action) on a target or area within range. If this is a spell, it cannot be evaded normally and deals additional damage equal to your MAG stat or in the case of a healing ability, heals an additional amount equal to your MAG stat. Techniques that heal or deal damage receive a bonus equal to your STR stat. Look to individual abilities for the details of how each one works. Some may also include the option to "overcast" and each spell or technique should include details for how that alters the ability in question. If there is no viable target in range when your cast finishes, you may cancel the cast instead of having it take effect. No MP is spent for the spell or technique if you choose to cancel it at this point.

Defend: All damage received until the start of your next turn is halved.

Item: Use an item from your inventory on yourself or another creature within 1m (1 meter or 1 square). Unless otherwise noted, all items are shared between party members (except weapons and armor).

○ Characters also learn abilities called "passive abilities" and these are always active, unless otherwise noted. These are explained in greater detail in the Jobs section.

! Characters also learn abilities called "reactions" and each character receives 1 reaction per round and reactions can only be used when it is not their turn. These are explained in greater detail in the Jobs section.

Damage Types

Physical: Damage dealt by attacks and techniques with this icon  are physical attacks. When taking physical damage, subtract your DEF from the total before reducing your HP.

Magical: Damage dealt by spells with this icon  and items are magical damage. When taking magical damage, subtract your RES from the total before reducing your HP.

There are also different types of magical damage and resiliences or weaknesses to different types of damage. If a creature is resilient toward a type of damage, all damage of that type is reduced by half, and if a creature is weak to a type of damage, all damage of that type is doubled. Below are the 8 types of magical damage (though rarer, unanticipated magic damage also exists and this damage is not affected by any elemental resilience or weakness).

If a target takes damage from multiple damage types and has multiple resistances, then the damage is divided accordingly and halved appropriately. For example, if an attack that deals fire and lightning is dealt to a creature who is resilient to lightning but not fire, then the damage is split into halves and only one half (the lightning half) is resisted, resulting in the target taking 75% of the damage instead of full damage or half damage.

Collision: When a target would be forced to move into a space occupied by a solid object, their movement ends in the last space they occupied and they instead take 1d damage that ignores all DEF and RES. If a target falls from a distance greater than 3m, they take 1d damage. This damage increases by 1d per 3m after 3m (For example, they would take 2d damage for falling 6m, 3d damage for falling 9m, and so on).

Distance and Space

All distances are measured in 1m units and characters usually take up a space of 1m. Creatures of size S (small) and M (medium) make up all the available player races. Other creatures may be T (tiny), which is about the size of a cat and such creatures should be able to occupy spaces with creatures of any other size up to a limit (GM's discretion). Creatures of smaller sizes exist, but can be handled on a case-by-case basis and the smaller a creature is, the harder he should be to hit.

Larger sizes include L (Large), H (huge), G (giant), and C (Colossal) in order ascending from M. For each step above M, the occupying space of a creature should be increased by 1m (Large should occupy a 2m space, or 2-by-2 space on the map; Huge should occupy a 3m space, or 3-by-3 space on the map, and so on). Larger creatures generally have less AGI and creatures bigger than C are not covered here, but may exist at GM discretion.

Range: This is the maximum distance between the caster's space and the center of the desired effect. Abilities that list a range of "self" begin at the caster's space and in the center of his space. Ranges of "weapon" use the same range as the weapon being wielded by the character.

Target: This is the area of effect's maximum distance from its center. Anyone fully or even partially in the target area is included in its effect, even allies. If the target is listed as "single," then it only affects one entity or creature.

Types of Distances

Adjacent: Distance of 1m or less.

Close: Distance of 1m to 3m.

Near: Distance of 3m to 6m.

Far: Distance of 6m or more.

Status Effects

Antagonized: While you have this status, you must focus your attacks or include in the target area of your offensive abilities the creature who gave you this status effect.

Barrier: The barrier prevents a certain amount of HP damage and this status is automatically removed when the barrier runs out. Each barrier has a certain amount of HP allocated to it. The barrier takes damage in place of the creature's HP when damage would be dealt until removed.

Berserk: You can do nothing but take the attack action on your turn. Your STR is doubled, but your DEF and RES are reduced to 0.

Bleed: You take 1d damage each round at the end of their turn. This bypasses all DEF and RES and usually is not removed until you gain the K.O. status or until you regain any amount of HP.

Blind: Whenever you attack an enemy, he has advantage on the evasion check and you have disadvantage on evade checks.

Blink: Whenever you are attacked, you have advantage on the evasion check.

Burning: The target takes 1d fire damage at the end of their turn while this status is active. This bypasses all RES. They can spend an action to end this status effect by making a DC 6 check.

Charm: While charmed, you follow the commands of the creature who charmed you. However, your conflicted nature means you can only take a movement or action on your turn, not both.

Clumsy: The next time you would be able to evade, you instead automatically fail the evasion check, and then this status is removed.

Confusion: At the start of your turn, roll a 1d6. On the result of 3 or lower, you move up to an ally and take the attack action (unless they are within range of your weapon, then you do not move). On the result of 4 or higher, you take your turn as normal.

Curse: You receive disadvantage on all checks to resist status effects until you fail against one such check, then this status is removed.

Dazzled: All damage you deal is halved until this status is removed. This is applied after all other reductions, including DEF and RES.

Disease: You cannot recover HP while you have this status effect.

DeATR: The linked attribute is reduced by 3 while you have this status. For example, DeSTR reduces your STR by 3.

Drenched: The target's movement is halved and they gain weakness to lightning damage. This status is removed when the target takes lightning damage, regardless of the remaining duration.

Doom: When this status' duration runs out naturally, your hit points are reduced 0 and you gain the K.O. status and this status effect is removed.

EnATR: The linked attribute is increased by 3 while you have this status. For example, EnSTR increases your STR by 3.

Frog: You have turned into a frog. Your DEF and RES are halved and you can take no action. You can still move as normal.

Frozen: The target cannot attack, move, or evade attacks while he has this status, and he gains weakness to fire. Taking any damage except ice damage will remove the frozen status. He can spend an action on his turn to make a DC 8 check to break free from the ice and end this status effect.

Haste: You make take an additional action or move on your turn.

Helpless: This status is generally only gained when you are asleep and unaware of an enemy and cannot move. You cannot evade and any attacks are automatic critical hits.

Hyper: You can activate your Limit Break. This status immediately ends when combat ends or when you use a Limit Break.

Immobilize: You are unable to move from your current space. You may still take actions as normal.

Invisible: While invisible, your attacks, spells, and techniques cannot be evaded and you gain advantage on all checks related to sneaking or remaining hidden, as well as checks to steal, and advantage on evade checks. All of these benefits are lost against creatures with the supernatural senses trait. In addition, each round in combat in which you target an enemy with an action or reaction, you must make a DC 7 check or the invisibility status ends. Finally, after taking a hostile action against an enemy, they can make a DC 6 check to automatically tell which space you occupy if within 6m.

K.O.: You are unconscious and your turns are skipped. You gain the K.O. status when your hit points are reduced to 0. Your HP cannot be increased until this status is removed. A short rest removes this status effect and restores your HP to 1.

Mini: Your STR and MAG are reduced to 0 and your size is reduced by 1 step. If your STR and MAG are below 2 (before this status effect), you also treat all die rolls that would receive a bonus from STR and MAG as 0.

Pacify: You cannot use any physical abilities or use the attack action while you have this status.

Panicked: You cannot attack or use any abilities (magic or physical), but you can move as normal and receive advantage on evasion checks.

Paralyzed: At the start of your turn, make a DC 8 check. If you fail, you cannot move or take an action this turn.

Petrified: You cannot take actions or move. In addition, you are immune to all damage, except wind damage. Taking wind damage while petrified immediately ends the petrified status.

Poison: You take HP damage equal to 10% of your maximum HP at the end of each of your turns.

Regen: You regain HP equal to 10% of your maximum HP at the end of each of your turns.

Shaken: All stats are reduced by 1 for the duration (minimum 0).

Shocked: You receive disadvantage on all evasion checks while this is active.

Silence: You cannot use any magic ability while you have this status.

Sleep: Your turns are skipped while you have this status, but you wake up immediately if you take any damage.

Slow: You can either move or take an action, but not both.

Stop: You can take no actions, cannot move, automatically fail all evasion checks, and cannot take reactions.

Stunned: You can take no actions and cannot move.

Surestrike: Your next attack cannot be evaded. This status is removed upon attacking an enemy.

Vulnerability: Damage dealt against you is increased by 50% while you have this status. This status is removed after you take damage again.

Zombie: All healing effects are reversed for you. Healing HP deals damage to you and effects that remove K.O. instead inflict it upon you.

Surprise

When one creature or group successfully surprises, or ambushes, another, then the creature or group who is surprised does not act in the first round of Initiative, regardless of result.

Obstacles

Every combat should have some kind of obstacles, whether it's a few squares that are difficult to move over (such as an area with a table and chairs), a pit (fall damage unless you succeed at an Athletics DC 6 to pass over it), or anything else you can imagine. For a truly memorable combat in this system, obstacles should be used to add variety to every combat, regardless of how minor they seem, as even blocking off a 2-by-2 cube could alter strategy and spell placement to a more than minor degree. It is viable for an enemy or a player to outrun an enemy with the use of an obstacle, as well. The importance of obstacles in a given combat cannot be overstated. Just imagine your scene for a given fight and think of the things that may impede simple straight move-and-attack turns.

Character Creation



Listed in order below are the recommended steps one should take when creating a character and preparing to run a session or campaign in this system.

- 1. Choose 3 Traits and a name for your group. These traits have no other effect except providing your group's common cause and providing a list from which you shall choose your own traits.**
- 2. Choose 2 Quirks from the Quirk list and 2 Traits from your group's 3 traits. Then choose a third trait from the master trait list solely for yourself. You should have 3 traits and 2 quirks total.**
- 3. Choose a talent from the talent list or create your own (this can also apply to quirks and traits, but must receive GM approval).**
- 4. Choose an ancestry and a starting class, marking down all stats and gained abilities, and their effects.**
- 5. Choose spells and techniques as noted by your class and 2 skills to gain proficiency with from the skill list.**
- 6. You receive one starting weapon and armor from the groups with which you are proficient. This must be a weapon or armor without a special ability.**
- 7. Your group also receives 2,000 gil that can only be spent on items from the items list to make up your starting party inventory. Leftover money can be kept in the group inventory or split as desired.**

Destiny



At the start of any campaign, the players should discuss what brought them together as a group and what their goals are. This is how they aid the GM in determining their destiny and future together, quite literally. The group must choose three destiny traits from the list below for their group's traits, and once those are chosen, choose two traits from those three for themselves. His third trait can be any trait from the trait list. These traits provide challenges that may provide destiny points and ways in which the group may use destiny points to gain an advantage. Ultimately, this has no effect on combat and strictly affects the out of combat area.

Every group begins with 4 destiny points and three traits from the below list. These are the group's traits. They should also generally pick a name and/or theme for their group and work on a backstory for how they came to work together.

Traits

Mercenary

This group was founded to acquire wealth and power.

- **The Good:** You have contacts that appear in the most improbable moments. By spending Destiny Points in any situation, you can find someone interested in buying or

selling you things, except if this implies risk of life. However, they may not always charge fair prices, even if this merchant is a cat-man in the middle of an inhospitable mountain.

- **The Bad:** People tend not to rely on mercenaries and will doubt your intentions when they know your motivations, unless you spend Destiny Points.

Monster Hunter

This group was founded to kill monsters.

- **The Good:** You may spend Destiny Points to discover things about monsters.
- **The Bad:** Monsters are always hostile to you. You need to spend Destiny Points to prevent a monster from being automatically hostile.

Nemesis

This group was founded to fight someone or something of great power.

- **The Good:** As much as your Nemesis hates you, it always seems to leave a hole in his plans. Whenever you are in a situation of imminent defeat to your Nemesis, you may spend Destiny Points to figure out a way to escape, in order to face it again later. This does not count as defeating or preventing the Nemesis' plan in any way: you only save yourself.
- **The Bad:** Your Nemesis knows your plans better than anyone. Whenever you try to spend Destiny Points to get any advantage over your Nemesis, you will need to spend twice as many Destiny Points.

People's Hero

This group was founded to liberate people from tyranny

- **The Good:** You may spend Destiny Points to call for assistance from the population. This help may involve shelter, food, hiding, and other support within the reach of the common man.
- **The Bad:** You can't refuse a request for help from a humble man, unless you spend Destiny Points.

Protege

This group was founded to protect something or someone from harm. Although it is very important for several reasons, this protégé is unable to defend itself from harm, which can be physical or not. This Trait can be selected more than once, each time representing a different entity to be protected.

- **The Good:** If your protégé is in danger, you may spend Destiny Points to gain a second chance on any check that can save it.
- **The Bad:** If the protégé is destroyed or killed, even if it is possible to reconstruct, resurrect or any other way to restore it, you lose Destiny Points.

Relics from the Past

This group was founded to investigate the secrets of the past, whether arcane, technological, or archaeological.

- **The Good:** You may spend Destiny Points to find out stories about artifacts and other ancient legends.
- **The Bad:** Many of the ancient things have profound and dire stories, carrying curses. You may suffer the curse that was upon something found, unless you spend Destiny Points.

Reputation

This group was founded to earn fame and success.

- **The Good:** Your reputation precedes you. You may spend Destiny Points to impress or even influence people based on your reputation.
- **The Bad:** It's hard to go incognito. When you really need to be undercover, you need to spend Destiny Points, or else you will be recognized or otherwise affected by your reputation.

Sense of Duty

This group was founded to follow an organization. Define what is the specific organization, which may be a church, a kingdom, the army, a corporation, or something else. This Trait can be selected more than once, each time representing an affiliation to a different organization.

- **The Good:** You may spend Destiny Points to receive help from the organization. This special aid will depend on the chosen organization.
- **The Bad:** You can't refuse missions from that organization, even if it goes against your character's beliefs, unless you spend Destiny Points.

Spending Destiny

There are a number of ways to spend destiny, but below are the most common and practical ones:

Reroll (1 Destiny Point): Reroll a single die, taking the second result even if worse. Can only be used once per check or roll.

Clue (1 Destiny Point): The group can spend a destiny point to get a clue from the GM on what to do next, usually in the form of an NPC or other method that gets the message across clearly.

Improving Success (2 Destiny Points): You may boost a single check by 1. This must be declared before the roll is made.

Activating Quirks and Traits (1-3 Destiny Points): Each trait has a particular way to benefit from Destiny Point expenditure. They may be activated by spending one Destiny Point to gain a +1 to the check related to the trait or quirk, spending two Destiny Points to gain a +2, or spending three to automatically succeed at the check.

Avoiding Disadvantages (Varies): Traits mention ways in which the character can receive penalties. If this happens, he must spend Destiny Points to avoid them. One point expenditure avoids the creation of a Challenge that the characters have to overcome in order to avoid serious consequences; two Destiny Points avoid problems causing three or more concurrent or sequential Challenges that the characters have to overcome to prevent serious problems; three Destiny Points must be spent to avoid it if the consequences of the problem caused by Trait does not need a Challenge to happen.

Heroism (4 Destiny Points): You can do something that might normally seem impossible, such as holding a building from collapsing for a short while its occupants escape. The GM should generally allow what the player wants to do to happen, unless it is physically impossible (such as pulling the sun from the sky or turning the ocean into blood), and may add consequences to the success of the action.

Divine Intervention (7 Destiny Points): By spending 7 Destiny Points, a character can dictate the outcome of an event or include things in the world.

This divine intervention can only be invoked to save character(s) from an extremely dangerous situation or to increase the scene's drama, but never to generate an anticlimax. Dictating that "The Shadow Lord is overcome with grief and decides to kill himself" is not an acceptable intervention but saying that "When the group is surrounded, and everyone is about to fall into the abyss, a group of giant eagles comes and grabs the characters, flying them away!" is a possible intervention.

If you use divine intervention when your character is dying, in a way that the character does not avoid his death, it costs 4 Destiny Points instead of 7. Remember that using divine intervention by 4 points means the character will surely die at the end of intervention, and nothing that the characters can do will avoid this (except Cheat Death, below).

Cheat Death (10 Destiny Points): For 10 Destiny Points, a player can restore a dead character to life or otherwise escape from death. This “resurrection” is never immediate; the character will always come back only after everyone has already given up. Remember also that Cheat Death does not mean that the character will not have consequences; he may have broken bones, health problems and mental disorders, at least temporarily. The player must decide how, exactly, the character survived (or even came back from hell itself).

Races



The races of Eorzea are all considered “human” and part of humanity and all have variably humanoid shape. While their culture and its details will be linked below, this section will mostly provide a brief summary of the race and how it works in the system mechanically. Based on your race, you receive a single race talent that will further define the build of your character. Each race also had two sub-races that tend to have minor physical differences between each other and a different race talent.

Following the summary of the race (and its sub-race) will be a racial talent which is automatically gained for being a member of the race.

Hyuran (Hume)



Boasting the largest population in Eorzea, the Hyur came from neighboring continents and islands in three great migratory waves bringing along a sophisticated technology and complex ethos tempered by the breadth of the outside world. They rapidly became a driving force behind cultural progress, and are now widely attributed with spearheading advances in Eorzean civilization.

One of the Hyur's strengths is the staggering variety of languages and social institutions they exhibit. This is said to account for their conviction in individual freedom, though it also results in a relative lack of solidarity and group cohesion.

Two distinct groups now exist among the Hyur: Highlanders, denizens of mountainous areas, and Midlanders, who reside in lower elevations.

Midlander

The Midlander clan comprises over half of the total population of Eorzea's Hyur. They have established themselves throughout every city in the realm and lead lives as diverse as their heritage, though they are marginally more common and prominent in Gridania than elsewhere (partly because most or all of the Padjal are born from Midlander families). Trained in letters

from infancy, the Midlanders are generally more educated than many of the other races and clans.

- **General Education:** Choose one. You receive a +1 bonus on Academics or Logic checks.

Highlander

The Highlanders derive their name from a long tradition of inhabiting Eorzea's mountainous regions, particularly Gyr Abania and its proud city-state of Ala Mhigo. Compared to their Midland brethren, the Highlanders are larger in build. Although Highlanders were originally common in Ala Mhigo, the state's conquest by Garlemald has driven them all across Eorzea in great waves of refugees. The largest number of them can be found in and around Ul'dah, as the refugees were attracted by tales of Ul'danian wealth—only to learn of the other side of ruthless Dunesfolk business practices. Many are now found on the streets of Ul'dah, huddled outside its walls or in the refugee camp referred to (some would say mockingly) as "Little Ala Mhigo". However, the great Highlander diaspora did not just send them to Ul'dah, and they can be found more or less everywhere across Eorzea.

- **Struggling Life:** Choose one. You receive a +1 bonus on Survival or Skullduggery checks.

Elezen



The Elezen can lay claim to being the oldest of Eorzea's native sentient races—various city-states over multiple Astral Eras have been founded by them, and there is significant evidence to suggest that the ancient, mighty Allagan Empire may have been substantially driven by the Elezen's distant forebears. In modern times, while a few Elezen can be found all across Eorzea, their greatest populations are in Gridania and Ishgard. The Elezen were instrumental in Gridania's founding and are responsible for many of the traditions of its greatest institutions, such as the Archer's and Conjurer's Guilds. Their long attachment to the Black Shroud and understanding of the elementals who truly rule that forest mean that they will be a crucial part of Gridania, as long as it endures.

Wildwood Elezen

For eons, the Wildwood Elezen have lived in the safety of Eorzea's lush forests. They have an excellent sense of sight—a contributing factor in their unparalleled expertise as archers. With the formation of the realm's governments, many Wildwood were drawn either to the exhilarating cosmopolitanism of the urban centers or the simple nomadism of the plains.

The other great population of "Wildwood" Elezen is to be found in Ishgard, but long decades of ceaseless warfare with the Dravanian Horde, the intensity of the faith of the Church of Halone, and most recently the years of bitter cold and snow, have made the Elezen of Ishgard culturally distinct from their other Wildwood cousins.

- **Life of Strife:** Choose one. You receive a +1 bonus on Martial or Survival checks.

Duskwright Elezen

The Duskwright Elezen have spent centuries in the peace and seclusion of Eorzea's caves and caverns. They have developed an acute sense of hearing, capable of detecting the faintest of sound. The uncanny awareness this grants has proven advantageous in the field of hand-to-hand combat. Many of the reclusive Duskwright resort to robbery and pillaging to survive, earning them the scorn of their woodland relatives.

- **Undergrounder:** Choose one. You receive a +1 bonus on Martial or Skullduggery checks.

Lalafell



The Lalafell were originally a group of agriculturalists inhabiting the fertile islands of the south seas. With the introduction of transmarine commerce, they soon found their way to Eorzea via trade routes. They are now one of the more populous races and are well established throughout the region, though they remain averse to cold climates.

The short, rotund builds of the Lalafell belie an incredible agility, and their seemingly feeble legs are capable of carrying them long distances over any terrain. Many among them are also known for possessing highly developed and cunning intellects.

The Lalafell place a great deal of significance on familial bonds, but are by no means unfriendly to outsiders. This is evidenced by the fact that they continue to share prosperous relations with all of the other races of Eorzea.

Plainsfolk

The flat landscapes of the Plainsfolk's home islands are dotted with the clan's traditional thatched huts, beneath which lie intricate networks of underground passageways. Their distinct hair coloration—a myriad of earthy and grassy tones—mimics their native environment, and their long, pointy ears are said to be able to detect the faintest scampering of the prairie's various fauna. Their skin tones tend generally toward the fairer, lighter side of the spectrum, though as with many races this is not universal.

This inclination toward grasslands and plains naturally led the bulk of Eorzea's Plainsfolk to Vylbrand's wide meadows; it has been strongly implied that they made up a major portion, perhaps the majority, of the population of Nym, and even today the greater majority of Plainsfolk can be found in and around Limsa Lominsa. They are somewhat more diasporized than the Dunesfolk, though, and some Plainsfolk can be found in nearly every corner of the land, from North Shroud to the southern tip of Thanalan, with quite a few to be found in Ul'dah. The sole exception is Ishgard—due to the general Lalafellin dislike for cold, outside of the adventuring cadre it is rare indeed to encounter them anywhere in Coerthas, especially today.

- **Wanderer:** Choose one. You receive a +1 bonus on Medicine or Survival checks.

Dunesfolk

Perhaps the most distinctive aspect of Dunesfolk culture is its traditional dwellings—structures affixed to the backs of large beasts of burden. The luminous eyes of the Dunesfolk are the result of a glossy, protective layer which covers the pupil, an evolutionary response to the glaring sunlight of their home region. Many individuals wear a small gemstone on their forehead, representing their zodiacal sign. Dunesfolk have a particularly wide variation in skin tone - while many tend toward the darker side of the spectrum (as they live in a desert), several prominent Dunesfolk, such as Nanamo Ul Namo, are among the fairest-skinned individuals in Eorzea.

While the traditional dwelling of the Dunesfolk is on beasts of burden, the Dunesfolk are also the founders of the city of Ul'dah. The vast majority of Dunesfolk a traveler encounters in modern Eorzea will be from that city - if you encounter a Dunefolk on the bridge-streets of Limsa or angrily haggling for a chocobo outside of Gridania, odds are they'll be from Ul'dah. Ul'dah's prosperity means that very few Dunesfolk have settled away from the city-state.

- **City Dweller:** Choose one. You receive a +1 bonus on Coercion or Streetwise checks.

Miqo'te



The Miqo'te have diverged into two ethnicities: the Seekers of the Sun and the Keepers of the Moon. While the diurnal Seekers of the Sun worship Azeyma the Warden with their culture revolving around the sun, the nocturnal Keepers of the Moon prefer the shroud of night and offer their piety to Menphina the Lover. The Keepers of the Moon have a custom of applying war paint to their faces, as it is believed the vivid colors grant lunar powers.

Seekers of the Sun

The Seekers are diasporized across Eorzea; a few can be found in nearly every region of the land, bar Coerthas. Limsa Lominsa boasts a substantial Seeker population, as they are drawn to La Noscea's warm-temperate climate and abundant sunlight. Many of the Seekers who have settled in Limsa have adopted most of its social mores, and do not follow the "traditional" clan hierarchy closely, if at all. The Seekers are widely regarded as quick-witted and prone to action, and many bore easily.

- **Sun-Kissed:** Choose one. You receive a +1 bonus on Athletics or Coercion checks.

Keepers of the Moon

Keepers are generally found in the Black Shroud. They are divided between those who have made peace with the Gridanians and integrated into their culture (and can be found making up a not-insubstantial portion of groups like the Wood Wailers), and the other clans who still resist Gridanian "domination" and have carved out their own small domains in the forest, like the Coeurclaws. The latter tend to engage in banditry to aid their survival, forcing them into further conflict with Gridanians, who worry their behavior will incite the wrath of the Twelveswood's elementals. The Keepers are known for their reticent and brooding personalities, but are also respected and sometimes feared for their tenacity.

- **Moon-Kissed:** Choose one: You receive a +1 bonus on Deception or Survival checks.

Roegadyn



The Roegadyn are a maritime people whose largest concentrations are found in the northern seas, by way of which they came to Eorzea.

They have enormous, muscular builds and are known for the cultural emphasis they place on competition and unflinching courage, although tender, introspective individuals can also be found. Roegadyn in and around the Limsa Lominsa area are typically seamen putting in at port, but many have settled permanently, becoming mercenaries, bodyguards, or even pirates by trade. Far away, deep in the mountains of Ul'dah, live mountain clans of reclusive Roegadyn known as the Hellsguard, said to have mastered the magical arts.

Sea Wolves

The Sea Wolves hail from the islands of the far north seas, where they subsist as fishermen and -women. Long ago, no vessel or coastal village was safe from their maritime brand of brutality. Now, it is not uncommon to see them employed as sailors or naval mercenaries on all manner of vessels.

In modern times, they also make up a substantial portion of the population of Limsa Lominsa, nearly tying with Midlander Hyur as the largest portion of the population. As a result, the entire city has been substantially influenced by their culture and attitudes, and in many significant ways, Limsa is a "Sea Wolf town".

- **Heart of the Waves:** Choose one. You receive a +1 bonus on Athletics or Survival checks.

Hellsguard

The Hellsguard are a clan of Roegadyn with body and mind tempered by the unforgiving heat of the volcanic regions they inhabit. Believing the mountains of flame to be gates to the underworld, their line has for centuries stood vigil over them to prevent the passage of souls back to the realm of the living. Their sheer girth and steely demeanor open to the Hellsguard a wide range of paths, from the martial to the monastic.

As they hail from the volcanoes of Abalathia's Spine, they have no real city to call their own (and many Hellsguard seem to like it that way). If they are to be found in number in any city-state, it is in Ul'dah where there is no shortage of the sort of sell-sword work that many wandering Hellsguard engage in—and no shortage of coin with which to pay them.

- **Steel Soul:** Choose one. You receive a +1 bonus on Athletics or Mythology checks.

Au Ra



The curved horns and beautifully patterned scales that characterize the Au Ra often give rise to speculation that this Hyur-like race native to the Far Eastern continent of Othard are, in fact, the progeny of dragons. This has long been disputed, with scholars citing several distinct differences as evidence of decidedly dissimilar roots—the foremost being the enhanced hearing and spatial recognition granted by an Au Ra's cranial projections (traits not attributed to draconian horns), and the second being the gross disproportion of body mass between Auri males and females (again, a trait widely unseen in dragons).

Some Auri possess luminous limbal rings (the outer edge of the eye's iris, which is normally darker than the rest of the iris).

Raen

Auri creation myth tells of a Dawn Father and a Dusk Mother from whom all Au Ra are descended. The Raen believe their veins to run thick with the blood of the former—their brilliant white scales and iron wills serving as proof of this divine lineage.

Unlike their sister clan, the Xaela, who bloody the land with their endless tribal conflict, the Raen have embraced a life of tranquility and solitude, long abandoning the nomadic lifestyle of their

ancestors to settle the deep valleys of Othard's mountainous eastern reaches. Only on rare occasions will one emerge from the valley mists to seek adventure in realms afar.

- **Tranquil Soul:** Choose one. You receive a +1 bonus on Coercion or Mythology checks.

Xaela

Auri creation myth tells of a Dawn Father (Azim) and a Dusk Mother (Nhaama) from whom all Au Ra are descended. The Xaela believe their veins to run thick with the blood of the latter—their lustrous black scales and fiery wills serving as proof of this divine lineage.

Unlike their sister clan, the Raen, who lead solitary lives hidden behind the savage peaks of Othard's eastern reaches, the Xaela are free spirits who roam the vast western steppe (Azim Steppe) in close-knit tribes hunting, gathering, and warring as their ancestors have for countless generations.

- **Warring Tribalist:** Choose one. You receive a +1 bonus on Martial or Survival checks.

[Viera](#)



The Viera is a leporine race of people commonly found in Southern Othard. While the majority of their population resides closed-off from the rest of the world in the Golmore Jungle, in recent times more them decide to leave the safety of the forest to explore the world. As such, it is estimated that the Kingdom of Dalmasca comprises around 5% of Viera.

The Rava Viera in Golmore Jungle live under a strict code, the "Green Word", that forbids them from interacting with the outside world unless strictly necessary. Those who leave to discover the world are forever banished, never to return. In contrast, the Veena Viera of the Skatay Range are more open to venturing to the outside world.

Viera

Like the Keepers of the Moon, the Viera are a matriarchal society ruled by and mostly composed of women. The rare men, however, are still held in high regard as Wood-warder, defenders of the jungle. They remain deeply solitary, except when they decide to take a ward, always a male, to train.

It is estimated that around 80% of Viera are born female. They begin to show sexual dimorphism at around the age of 13, which is when the males will be taken under the wings of older males to train in the ways of the Wood-warders.

- **Ancient Woodlander:** Choose one. You receive a +1 bonus on Mythology or Survival checks.

Hrothgar



The Hrothgar are separated into two clans, the warm-colored Helion and the winter-furred Lost. In ages past, the Hellions of southern Ihsabard served under a singular matriarchal rule, their lives revolving around their queen.

By contrast, the Lost are a nomadic clan known to undertake many trade professions, from peddlers to mercenaries. They're hesitant to take up occupations that restrict their traveling. Their cold fur is said to be a symbol of their independent nature, driving them away from the warm embrace of their queen.

Hrothgar

Hailing from the distant shores of IIsabard, the Hrothgar are a burly people of leonine appearance—or the males at least. Females are staggeringly few among their population and are rarely glimpsed by the other races.

The Hrothgar's imposing countenance, not mitigated by their sharp claws and their still sharper fangs, incited panic among Eorzeans upon their arrival. As they were unable to communicate, initial interactions among the common folk often escalated into conflict. After the Hrothgar gained mastery over the common tongue fears allayed and, in time, they were welcome in all corners of the realm.

- **Competing Soul:** Choose one. You receive a +1 bonus on Coercion or Martial checks.

Garlean



The Garlean Empire controls the majority of the northern and eastern regions of the enormous landmass of the three continents—of which Eorzea is a part. Until some fifty years ago, Garlemald was a small, remote nation which held little more than a fraction of the northlands. But with the revolutionary advancements in technology and dramatic restructuring of the military ushered in by an ambitious commanding Legatus who later ascended to the seat of Emperor, Garlemald soon established itself as one of the most formidable forces in all of Hydaelyn.

The gigantic imperial warships which scorch the skies carry onboard fleets of the Empire's juggernauts—magitek-clad winged machina armed with devastating weaponry that are dispatched throughout the realm to rain terror and destruction from above. These forces, together with an immense standing army equipped with equally imposing arms and armor, grant Garlemald unrivaled military might. As the Empire's dominion expands into Eorzea, however, even its countless legions have begun to lack numbers, and a policy of drafting and conscription has been implemented in all conquered lands.

Playing Garlean

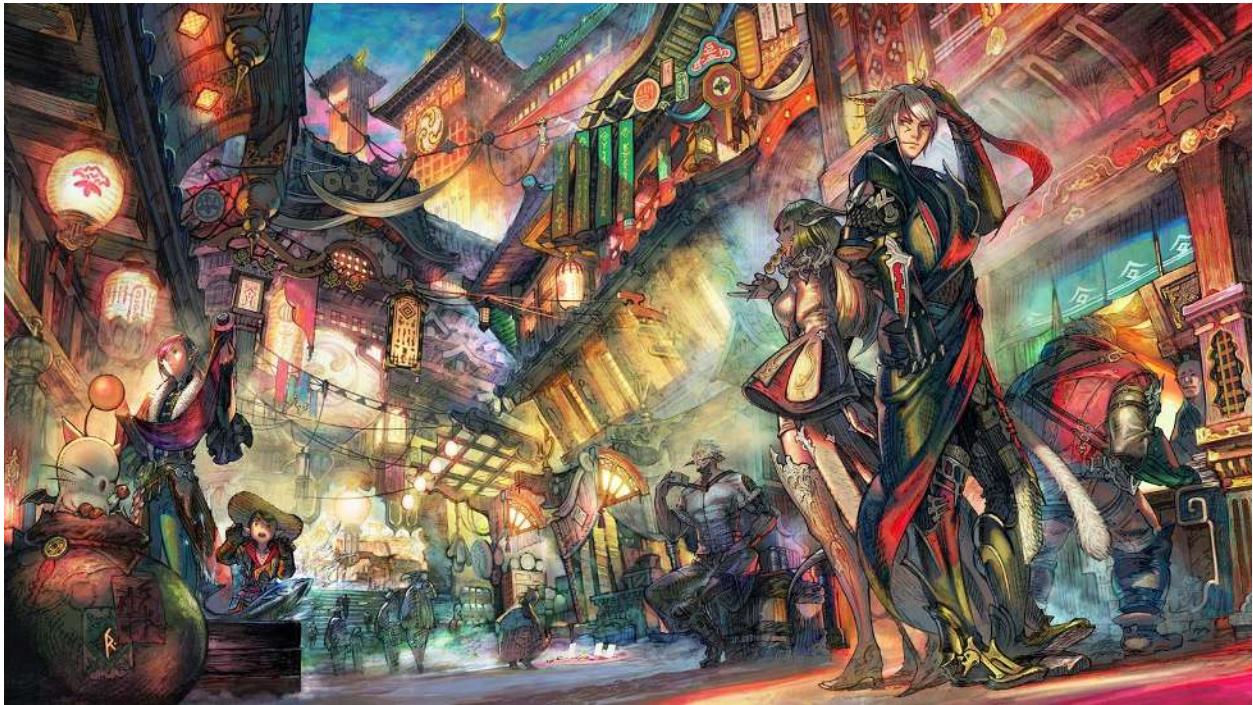
The ability to use magic is extremely rare among full-blooded Garleans, but not impossible. All native Garleans bear a single silver gem in their center foreheads and this is often referred to as the “third eye.” The ability to use magic among less than full-blooded Garleans is still

uncommon, but not entirely unheard of. Garleans who can use magic can usually trace their ancestry back to a non-Garlean or Allagan, though it may be centuries removed.

In addition, Garlemald was once at war with Eorzea and relations remain relatively tense. Prejudice among Eorzeans against Garleans is not uncommon. These are factors to keep in mind if you wish to play a Garlean in Eorzea.

- **Imperial Mind:** Choose one. You receive a +1 bonus on Martial or Technology.

Quirks



All characters have different kinds of quirks. In this section, you will find a list of quirks and typically, every character begins with 2 quirks of his choice. These quirks provide an opportunity for a character to gain destiny points and to earn them by disadvantaging his group. All quirks are double-edged and should be chosen carefully as they may come to define your character on the roleplay side of the game. In addition, you cannot choose two quirks with the same keyword in parentheses next to its name, as they are quirks that directly contradict or conflict. You are also encouraged to come up with your own quirks with your GM's permission and review.

If you create your own quirks, make sure it has three critical components: a way to gain destiny points that causes problems for you and/or the group, a way to spend destiny points to get an advantage, and it must not influence combat.

Quirk List

Arrogant: You don't back off from challenges and don't submit to the will of others. You may spend Destiny Points to resist intimidation. However, you do not take insults lightly and don't refuse challenges. Earn Destiny Points when this attitude causes you problems.

Bottomless Pockets: You usually have everything always at hand. Spend Destiny Points to find things you did not expect, as that wrench you were just looking for! However, sometimes you simply won't find something you were sure that was with you. When this causes you problems, earn Destiny Points.

Brute (body): You are very strong and heavy. Spend Destiny Points to overcome challenges whenever your muscle power really makes a difference. However, your weight and lack of reflexes can cause you problems, granting you Destiny Points.

Caustic (charisma): You attract dislike and people feel uncomfortable by your side. You may use Destiny Points to intimidate or otherwise impose your will on others. You receive Destiny Points when this lack of sympathy causes you problems.

Contacts: You have contacts to obtain information or favors. Decide at character creation what kind of contacts you have and what kind of favors they would be willing to do. To use these favors, spend Destiny Points. However, your contacts may ask dangerous favors or cause you problems, granting you Destiny points.

Compulsive Liar (honesty): For some reason, telling the truth is very hard for you. Worse, others believe! Use Destiny Points to make people believe your lies, especially the most ridiculous, and earn Destiny Points whenever your lack of honesty causes you problems.

Empathic (charisma): You attract sympathy and people feel comfortable at your side. You may use Destiny Points to attract sympathy and good impressions. However, people tend to not take you seriously. If this causes you problems, earn Destiny Points.

Fast (body): You are fast and light. Spend Destiny Points to use your speed to your advantage but earn Destiny Points when your lack of strength or resistance causes you problems.

Feral (animal): You were raised by beasts, monsters or a savage tribe. You relate well with animals. Use Destiny Points to attract animal sympathy and calm them. However, you are unable to get along with other humans and earn Destiny Points whenever that causes you problems.

Focused: You are focused on some issues (decide which). Unfortunately, this leaves you with little regard for other subjects. You may use Destiny Points to remember specific knowledge of your studies. Earn Destiny Points when your lack of attention to other matters causes you problems.

Intuitive Magic – Elemental: You can spend Destiny Points to manipulate fire, lightning and ice, creating small magical effects. Your magical skills, however, can't be used in combat. Sometimes, magic does not work the way or when you want, and if this causes you problems, earn Destiny Points.

Intuitive Magic – Forces: You can spend Destiny Points to telekinetically manipulate objects, as well as air, earth and water, performing small magical effects. Your magical skills, however, can't be used in combat. Sometimes, magic does not work the way or when you want, and if this causes you problems, earn Destiny Points.

Intuitive Magic – Illusion: You can spend Destiny Points to manipulate lights, shadows and illusions, performing small magical effects. Your magical skills, however, can't be used in combat. Sometimes, magic does not work the way or when you want, and if this causes you problems, earn Destiny Points.

Lycanthrope: Your senses are much more acute than usual. You can use Destiny Points to track by scent or discover things that only your keen senses would find. But your bestial blood tries to take control of you, and you have a constant internal struggle to not act like an animal. Whenever this causes problems, earn Destiny Points.

Naive Idealist: You see life through the lens of a personal code of conduct, or some religious fanaticism, or an ideological utopia. Either way, you're very attached to your ideals, and you can draw strength from them. The details of your ideal code must be fleshed out with the GM, but you can spend Destiny points to face incredible odds when adhering to it. However, you're gullible and easily manipulable, as your ideals may be used to cause you problems, earning you Destiny Points.

Natural Hunter (animal): You feel more comfortable away from civilization. Forests are your second home. You can use Destiny Points to hunt, seek shelter and track in natural environments. However, you are already so used to killing animals that they avoid you and feel uncomfortable around you. If this causes you problems, earn Destiny points.

Paranoid: You're always aware of the dangers that can arise at any time. Spend Destiny Points to perceive things that only your keen senses may notice. However, you suspect everyone and everything, and if this causes you problems, earn Destiny Points.

Straight Arrow (honesty): You're a straight arrow, rarely lie and have a reputation for honesty. You may spend Destiny Points to make people believe and trust you. Earn Destiny points whenever your honesty causes you problems.

Uncommon Beauty: You are very beautiful and can use your beauty to attract attention and get good impressions. You may use Destiny Points to influence other characters who would feel attracted to you. Whenever your beauty causes you problems, earn Destiny Points.

Visions: For some reason, you have visions that can give you hints of the future or just torture you. Spend Destiny Points for good visions and earn Destiny Points when flashbacks cause you trouble.

Jobs Summary



All characters begin play by selecting a single job from the job list and all abilities listed under your job once your character has met the required level. There are several crucial things to know regarding the job system:

- All benefits gained by jobs and advanced jobs are cumulative, including the attributes (HP, MP, STR, MAG, DEF, RES, AGI). The job you choose at 1st level is your main job.
- **Sub-Jobs:** you select a sub-job at 2nd level. A sub-job must be a non-advanced job and you receive all level 1 abilities (not including passives or reactions) from your sub-job, as well as weapons and armor proficiencies, but not the skills or attribute increases. In other words, you receive no increase to your attributes from sub-jobs. **You cannot choose Freelancer as a sub-job.** Alternatively, you can choose to gain proficiency in another skill or gain another talent in place of a sub-job. If you receive a sub-job ability that is identical in function to an ability you already possess (such as Physick and Cure), you gain 5 additional MP.
- **Changing Jobs:** When gaining your sub-job, you may instead make your sub-job your main job and move your old main job to your sub-job slot. You must replace all 1st level attributes (HP, MP, STR, DEF, MAG, RES) from your original main job with your new main job's attributes. This can only be done once and upon gaining 2nd level. **The GM must approve the change of jobs, as it has to be strongly tied to your character and/or the story.** More significant job changes at later levels may be possible by GM discretion.
- **Archetypes:** When gaining 4th level, you must also choose an archetype for your job that grants a passive and reaction ability and further defines your attribute progression.

- **Advanced Jobs:** When you would gain 6th level, you select an advanced job from the advanced job list and gain your 1st level in that advanced job. You receive all benefits from advanced jobs (including base attributes and skills) on top of any attributes and abilities you already have. From there forward, you only gain levels in your advanced job and not your job. If you already possess the skill granted to you by your advanced job, you may select a different skill from your base job skill list instead. In addition, skills in which you have proficiency gain an additional +1 bonus.
- You cannot unlearn your job once the campaign has started, but you may unlearn your advanced job. Typically, it should be of some significance, involving game time and possibly a side-quest taking no less than 3 weeks, including finding a mentor or an extremely rare job crystal to learn the abilities of the desired advanced job. When you unlearn your advanced job, you lose all benefits (including attributes) from your advanced job in place of your new advanced job's benefits. All levels previously invested in your advanced job are now invested into your new advanced job.

Combat proficiencies are determined by the following 7 numerical attributes. Whenever a calculation results in a non-integer value, the result is always rounded down:

- **Hit Points (HP)** increase your durability. You have a maximum and a current number of HP, if your current HP falls to 0 you fall unconscious.
- **Magic Points (MP)** are the resource required for using abilities such as Magic and Techs. Similar to HP, you have a maximum and a current number of MP.
- **Strength (STR)** increases the damage dealt by your physical attacks.
- **Defense (DEF)** increases your resilience against physical attacks.
- **Magic (MAG)** increases the potency of your healing and attacking spells.
- **Resistance (RES)** increases your resilience against magical attacks.
- **Agility (AGI)** allows you to evade physical attacks and determines how quickly you can move.

All jobs also receive a listed set of weapons and armor which they are considered proficient with. If you attempt to use a weapon or armor type not granted by your jobs, you do not receive the advantage of any special abilities granted by the weapon or armor. Characters also select two skills to be proficient with under their job. Proficiency grants a +2 bonus to checks with that skill.

 Abilities with this icon are considered magic and cannot be used while you have the silence status or zero MP. Magic abilities that deal damage also deal a type of elemental damage determined by icon as shown below; if no icon is present, then the magic damage is non-aspected or non-elemental damage and is not subject to any elemental resistance or weakness.

 Abilities with this icon are considered physical attacks and cannot be used while you have the pacify status.

 Abilities with this icon are passive and are always active unless otherwise noted.

 Abilities with this icon are reactions. They can only be used when it is not your turn and each character receives only 1 reaction per round. Reactions cannot be used while casting.

 Abilities with this icon are monster abilities. You will not find any jobs starting with a monster ability, but a blue mage will learn many of these over time.

 Abilities with this icon are healing spells and have the opposite effect on characters with the zombie status.

 Abilities with this icon are ice spells and deal ice damage.

 Abilities with this icon are wind spells and deal wind damage.

 Abilities with this icon are earth spells and deal earth damage.

 Abilities with this icon are fire spells and deal fire damage.

 Abilities with this icon are water spells and deal water damage.

 Abilities with this icon are lightning spells and deal lightning damage.

 Abilities with this icon are dark spells and deal dark damage.

 Abilities with this icon are light spells and deal light damage.

Jobs

Arcanist



Adepts of the art of arcanum derive their might from symbols of power born of geometric techniques hailing from across the southern seas. Held within occult grimoires, these symbols lend shape to the arcanist's aether, thereby allowing him to produce myriad powerful spells. Using the selfsame symbols to unlock the latent power contained within gemstones, arcanists are also able to summon forth the familiar known as Carbuncle to carry out their bidding.

Basic Attributes

Weapons: Arcane Relics, Rods

Armor: Robes

Skills (Choose Two): Academics, Arcana, Logic, Medicine, Mythology, or Technology.

- **Aetherflow** (O) : At the start of each day, you receive three aetherflow charges. One can be used at no action cost once per round to regain 2d HP and MP during your turn or out of combat. You regain one charge of aetherflow whenever you take critical damage or take damage from an ability that targets an area.
- **Aetherheal** (!) : As a reaction after taking physical damage, you can spend 1 aetherflow charge to heal 3d hit points. This can prevent the K.O. status.

Level 1: HP +18 MP +20 AGI +2 MAG +1

Level 2: HP +5 MP +10 RES +1 STR +1

Level 3: HP +10 MP +10 MAG +1

Archetype: Evoker

- **Attuned Egi** ○: There is no limit to the number of times you can summon Carbuncle, so long as you have the MP and he does not receive the K.O. status. In addition, Carbuncle's STR, DEF, MAG, RES, and AGI increase by 1.
- **Enkindle** ○: Using your reaction when Carbuncle receives the K.O. status, Carbuncle can use his Reflect ability on a target within range (at zero MP cost) and whoever gave Carbuncle the K.O. status also suffers 2d magic damage.

Level 4: HP +5 MP +10 RES +1 DEF +1

Level 5: HP +10 MP +10 MAG +1

Archetype: Universal

- **Diverse Arcana** ○: Select one 1st level magic ability from conjurer or thaumaturge. You gain access to this ability as if you were that job.
- **Outburst** ○: As a reaction after being reduced below half of your maximum hit points, all creatures within 2m take 2d magic damage.

Level 4: HP +10 MP +5 MAG +1 DEF +1

Level 5: HP +10 MP +10 RES +1

Abilities

Level 1

Bio ⚡ (MP: 4 Target: Single Time: 1r Range: 6m)

The target suffers 1d damage and makes a DC 8 check. If he fails, he suffers Poison for 3 rounds.

Ruin ⚡ (MP: 4 Target: Single Time: 1r Range: 6m)

You deal 2d damage to the target.

Physick ⚡  (MP: 4 Target: Single Time: 1r Range: 6m)

The target regains 2d hp.

Level 2

Summon Carbuncle (MP: 8 Target: Single Time: 3r Range: Self)

You summon Carbuncle, who acts with you on your turn, following your command. The summon is dismissed when you or the summon suffers KO, but you can also dismiss it whenever you want. Once dismissed, you cannot summon the same creature again on the same day

Carbuncle Stats (HP 30 MP 36 STR 1 DEF 0 MAG 2 RES 2 AGI 3 Size: Small)

- **Attacks:** Tackle  (1d damage)
- **Abilities:** Reflect  (MP: 12 Target: Single Time: 1r Range: 6m)
The target gains a shield that reflects the next spell that targets them back at the caster.

Miasma (MP: 5 Target: Single Time: 1r Range: 6m)

The target suffers 1d+1 damage and makes a DC 8 check. If he fails, he suffers DeATK for 3 rounds.

Level 3

Resurrection (MP: 10 Target: Single Time: 2r Range: 6m)

Remove the KO status from a target and he gains 2d hit points.

Fester (MP: 6 Target: Single Time: 1r Range: 6m)

The target takes 1d damage. If he has the poison status, he takes an additional 1d damage. If he has the DeATK status, he takes an additional 1d damage. These effects stack.

Level 4

Drain (MP: 6 Target: Single Time: 2r Range: 6m)

The target takes 4d damage and you heal this amount in hit points and heal half the amount in MP.

Bane (MP: 6 Target: Single Time: 1r Range: 6m)

The target takes 1d damage. If the target is suffering from Poison, Blind, or DeATK, one or all spread to all creatures within 2m if they fail a DC 8 check and it lasts 3 rounds.

Level 5

Energy Siphon (MP: 12 Target: 4m Time: 2r Range: 10m)

The targets in the area take 3d damage. You heal for the total damage dealt and heal half of the amount as MP.

Ruinous Blast  (MP: 12 Target: 2m Time: 2r Range: 8m)
Everyone in the target area takes 4d damage.

Ruinra  (MP: 12 Target: Single Time: 2r Range: 6m)
Everyone in the area takes 6d damage.

Archer



With a bow in hand and a quiver on his back, the archer strikes at the enemy from afar. In Eorzea, two schools of archery have risen to prominence: that of the longbow sentries of the Elezen military, and that of the shortbow hunters among the Miqo'te. Archers constantly assess the battlefield in order to determine the most advantageous ground from which to loose their arrows, as well as the nature of the shaft, point, and fletching best suited to their foe. It is said that master archers are capable of showering their targets with a veritable deluge of death well before a counterattack can ever be mounted.

Basic Attributes

Weapons: Bows

Armor: Light Armor

Skills (Choose Two): Athletics, Martial, Jockey, Streetwise, Skullduggery, Survival.

- **Aim** ○: When attacking with a weapon that has a range greater than 2m against a target, you can add a cast time of 1r to your attack to increase the damage dealt by 1d. The target also cannot evade this version of attack.
- **Gap Shot** ○: As a reaction, use a weapon with a range greater than 2m to attack a target who has moved within your range and made an attack against an ally within 6m. The DC to evade this is 1 lower.

Level 1: HP +20 MP +12 AGI +2 STR +1

Level 2: HP +5 MP +10 STR +1 DEF +1

Level 3: HP +10 MP +5 STR +1 RES +1

Archetype: Sharpshooter

- **Concentrate** ○: Whenever you attack an enemy, he has disadvantage on the evasion check.
- **Item Master** !: Whenever you suffer damage, you can use a reaction to use an item.

Level 4: HP +5 MP +5 STR +2 RES +1

Level 5: HP +10 MP +10 DEF +1

Archetype: Trickster

- **Skirmisher** ○: Whenever you make a successful ranged attack, you can immediately move 1m.
- **Evasion Master** !: You can evade magic targeting you with an evasion check, as you would an attack, by spending a reaction.

Level 4: HP +10 MP +10 STR +1

Level 5: HP +10 MP +10 DEF +1

Abilities

Level 1

Raging Strikes ✕ (MP: 6 Target: Single Time: 1r Range: Self)

You gain the EnSTR status for 3 rounds.

Venomous Bite ✕ (MP: 4 Target: Single Time: 0r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a target. If you hit, the damage dealt is magical and the target makes a DC 8 check. Upon failure, he gains the Poison status for 3 rounds.

Level 2

Misery's End ✕ (MP: 6 Target: Single Time: 0r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a target and deal an additional 1d damage if you successfully hit. If the target's current hit points are equal to 50% of his maximum hit points or lower, then he takes an additional 1d damage.

Repelling Shot (MP: 4 Target: Single Time: 0r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a target and move immediately up to your movement in any direction. This can be used after or before you've already moved. The enemy cannot use a reaction to attack you for this movement.

Level 3

Quick Nock (MP: 6 Target: 3m Time: 0r Range: 8m)

Make one attack with a ranged weapon (weapon range greater than 1m) against all targets in the area.

Windbite (MP: 10 Target: Single Time: 0r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a single target. If you hit, the damage dealt is increased by 1d and magical and wind damage and the target makes a DC 8 check. Upon failure, he gains the Poison status for 3 rounds and you gain the Blink status for 3 rounds.

Level 4

Leg Graze (MP: 10 Target: Single Time: 1r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a target and if successful, the target must make a DC 8 check or gain the Slow status for 3 rounds.

Foot Graze (MP: 8 Target: Single Time: 1r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a target and if successful, the target must make a DC 8 check or gain the Immobilized status for 3 rounds.

Level 5

Barrage (MP: 12 Target: Single Time: 1r Range: Weapon)

Make three attacks with a ranged weapon (weapon range greater than 1m) against a single target.

Hamstring Shot (MP: 16 Target: Single Time: 1r Range: Weapon)

Make an attack with a ranged weapon (weapon range greater than 1m) against a target. If the attack is successful, the target must make a DC 8 check or he fails all evasion checks for 3 rounds.

Beastmaster



To follow the path of taming beasts is a dangerous, but rewarding one. All kinds of warriors and travelers have taken to taming wild beasts to their ends - everything from chocobos, to coeurls, mandragoras, and even behemoths. The beastmaster learns to call upon these animals to aid him and his companions against whatever foe they may challenge. Such masters of animal and monster can be found among soldiers, hunters, militia, and even townsfolk, though only the truly skilled become true beastmasters.

Basic Attributes

Weapons: Axes

Armor: Light Armor

Skills (Choose Two): Athletics, Martial, Jockey, Streetwise, Skullduggery, Survival.

- **Animal Bond** ○: Whenever one of your animals takes damage and is within 3m, you can take the damage in its stead. In addition, you automatically know the level of all animals that you enter combat with.
- **Animal Protection** ○: Whenever someone within weapon range of you attacks your animal companion, you can make an attack against them as a reaction.

Level 1: HP +20 MP +12 AGI +3 STR +1

Level 2: HP +5 MP +10 DEF +1

Level 3: HP +10 MP +5 STR +1 RES +1

Archetype: Beast Lord

- **Beast Toughening** ○: The HP your animals are treated as 5 higher and you receive half of the healing received by your animals.
- **Animal Block** ○: As a reaction to damage dealt to your animal companion, you can negate the damage done.

Level 4: HP +10 MP +10 DEF +1

Level 5: HP +5 MP +5 RES +1

Archetype: Feral Fighter

- **Feral Fury** ○: Whenever you take the attack action, you can make a second bite attack that deals 2d damage.
- **Animal Fury** ○: As a reaction to you or your animal companion being reduced below 50% HP or gaining the doom status, your animal gains EnSTR for 3 rounds.

Level 4: HP +5 MP +5 STR +1

Level 5: HP +5 MP +5 DEF +1

Abilities

Level 1

Charm ✎ **(MP: 4 Target: Single Time: 1r Range: 6m)**

Select a single animal or monster that is not a construct (robot, golem) or human-shaped. They must make a DC 8 check or fall under your control and become your companion permanently. This creature cannot be higher level than you are or the ability automatically fails. You can only have one such monster under your control at a time. If you would level up while having this monster under your control, he gains the same stat boosts that you do. If you reach a level in which there is a greater version of the monster (such as lesser behemoth and behemoth), the monster becomes that monster and replaces all of his stats with that of the new monster's stat block.

At GM discretion, you may begin the game with a level 1 creature charmed.

Shoulder Slam ✎ **(MP: 2 Target: Single Time: 0r Range: Weapon)**

Select one creature in range and make an attack against this creature. If you successfully hit, the creature cannot evade the next attack made against them.

Soothe  (MP: 4 Target: Companion Time: 1r Range: 6m)

If your charmed monster is within range, it heals 3d HP.

Level 2

Animal Revival  (MP: 12 Target: Companion Time: 2r Range: 6m)

Remove the K.O. status from your companion and he regains 1d HP.

Unleash Wrath  (MP: 4 Target: Companion Time: 0r Range: 2m)

Your companion attacks everyone within 2m.

Level 3

Pacify  (MP: 8 Target: Single Time: 0r Range: Weapon)

Make an attack against one creature and deal damage as normal. The target must make a DC 8 check or gain the pacify status for 3 rounds.

Rend  (MP: 12 Target: Single Time: 1r Range: Weapon)

You and your companion make an attack. If you both hit, the target gains the bleed status for 6 rounds.

Level 4

Monster Killer  (MP: 16 Target: Single Time: 2r Range: Weapon)

Make an attack against an animal or monster within weapon range. If you successfully hit, it is an automatic critical hit.

Second Wind  (MP: 1 Target: Companion Time: 0r Range: 6m)

You transfer any amount of MP to your companion. If your MP is reduced to zero, you gain EnSTR for 3 rounds.

Level 5

Companion Recovery  (MP: 6 Target: Companion Time: 1r Range: 6m)

All negative status effects are removed from your companion.

Wild Killer  (MP: 16 Target: Single Time: 2r Range: Weapon)

Make an attack against a plant or elemental within weapon range. If you successfully hit, it is an automatic critical hit.

Blue Mage



This form of magic is said to have originated in the New World and involves the study and usage of abilities normally only usable by ferocious monsters and beasts. However, should one attune one's aether with proper study and experience, this mage repeats these abilities with style. These mages are scarcely to be believed in - do they truly perform the selfsame magic as monsters?

Basic Attributes

Weapons: Rods, Swords

Armor: Light Armor, Robes

Skills (Choose Two): Arcana, Athletics, Logic, Medicine, Mythology, or Survival.

- **Blue Magic** ○: You may learn a monster ability used within 10m of you by making a DC 5 check. This only applies to abilities that use MP. You can learn a number of abilities this way equal to your blue mage level multiplied by 4. You can learn abilities of any level, but can only use abilities that are equal to or lower than your own level.
- **Tricks of the Trade** !: After taking damage from an ability that consumes MP, you can force the attacker to make a DC 8 check or gain one the following status effects for 1 round: blind, confuse, or silence.

Level 1: HP +20 MP +16 AGI +3 STR +1

Level 2: HP +5 MP +10 MAG +1 DEF +1

Level 3: HP +10 MP +5 RES +2

Archetype: Azure Warrior

- **Analyze Master** ○: Enemies who you have analyzed have disadvantage to evade your attacks or abilities for 3 rounds afterwards.
- **Blue Riposte** ①: As a reaction, you can attack a target who has attacked you while casting. You can use this reaction even while casting.

Level 4: HP +10 MP +5 STR +1 DEF +1

Level 5: HP +5 MP +10 MAG +2

Archetype: Destroyer

- **Razing Spells** ○: Whenever you use a single target ability that deals damage, you can choose for it to affect all creatures within 2m of the target.
- **Steel Stare** ①: As a reaction against a target who has just attacked you, they must make a DC 8 check or gain the DeRES status for 3 rounds.

Level 4: HP +5 MP +10 MAG +1 RES +1

Level 5: HP +10 MP +5 STR +2

Abilities

Level 1

Analyze 🔍 (MP: 2 Target: Single Time: 0r Range: 6m)

Select a target and learn all weaknesses, resistances, immunities, abilities, and active status effects as well as current HP and MP and other general knowledge about the target.

Borrow 🔍 (MP: 1 Target: Single Time: 0r Range: 6m)

Select a target within range. Pick one magic or physical ability which you know they possess and have seen them use. This ability must be at least your level or lower and below 8th level. You immediately learn this ability for 24 hours as if you were that job.

Command 🔍 (MP: 8 Target: Single Time: 1r Range: 6m)

The target must make a DC 8 check. If he fails, the next action he takes is determined by you. Creatures higher level than you are immune to this. This also only works on human-like creatures with human intelligence.

Level 2

Aetherial Mimicry (MP: 4 Target: Single Time: 1r Range: 6m)

Select a target and mimic some of his strengths for 3 rounds. You gain EnATR for either the target's STR or MAG, whichever of the target's stats is higher. You can also gain access to the target's abilities, if they are equal to or lower than your level, for the duration.

Elemancy (MP: 4 Target: Single Time: 1r Range: 6m)

You or an ally deal 1d additional damage with all abilities or attacks. This extra damage is a specific type of element (from the eight listed before the jobs section) chosen when this spell is cast. This lasts 3 rounds.

Level 3

Azure Guard (MP: 4 Target: Self Time: 0r Range Self)

You gain +1 DEF or +1 RES for 24 hours. Recasting this ability ends any active cast of this.

Off-Guard (MP: 6 Target: Single Time: 1r Range: 6m)

Select a target to receive DeRES or DeDEF for 3 rounds. In addition, all of your abilities ignore its resistances (but not its immunities or absorptions) for the duration.

Level 4

Control (MP: 10 Target: Single Time: 1r Range: 6m)

The target has to make a DC 8 check. If he fails, he operates under your command for 3 rounds. Creatures higher level than you are immune to this and it only works on human-like creatures with human intelligence.

Loom (MP: 6 Target: Single Time: 0r Range: 6m)

You immediately leap free of any bindings, removing the slow and/or immobilization status effect, and move up your movement to a square within range. You ignore any ground effects, such as obstacles or gaps, but must be able to see where you wish to move.

Level 5

Avail (MP: 10 Target: Single Time: 0r Range: 6m)

For 5 rounds, the damage of one attack or ability against you can be redirected as a reaction to one willing target within 6m. If used against an unwilling target, they can make a DC 6 check to resist this effect. Once damage is redirected, this effect ends.

Conjurer



Conjury calls upon the elements of earth, wind, and water and concentrates them to a potency at which spells can be weaved. Through practiced meditation on the essences of creation, conjurers draw forth and absorb aether from their immediate surroundings. A wand or cane made from unworked wood is then utilized to focus the aether until it manifests as the desired spell. Versed also in magicks that restore and strengthen, conjurers are regarded as accomplished healers.

Basic Attributes

Weapons: Rods

Armor: Robes

Skills (Choose Two): Academics, Arcana, Coercion, Medicine, Mythology, or Survival.

- **Swiftcast** ○: After taking damage, your next ability's cast time is reduced to 0r.
- **Rescue** ○: As a reaction, instantly pull a target who has just taken damage within 8m to an adjacent square of your choice. If the target is not willing, they can make a DC 6 check to resist. If the damage that triggered this ability targeted an area and this reaction pulls the target out of the area of the ability, then the target is treated as if he was not in the area of the ability (which may undo the damage done).

Level 1: HP +20 MP +22 AGI +2 RES +1

Level 2: HP +5 MP +10 MAG +1 STR +1

Level 3: HP +10 MP +5 RES +1 DEF +1

Archetype: Smiter

- **Aetheric Residue** : Whenever you deal magical damage with an ability or inflict a harmful status effect, you regain 1d MP.
- **Deflective Barrier** : As a reaction, you can ignore the effects of an ability that affects an area and you are not the primary target of.

Level 4: HP +10 MP +10 MAG +1

Level 5: HP +5 MP +10 MAG +1 RES +1

Archetype: Wild Mage

- **Natural Healing** : Whenever you restore a target's hit points, you can choose to make a DC 8 check to remove one status effect from the target (except K.O.).
- **Aetheric Absorption** : You regain MP equal to half of the MP used when you are targeted by an ability, as a reaction.

Level 4: HP +5 MP +5 MAG +2 DEF +1

Level 5: HP +5 MP +10 RES +2

Abilities

Level 1

Aero   (MP: 4 Target: Single Time: 1r Range: 6m)

You deal 2d wind damage to the target.

Cure   (MP: 4 Target: Single Time: 1r Range: 6m)

The target regains 2d HP.

Protect   (MP: 5 Target: Single Time: 1r Range: 6m)

The target gains EnDEF for 6 rounds.

Stone   (MP: 4 Target: Single Time: 1r Range: 6m)

You deal 2d earth damage to the target.

Level 2

Medica  (MP: 6 Target: 2m Time: 1r Range: 6m)

All creatures in the target area regain 2d HP.

Raise  (MP: 10 Target: Single Time: 2r Range: 6m)

You remove the K.O. status from a target and they gain 2d HP.

Shell  (MP: 5 Target: Single Time: 1r Range: 6m)

The target gains EnRES for 6 rounds.

Level 3

Cura  (MP: 6 Target: Single Time: 2r Range: 6m)

The target regains 4d HP.

Fluid Aura  (MP: 6 Target: 2m Time: 1r Range: Self)

Everyone around you suffers 2d water damage and is pushed back 2m. Affected targets also gain the drenched status for 3 rounds unless they make a DC 8 check.

Panacea  (MP: 4 Target: Single Time: 0r Range: 6m)

You remove the Poison and Sleep status effects from the target.

Level 4

Dazzle  (MP: 8 Target: 2m Time: 1r Range: Self)

Everyone in the area takes 2d holy damage and must make a DC 8 check or be blinded for 3 rounds.

Repose  (MP: 8 Target: Single Time: 1r Range: 6m)

The target must make a DC 8 check or gain the sleep status for 3 rounds.

Esuna  (MP: 8 Target: Single Time: 1r Range: 6m)

All negative status effects are removed from the target.

Sanctuary  (MP: 12 Target: 4m Time: 1r Range: 8m)

You may apply the effects of the "Protect" or "Shell" ability to all allies in the target area. It is the same effect for all creatures affected.

Level 5

Aerora  (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d wind damage to the target.

Presence of Mind  (MP: 8 Target: Single Time: 1r Range: Self)

For 3 rounds, you receive EnMAG and the cast time of all magic abilities is reduced by 1r.

Medica II  (MP: 10 Target: 2m Time: 2r Range: 6m)

All creatures in the target area regain 4d HP.

Stonera  (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d earth damage to the target.

Freelancer



The infinite potential of these folk grant them a smattering of abilities and skills. Many look upon one and assume a knight, a mage, or some such, and look on in surprise when this self same man can perform many seemingly opposite tasks with ease. Those who follow this path become an adventurer all their own, assuredly unique among the multitudes of would-be heroes.

Basic Attributes

Weapons: Choose One group

Armor: Choose One type

Skills: Choose any two

- **Freelancer** ○: Choose a passive from any non-advanced job to gain as your passive. (If you take the Blue Magic passive, you can never learn more than 8 monster abilities). In addition, whenever you gain a freelancer level (including level 1), select one stat (STR, MAG, DEF, RES) to increase by 1. You also may forgo both abilities at a given level to increase one of the aforementioned stats by 1.
- **Siphon** ○: When anyone within 3m of you uses MP, you can spend a reaction to regain MP equal to half of that which was spent.

Level 1: HP +20 MP +20 AGI +3

Level 2: HP +5 MP +10

Level 3: HP +10 MP +5

Archetype: Brawler

- **Freelancer II** ○: Select a passive from any non-advanced job (including archetypes) of your choice. You may forgo this passive to increase your AGI by 1.
- **Freelancer III** ○!: Select a reaction from any non-advanced job (including archetypes) of your choice.

Level 4: HP: +10 MP +5

Level 5: HP +10 MP+5 DEF +1

Archetype: Warden

- **Freelancer II** ○: Select a passive from any non-advanced job (including archetypes) of your choice. You may forgo this passive to increase your AGI by 1.
- **Freelancer III** ○!: Select a reaction from any non-advanced job (including archetypes) of your choice.

Level 4: HP: +5 MP +10

Level 5: HP +5 MP+10 RES +1

Abilities

Level 1

Level 1 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 1 ability list. You now know this ability as if you were that job.

Level 1 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 1 ability list. You now know this ability as if you were that job.

Level 2

Level 2 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 2 ability list. You now know this ability as if you were that job.

Level 2 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 2 ability list. You now know this ability as if you were that job.

Level 3

Level 3 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 3 ability list. You now know this ability as if you were that job.

Level 3 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 3 ability list. You now know this ability as if you were that job.

Level 4

Level 4 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 4 ability list. You now know this ability as if you were that job.

Level 4 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 4 ability list. You now know this ability as if you were that job.

Level 5

Level 5 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 5 ability list. You now know this ability as if you were that job.

Level 5 Ability (MP: ? Target: ? Time: ? Range: ?)

Choose an ability from any non-advanced job's level 5 ability list. You now know this ability as if you were that job.

Geomancer



ILLUSTRATION: KAZUSHI HAGIWARA

Geomancers and Astrologians both draw power from the stars, except Geomancers draw power from the “star” below, Hydaelyn and the planet itself. The aether, the Lifestream, gives power to the Geomancer’s abilities. They are practically unheard of in Eorzea, as many come from the Far East, and their practices often seem very unusual to most that do not understand their ways.

Basic Attributes

Weapons: Axes, Rods

Armor: Robes, Light Armor

Skills (Choose Two): Arcana, Athletics, Coercion, Medicine, Mythology, or Survival.

- **Aether Conservation** ○: Whenever you use MP, make a DC 6 check. If you succeed, the MP cost is halved.
- **Cardinal Chant** !: As a reaction when yourself or someone within 4m takes fire, earth, wind, or water damage, you can make a DC 6 check to reduce the damage by an amount equal to your RES plus 1. This cannot reduce the damage lower than 1 point and this reduction applies after everything else.

Level 1: HP +22 MP +18 AGI +2 RES +1
Level 2: HP +5 MP +10 MAG +1 STR +1
Level 3: HP +10 MP +5 MAG +1 DEF +1

Archetype: Mystic Shaman

- **Lifestream Attuned** : Whenever someone within 8m uses an ability that costs MP, you regain MP equal to the level of that ability.
- **Aether Channel** : As a reaction to taking damage, you regain MP equal to half of the damage dealt.

Level 4: HP +5 MP +10 MAG +1 RES +1
Level 5: HP +10 MP +5 MAG +1 DEF +1

Archetype: Wild Warrior

- **Aether Strikes** : Whenever you successfully attack someone, you regain MP equal to half of the total damage dealt.
- **Aether Counter** : As a reaction to taking damage, you can use a single ability on the one who damaged you if within range.

Level 4: HP +10 MP +5 STR +1 RES +1
Level 5: HP +5 MP +10 STR +1 DEF +1

Abilities

Level 1

Aero   **(MP: 4 Target: Single Time: 1r Range: 6m)**
You deal 2d wind damage to the target.

Indi-Poison  **(MP: 10 Target: 2m Time: 1r Range: Self)**
Everyone except you in the area must make a DC 8 check or gain the Poison status for 3 rounds.

Indi-Voidance  **(MP: 10 Target: 2m Time: 0r Range: Self)**
All allies in the target area gain a +1 bonus on evasion checks for 3 rounds.

Water  **(MP: 4 Target: Single Time: 1r Range: 6m)**

You deal 2d water damage to the target.

Level 2

Aspir  (MP: 4 Target: Single Time: 1r Range: 6m)

You steal 3d+1 MP from the target.

Indi-ATR  (MP: 15 Target: 1m Time: 0r Range: 6m)

Select one of the following attributes: STR, DEF, MAG, RES. Everyone in the target area gains EnATR for the chosen attribute for 3 rounds.

Level 3

Aether Strike  (MP: 10 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. This bypasses all DEF and RES the target possesses and deals an additional 1d damage.

Elemental Shield  (MP: 16 Target: Single Time: 0r Range: 6m)

Grant a single resilience to any element of your choice to the target for 3 rounds.

Refresh   (MP: 10 Target: Single Time: 1r Range: 6m)

You remove one status effect from the target and they regain 2d HP and 1d MP.

Level 4

Indi-Barrier  (MP: 20 Target: 2m Time: 1r Range: Self)

Everyone in the area gains a barrier with 15 HP.

Indi-Regen  (MP: 18 Target: 1m Time: 1r Range: Self)

Everyone in the target area gains the Regen status for 3 rounds.

Indi-Slow  (MP: 12 Target: 2m Time: 1r Range: 8m)

Everyone in the area must make a DC 8 check or gain the Slow status for 2 rounds.

Level 5

Aerora   (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d wind damage to the target.

Paralysis  (MP: 14 Target: Single Time: 1r Range: 6m)

The target takes 2d damage and must make a DC 8 check or gain the Paralyzed status for 3 rounds.

Watera  (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d water damage to the target.

Gladiator



Gladiators specialize in the handling of all manner of one-handed blades, from daggers to longswords, be they single- or double-edged, straight or curved. Tracing their roots to the Coliseum, where the roar of the crowd reigns supreme, these melee combatants have learned to seamlessly flow between attack and defense in a dance that delights the eye. Making use of their skill with the shield, gladiators can also draw the attention and attacks of an enemy upon themselves, thereby protecting their comrades from harm.

Basic Attributes

Weapons: Swords, Daggers

Armor: Light Armor, Heavy Armor

Skills (Choose Two): Athletics, Coercion, Deception, Jockey, Martial, Streetwise

- **Fight or Flight** ○: When you are reduced below 50% of your maximum HP, you automatically receive EnSTR for 3 rounds. This can only trigger once per minute (6 rounds).
- **Fast Blade** ○!: After successfully evading an attack, you can use a reaction to make an attack against the attacker if he is adjacent, and if successful, the target must make a DC 8 check or gain the Antagonized status for 1 round.

Level 1: HP +28 MP +14 AGI +3 DEF +1

Level 2: HP +10 MP +10 STR +1 RES +1

Level 3: HP +10 MP +10 DEF +1

Archetype: Armsman

- **Arms Master** ○: It does not cost you an action to change weapons or shields, but you can only do this once per turn.
- **Reposition** ○!: After an enemy attacks you (successful or not), you can spend a reaction to move 1m.

Level 4: HP +10 MP +5 DEF +1 STR +1

Level 5: HP +10 MP +5 DEF +1 STR +1

Archetype: Defender

- **Block** ○: When you are attacked by an adjacent creature, you can choose to receive advantage on the evade check. You receive this benefit once per round.
- **Defended** ○!: You can spend a reaction to reduce the damage intended for any ally within 3m by half.

Level 4: HP +10 MP +10 DEF +1

Level 5: HP +10 MP +5 RES +1 DEF +1

Abilities

Level 1

Riot Blade ✕ (MP: 1 Target: Single Time: 0r Range: Weapon)

You make an attack against the target. If successful, you regain 1d MP.

Total Eclipse ✕ (MP: 4 Target: 1m Time: 0r Range: Weapon)

You make an attack against enemies in the area.

Level 2

Bash ✕ (MP: 6 Target: Single Time: 0r Range: Weapon)

Make a bludgeoning attack against the target. The target is pacified for 3 rounds if they fail a DC 8 check.

Level 3

Lob (MP: 8 Target: Single Time: 0r Range: 6m)

Make an attack against the target. The target must make a DC 8 check or gain the Antagonized status for 3 rounds.

Level 4

Rage of Halone (MP: 12 Target: Single Time: 2r Range: Weapon)

Make two attacks against the same target that each deal an additional 1d damage.

Level 5

Rampart (MP: 12 Target: Single Time: 0r Range: Self)

You gain EnDEF and EnRES for 3 rounds.

Lancer



The lancer is a master of polearms—weapons which have evolved from humble hunting tools. In former times, the longspear saw the most widespread use, due in great part to the influence of the proud lancer legions of Ala Mhigo. The lancer's weaponry has since expanded to include other lethal implements such as the halberd and trident. While it is no easy task to wield a polearm as if it were an extension of one's body, those who master the lancing arts come to be as a raging storm before their enemies.

Basic Attributes

Weapons: Spears

Armor: Light Armor, Heavy Armor

Skills (Choose Two): Athletics, Coercion, Jockey, Martial, Streetwise, and Survival.

- **True Thrust** ○ : If the lancer does not move before making an attack, the target's DEF is treated as 1 lower.
- **Braced Defense** ① : If a creature moves to within 2m of the lancer and makes an attack against the lancer or an ally within 2m of the lancer, he can spend his reaction to make an attack.

Level 1: HP +24 MP +12 AGI +2 STR +1

Level 2: HP +5 MP +5 STR +1 RES +2

Level 3: HP +10 MP +5 STR +1 DEF +1

Archetype: Dragon Disciple

- **Dragon's Blood** ○ : The lancer gains resilience to fire damage and regains 1d MP when he takes fire damage.
- **Fire Heart** ○ : As a reaction after an ally within 3m takes fire damage, you can grant this ally resilience to fire for 3 rounds. Only one target can benefit from this at a time.

Level 4: HP +5 MP +10 RES +2

Level 5: HP +10 MP +10 STR +1

Archetype: Slayer

- **Monster Slayer** ○ : Targets who are bigger than human-size receive disadvantage on evasion checks against your attacks.
- **Desperate Blow** ○ : As a reaction to a creature attacking you, you can make an attack against the attacker if within weapon range. If the creature fails to evade, it is critical damage. However, the attack that triggered this ability is also converted to critical damage. You must declare the use of this ability before the creature rolls his attack against you.

Level 4: HP +5 MP +10 DEF +2

Level 5: HP +10 MP +10 RES +1

Abilities

Level 1

Life Surge ✕ (MP: 6 Target: Single Time: 1r Range: Weapon)

Make an attack against a target. The target must make a DC 6 check or the damage is converted to critical damage. In addition, you heal for an amount equal to the damage dealt.

Piercing Talon ✕ (MP: 4 Target: Single Time: 0r Range: 6m)

Make an attack against a target. The target must make a DC 8 check or gain DeDEF for 3 rounds.

Level 2

Heavy Thrust ✕ (MP: 12 Target: Single Time: 1r Range: Weapon)

Make an attack against a target. Afterwards, you gain EnSTR for 3 rounds.

Level 3

Disembowel (MP: 8 Target: Single Time: 1r Range: Weapon)

Make an attack against a target. The target takes an additional 1d damage and must make a DC 8 check or gain the Poison status.

Level 4

True Thrust (MP: 10 Target: Single Time: 1r Range: Weapon)

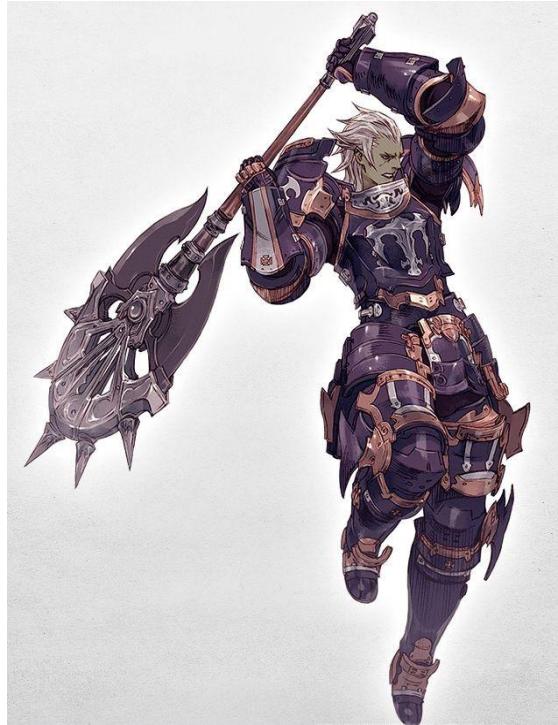
Make an attack against a target. The target takes an additional 1d damage and cannot evade this attack. In addition, if the target is currently suffering from the Poison, Slow, or DeDEF status effect, the target takes an additional 2d damage.

Level 5

Lance Charge (MP: 16 Target: 10m Time: 0r Range: Self)

Move in a straight line through any creatures up to 10m (your movement must end in an empty space, but if the square you should end is occupied, pick a square adjacent to that square, moving over any creatures in the way). As part of this, make an attack against all enemies in this line. This attack deals an additional 1d damage plus the normal damage. After this is resolved, you gain EnSTR for 3 rounds.

Marauder



Marauders are combat specialists whose weapon of choice is the greataxe—a fearsome arm long associated with Eorzea's pirates. Their approach to battle is one of brute force, as they rely on pure strength and good steel to crush enemies and sunder weapons. They are highly sought after for their ferocity and intimidating presence, and are often employed to hunt down monsters plaguing the land or to turn the tide of battle between warring nations. Skilled marauders have been known to take on entire packs of slavering beasts and emerge with little more than a few scrapes and bruises.

Basic Attributes

Weapons: Axes

Armor: Light Armor, Heavy Armor

Skills (Choose Two): Athletics, Coercion, Martial, Streetwise, Skullduggery, and Survival.

- **Heavy Swing** ○: Targets successfully hit by you are pushed back 1m.
- **Thrill of Battle** !: After getting critically hit, you can spend a reaction to immediately heal 2d HP. This can only trigger once per combat.

Level 1: HP +26 MP +12 AGI +3 STR +1

Level 2: HP +10 MP +5 STR +1 DEF +1

Level 3: HP +10 MP +10 RES +1

Archetype: Reaver

- **Wide Sweep** ○: When making an attack (not using an ability to do so), your attack can also hit one other creature within range as part of the same action.
- **Steel Retort** ①: As a reaction when being attacked, you can choose to fail the evade check and the target takes damage equal to your DEF attribute.

Level 4: HP +5 MP +10 STR +1 RES +1

Level 5: HP +10 MP +5 DEF +2

Archetype: Vanguard

- **Follow Through** ○: When you knock people back, you can follow them at no action or movement cost.
- **Axe Parry** ①: If you are attacked, you can spend your reaction to make an attack. This attack does not deal damage, but if the damage equals or exceeds the damage dealt by the creature attacking you, his attack is negated with no effect as if you had evaded it.

Level 4: HP +10 MP +5 STR +2

Level 5: HP +5 MP +10 STR +1 DEF +1

Abilities

Level 1

Berserk ✕ (MP: 4 Target: Single Time: 0r Range: Self)

You enter a berserk state, gaining EnSTR, DeDEF, and the Berserk status until the end of combat. At the start of your turn, you can attempt to end all three status effects (when caused by this ability) by making a DC 8 check. You gain advantage on this check if you have allies with the K.O. status.

Overpower ✕ (MP: 6 Target: 1m Time: 0r Range: Weapon)

You make an attack against enemies in the area

Level 2

Tomahawk ✕ (MP: 8 Target: Single Time: 0r Range: 6m)

Make an attack with your weapon against a target within range. The target must make a DC 8 check or gain the Antagonized status for 3 rounds.

Storm's Path (MP: 6 Target: Single Time: 1r Range: Weapon)

Make an attack against a target. You heal hit points equal to the damage dealt.

Level 3

Vengeance (MP: 10 Target: Single Time: 0r Range: Weapon)

For 3 rounds, you gain EnDEF and can attack any creature who attacks you and is adjacent to you.

Level 4

Storm's Eye (MP: 14 Target: Single Time: 1r Range: Weapon)

Make an attack that deals an additional 1d damage. You also gain EnSTR for 3 rounds. If you already have EnSTR, then the target gains DeDEF for 3 rounds if he fails a DC 8 check.

Level 5

Mythril Tempest (MP: 14 Target: 4m Time: 2r Range: Self)

Make an attack against all enemies in the area. This attack also deals an additional 1d damage.

Pugilist



The path of the pugilist is one of incessant training aimed at mastering the traditional techniques of hand-to-hand combat. Though pugilists command formidable power when unarmed, they are wont to use metal, leather, and bone weaponry to maximize their destructive potential. Their preference for fighting at close quarters makes negotiating distances an absolute necessity. Many among them accomplish this by avoiding burdensome armor, allowing for maximum mobility while they move in for the kill.

Basic Attributes

Weapons: Fist Weapons

Armor: Light Armor

Skills (Choose Two): Athletics, Coercion, Deception, Martial, Streetwise, or Skullduggery

- **Bootshine** ○: If an enemy fails to evade your attack with a 3 or less, your attack is a critical hit. You also automatically critically hit an enemy who has not acted yet in the current combat and fails to evade. This does not apply to abilities.
- **Fists of Earth** ○!: After you are reduced below 50% of your maximum HP by an attack, you can spend a reaction to gain EnDEF for 3 rounds.

Level 1: HP +22 MP +10 AGI +4

Level 2: HP +10 MP +5 STR +2

Level 3: HP +10 MP +10 DEF +1

Archetype: Black Belt

- **Tiger Counter** ○: Whenever you successfully evade, you can make an attack against the attacker as a free action.
- **Phantom Rush** !: If an adjacent enemy is successfully attacked by an ally, you can spend a reaction to make an attack. Your STR bonus is doubled for this attack.

Level 4: HP +10 MP +5 STR +2

Level 5: HP +5 MP +10 DEF +1 RES +1

Archetype: Zen

- **Centered** ○: You can spend HP in place of MP when using abilities.
- **Aether Stream** !: Whenever you take damage, you can spend a reaction to gain 1d MP.

Level 4: HP +5 MP +10 STR +1 RES +1

Level 5: HP +10 MP +5 DEF +2

Abilities

Level 1

Snap Punch ✕ (MP: 4 Target: Single Time: 1r Range: Weapon)

Make a single attack against the target. This deals 1d additional damage if the target is adjacent to another ally of yours.

True Strike ✕ (MP: 2 Target: Single Time: 1r Range: Weapon)

Make a single attack against the target. The MP cost of your next physical ability is decreased by half and the cast time of all physical abilities is decreased by 1r for 3 rounds.

Level 2

Twin Snakes ✕ (MP: 12 Target: Single Time: 2r Range: Weapon)

Make a single attack against the target. You gain EnSTR for 3 rounds.

Arm of the Destroyer ✕ (MP: 8 Target: 1m Time: 2r Range: Self)

Make a single attack against all enemies in the target area. In addition, your next ability costs no MP.

Level 3

Demolish (MP: 8 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. They must make a DC 8 check or gain the Poison status for 3 rounds.

Level 4

Fists of Wind (MP: 10 Target: Single Time: 0r Range: Self)

You receive EnAGI for 3 rounds.

Level 5

Perfect Balance (MP: 30 Target: Single Time: 2r Range: Weapon)

Activate the following three abilities in shown order against a single target within range: twin snakes, snap punch, and true strike.

Rogue



These agile fighters pride themselves on their skills with knives and daggers to make quick work of enemies. Lurking in the shadows, adhering to no laws but their own, they punish the wicked, pilfering their ill-gotten gains and delivering them to the downtrodden masses. Thought by many to be mere common criminals, some would say they play an unseen hand in maintaining order in the buccaneer's haven of Limsa Lominsa.

Basic Attributes

Weapons: Dagger, Swords

Armor: Light Armor

Skills (Choose Two): Athletics, Coercion, Deception, Jockey, Streetwise, and Skullduggery.

- **Loot** : Whenever you critically hit, you can use Steal Item or Steal Gil as a free action that does not cost MP.
- **Shade Shift** : As a reaction, you can reduce the damage of a successful physical attack by half. This can only be used once per enemy in a single combat.

Level 1: HP +20 MP +14 AGI +4

Level 2: HP +5 MP +5 STR +2 DEF +1

Level 3: HP +10 MP +10 RES +1

Archetype: Ambusher

- **Preemptive Strike** ○ : You always act first in the Initiative order. In the event of two creatures having this ability, both roll against each other for first.
- **Counter Strike** ! : When an enemy hits you with an attack successfully, you can immediately make an attack on him by spending your reaction.

Level 4: HP +10 MP +5 STR +1 DEF +1

Level 5: HP +10 MP +10 STR +1

Archetype: Treasure Hunter

- **Gillionaire** ○ : All gil gained from stealing and looting bodies and unattended containers are doubled.
- **Counter Tricks** ! : Whenever you successfully evade an enemy's attack, you can spend a reaction to immediately use a rogue ability.

Level 4: HP +5 MP +10 RES +1 DEF +1

Level 5: HP +10 MP +5 STR +1 DEF +1

Abilities

Level 1

Steal ✎ (MP: 2 Target: Single Time: Or Range: Weapon)

Steal an item or gil from the target on a successful DC 7 check. You must choose which to try to steal. If you choose gil and succeed at the check, you gain $2d \times 40$ gil. If you choose an item, roll a 1d6 to determine what item is stolen (1: Tonic, 2: Tincture, 3: Potion, 4: Ether, 5: Remedy, 6: Phoenix Down). The GM may also determine the item stolen based on what the target has in his possession and may determine how much gil the target possesses. The GM should inform the rogue if there is nothing to steal after a successful Steal attempt (or if the target has no gil to steal, or no items to steal, depending on which attempt was made).

Flee ✎ (MP: 4 Target: 5m Time: Or Range: Self)

You and all allies within the target area may immediately move up to twice their movement, but their movement must be directly away from any enemies.

Level 2

Shadow Fang ✎ (MP: 6 Target: Single Time: 1r Range: Weapon)

Make an attack against a target. If successful, the target must make a DC 8 check or gain the Poison status for 3 rounds.

Throwing Dagger (MP: 4 Target: Single Time: 0r Range: 6m)

Make an attack against a target.

Level 3

Aeolian Edge (MP: 8 Target: Single Time: 1r Range: Weapon)

Make an attack against a target. If he has not yet acted in Initiative, this attack deals 2d additional damage.

Double Item (MP: 2 Target: Single Time: 0r Range: 1m)

Use two items on the same turn.

Level 4

Trick Attack (MP: 12 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. This deals 1d additional damage. The target also must make a DC 8 check or get the DeDEF status for 3 rounds.

Throw (MP: 4 Target: Single Time: 0r Range: 6m)

Throw a piece of equipment from your inventory, dealing 8d damage if it is a weapon and 5d damage otherwise. Then make a DC 8 check and upon failure, the thrown equipment is destroyed.

Level 5

Bribe (MP: 5 Target: Single Time: 1r Range: 1m)

You pay an amount of Gil to the target and make a check with DC 13 minus 1 per every 100 Gil you paid. If you succeed, the target leaves the battlefield. Some enemies may be Immune to this effect.

Vanish (MP: 8 Target: Single Time: 1r Range: Self)

You become invisible for 1 minute (6 rounds) or until you take an action. While invisible, you gain the Blink status and have advantage on all stealing related checks. Also, if you hit with an attack while invisible, it is an automatic critical hit.

Thaumaturge



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In the hands of a skilled practitioner, thaumaturgy can be a force of terrifying destruction. At the heart of this school of magic lies the ability to call forth and command the latent aether within oneself through deep introspection. To then mold that aether into sorcery, the thaumaturge makes use of a scepter or staff, within which is housed a medium—a natural stone imbued with magical properties. Thus armed, the thaumaturge is capable of wreaking considerable havoc via ruinous spells and curses.

Basic Attributes

Weapons: Rods

Armor: Robes

Skills (Choose Two): Academics, Arcana, Logic, Medicine, Mythology, and Technology.

- **Transposition** ○: Once per turn as no action cost, you can enter astral fire or umbral ice state. While in this state, you gain resilience against fire (astral fire) or ice (umbral ice). Also, while in astral fire, single target magic abilities that deal damage also hit everyone within 1m of the target for half damage, and while in astral ice, the range of all magic abilities are doubled and the MP costs are increased by 50%.
- **Addle** ①: Whenever you suffer magic damage, you can spend a reaction to make a DC 8 check and if successful, the damage is halved.

Level 1: HP +16 MP +22 AGI +2 MAG +1

Level 2: HP +5 MP +10 STR +1 RES +1

Level 3: HP +10 MP +10 MAG +1

Archetype: Doomcaster

- **Curse Expert** (O): Whenever you use a magic ability that causes a status effect, the MP cost is reduced by 2.
- **Quick Disappearance** (!): When an attack would reduce you to 0 HP, you can instead be reduced to 1 HP and gain the blink status for 3 rounds by spending a reaction. This status also ends if you take an attack action or use an ability.

Level 4: HP +5 MP +5 MAG +2 DEF +1

Level 5: HP +5 MP +10 RES +1 MAG +1

Archetype: Elementalist

- **Elemental Storm** (O): The MP cost of spells that deal elemental damage are reduced by 2.
- **Vengeance Storm** (!): As a reaction when you suffer damage from a spell, you can cast the same spell back at the attacker, using the same cast time and MP cost. If you are casting, you immediately break concentration and end your casting to use this ability. You cannot cast back a spell higher level than your own.

Level 4: MP +10 RES +1 DEF +1 MAG +1

Level 5: HP +10 MP +10 MAG +1

Abilities

Level 1

Blizzard (MP: 4 Target: Single Time: 1r Range: 6m)

You deal 2d ice damage to the target.

Fire (MP: 4 Target: Single Time: 1r Range: 6m)

You deal 2d fire damage to the target.

Sleep (MP: 4 Target: Single Time: 1r Range: 6m)

The target makes a DC 8 check. If he fails, he gains the Sleep status for 3 rounds.

Thunder (MP: 4 Target: Single Time: 1r Range: 6m)

You deal 2d lightning damage to the target.

Level 2

Berserk (MP: 8 Target: Single Time: 1r Range: 6m)

The target takes 1d damage and makes a DC 8 check. If he fails, he gains the Berserk status for 3 rounds.

Blind (MP: 8 Target: Single Time: 1r Range: 6m)

The target takes 1d damage and makes a DC 8 check. If he fails, he gains the Blind status for 3 rounds.

Poison (MP: 6 Target: Single Time: 1r Range: 6m)

The target takes 1d damage and makes a DC 8 check. If he fails, he takes an additional 1d damage and gains the Poison status for 3 rounds.

Level 3

Decay (MP: 10 Target: Single Time: 1r Range: 6m)

The target takes 2d damage and makes a DC 8 check. If he fails, he gains the Diseased status for 3 rounds.

Scathe (MP: 8 Target: Single Time: 1r Range: 6m)

You deal 3d damage to the target.

Scathera (MP: 10 Target: 3m Time: 1r Range: 8m)

You deal 2d damage to everyone in the target area.

Level 4

Aetherial Manipulation (MP: 6 Target: 8m Time: 0r Range: Self)

Select an unoccupied space within the target range. You immediately teleport to that space. Nobody within range can take a reaction or attack against you for using this ability or the movement. You must be able to see where you're going.

Manaward (MP: ? Target: Single Time: 0r Range: Self)

You create a barrier of aether around a target within range. The barrier protects against damage equal to 2 points of damage per MP spent when the spell is activated. The barrier lasts for 10 rounds.

Rasp  (MP: 10 Target: Single Time: 1r Range: 6m)

You reduce the target's MP by 4d.

Level 5

Blizzara  (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d ice damage to the target.

Fira  (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d fire damage to the target.

Sleepga  (MP: 12 Target: 2m Time: 2r Range: 8m)

Everyone in the target area makes a DC 8 check. If they fail, they gain the Sleep status for 3 rounds.

Thundara  (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d lightning damage to the target.

Advanced Jobs

Astrologian



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Ever has man coveted knowledge, and none more so than that of his fate. Thus did he labor to master the skill of foresight—but initial efforts bore little fruit. That is, until he looked to the stars above, which foretell the coming seasons, and learned to read the heavens. Though this gift is known today as astrology, the people of Sharlayan saw fit to not only read the stars, but to write their movements as well. By attuning their aetherial energies to that of constellations, they learned to wield magicks with heretofore unseen properties. Thus was astromancy born—a new form of magick which grants its users power over fate. Employing a star globe and divining deck in their miraculous deeds, fortune always smiles upon these masters of arcana.

Basic Attributes

Weapons: Arcane Relics

Armor: Robes

Skill Gained: Mythology

- **Lightspeed** ○: Whenever you take physical damage, you gain the Haste status for 1 round.

- **Essential Dignity**  : As a reaction when you or an ally within 3m take damage, you can immediately heal one of the targets injured for an amount equal to half of their maximum HP. This can trigger only once per combat.

Level 1: HP +10 MP +10 MAG +1

Level 2: HP +5 MP +10 RES +1 DEF +1

Level 3: HP +10 MP +10 MAG +1

Level 4: HP +5 MP +10 RES +2

Level 5: HP +10 MP +10 RES +1

Abilities

Level 1

Draw (MP: 1 Target: Single Time: 0r Range: 6m)

Draw a card and apply its effects to a single target within range. Roll a 1d to determine which affect will apply. 1: The Balance (target gains EnSTR for 3 rounds), 2: The Bole (target gains EnDEF and EnRES for 3 rounds), 3: The Arrow (target gains EnAGI for 3 rounds), 4: The Ewer (target gains 1d MP at the start of each of their turns for 3 rounds), 5: The Spear (target gains EnMAG) and 6: The Spire (target gains the Regen status for 3 rounds).

Forced Draw (MP: 6 Target: Single Time: 0r Range: 6m)

This functions as the draw ability, except you can select which benefit is given to an ally.

Ascend (MP: 10 Target: Single Time: 2r Range: 6m)

You remove the K.O. status from a target and they gain 2d HP.

Level 2

Haste (MP: 8 Target: Single Time: 0r Range: 6m)

The target gains Haste for 1 minute (6 rounds).

Helios (MP: 16 Target: 1m Time: 2r Range: 8m)

Everyone in the target area regains 6d HP.

Gravity (MP: 12 Target: 2m Time: 2r Range: 10m)

Everyone in the target area suffers damage equal to 50% of their current HP if they fail a DC 8 check. Some creatures may be immune to this.

Level 3

Celestial Opposition  (MP: 20 Target: 2m Time: 1r Range: 8m)

Everyone in the target area suffers 5d magic damage and must make a DC 8 check or be stunned for 1 round.

Combustion  (MP: 20 Target: Single Time: 1r Range: 6m)

The target takes 4d light damage and must make a DC 8 check or take 2d light damage at the start of its turn for 3 turns (bypassing any RES).

Malefic  (MP: 20 Target: Single Time: 3r Range: 6m)

You deal 9d dark damage to the target

Level 4

Synastray  (MP: 15 Target: Single Time: 1r Range: 6m)

Select a single target within range. For 1 minute (6 rounds), all healing dealt to you or the target by a healing ability, including items, is shared with the other character in this bond.

Minor Arcana  (MP: 28 Target: Single Time: 2r Range: 6m)

You deal 8d magic damage to one target within range and heal a different target for the same amount.

Slow  (MP: 8 Target: Single Time: 0r Range: 6m)

The target takes 1d damage and gains the Slow status for 1 minute (6 rounds) unless he succeeds at a DC 8 check.

Level 5

Collective Unconscious  (MP: 35 Target: 2m Time: 0r Range: Self)

Everyone within the target area reduces all damage taken by half for 3 rounds. You cannot move or take any other action after casting this or the ability will end early. It will also end early if you receive the K.O. status.

Divination  (MP: 30 Target: 2m Time: 2r Range: 8m)

Everyone in the target area gains EnSTR and EnMAG for 3 rounds.

Bard



The word "bard" ordinarily puts folk in mind of those itinerant minstrels, fair of voice and nimble of finger, who earn their coin performing in taverns and the halls of great lords. Few know, however, that bards in fact trace their origins back to the bowmen of old, who sang in the heat of battle to fortify the spirits of their companions. In time, their impassioned songs came to hold sway over the hearts of men, inspiring their comrades to great feats and granting peace unto those who lay upon the precipice of death.

Basic Attributes

Weapons: Bows, Instruments

Armor: Light Armor

Skill Gained: Coercion

- **Battle Minstrel** (C) : All allies who begin their turn within 2m of you receive a +2 bonus to their movement speed for 1 round.
- **Troubadour** (I) : As a reaction after you or an ally within 3m take magic damage, you can grant EnRES to all allies within 3m for 1 round.

Level 1: HP +10 MP +10 MAG +1 RES +1

Level 2: HP +5 MP +10 STR +1 RES +1

Level 3: HP +5 MP +5 RES +1 DEF +2

Level 4: HP +5 MP +10 RES +1 STR +1

Level 5: HP +10 MP +5 STR +2

Abilities

Level 1

Mage's Ballad (MP: 8 Target: 10m Time: 1r Range: Self)

You and every ally within the target area gains +1 STR and +1 MAG for 3 rounds. This is extended by 1 round if the bard spends an action to perform or makes an attack with an instrument weapon.

Level 2

The Warden's Paean (MP: 16 Target: 10m Time: 2r Range: Self)

Select one target within the area and remove a harmful status effect from them. In addition, all allies in the area gain +1 RES for 3 rounds. The bonus to RES is extended by 1 round if the bard spends an action to perform or makes an attack with an instrument weapon.

Level 3

Army's Paeon (MP: 22 Target: 10m Time: 2r Range: Self)

All enemies within range take 2d damage at the start of their turn. This lasts 3 rounds while they remain within range of the bard. This is extended by 1 round if the bard spends an action to perform or makes an attack with an instrument weapon.

Level 4

The Wanderer's Minuet (MP: 30 Target: 10m Time: 2r Range: Self)

You and all allies within the target area gain +1 AGI for 2 rounds. This is extended by 1 round if the bard spends an action to perform or makes an attack with an instrument weapon.

Level 5

Pitch Perfect (MP: 38 Target: Single Time: 1r Range: 6m)

You deal 2d wind damage to the target. This deals an additional 2d wind damage for each bard ability currently increasing your stats. After using this, all bard abilities currently increasing your stats immediately end as if their duration had run out.

Black Mage



In days long past, there existed an occult and arcane art known as black magic—a potent magic of pure destructive force born forth by a sorceress of unparalleled power. Those who learned to wield this instrument of ruin came to be called black mages, out of both fear and respect for their gift. Yet great power served to corrupt the judgment of mortal man, and so he unknowingly set out upon the path of ruin. Adventurers who take the black will become agents of devastation, capable of annihilating those who oppose them through little more than the force of their will.

Basic Attributes

Weapons: Rods

Armor: Robes

Skill Gained: Arcana

- **Enochian** ○ : After using an ability that costs at least 20 MP, your next magic ability deals an additional 1d damage.
- **Manafont** ! : After taking critical damage, you can spend a reaction to immediately regain 6d MP.

Level 1: HP +5 MP +10 RES +1 MAG +1

Level 2: HP +5 MP +10 MAG +1

Level 3: HP +5 MP +10 RES +1 DEF +1

Level 4: HP +5 MP +10 RES +1 MAG +1

Level 5: HP +10 MP +10 MAG +1

Abilities

Level 1

Quake  (MP: 18 Target: 6m Time: 2r Range: 11m)

You deal 7d earth damage to everyone in the target area that is touching the ground.

End Days  (MP: 18 Target: 10m [line] Time: 2r Range: Self)

You deal 7d dark damage to everyone in the target area.

Confuse  (MP: 18 Target: Single Time: 1r Range: 6m)

The target takes 2d damage and must make a DC 8 check or gain the confusion status for 3 rounds.

Level 2

Blizzaga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d ice damage to the target.

Firaga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d fire damage to the target.

Thundaga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d lightning damage to the target.

Level 3

Frog  (MP: 24 Target: Single Time: 1r Range: 6m)

You deal 2d damage to the target and he must make a DC 8 check or gain the frog status for 3 rounds.

Flare  (MP: 24 Target: Single Time: 3r Range: 8m)

You deal 9d+15 fire damage to the target.

Mini  (MP: 24 Target: Single Time: 1r Range: 6m)

You deal 2d damage to the target and he must make a DC 8 check or gain the mini status for 3 rounds.

Level 4

Doom  (MP: 28 Target: Single Time: 1r Range: 8m)

The target makes DC 8 check. If he fails, he suffers the K.O. status after 3 rounds. Some creatures may be immune.

Ley Lines  (MP: 16 Target: 1m Time: 0r Range: Self)

You draw ley lines underneath you. While standing in this space, you receive EnMAG. This lasts 1 minute (6 rounds) before the ley lines vanish.

Soul Purge  (MP: 28 Target: Single Time: 3r Range: 8m)

You deal 8d damage to the target.

Level 5

Foul  (MP: 32 Target: Single Time: 2r Range: 8m)

The target takes 6d dark damage and must make a DC 8 check or gain the poison, berserk, and silence status for 3 rounds.

Xenoglossy  (MP: 40 Target: 6m Time: 3r Range: 8m)

You deal 10d+20 dark damage to all enemies in the target area.

Dancer



From the Near Eastern nation of Thavnair comes a troupe of bewitchingly graceful performers. Though certainly elegant and beautiful, their movements also speak of martial discipline—of a pulsing, persistent energy whose rhythm can inspire souls and soothe troubled hearts. Inured to the hardships of the road, these dancers have learned to land throwing weapons with the same exacting precision as their footfalls, removing any who would obstruct the endless beat of the dance.

Basic Attributes

Weapons: Chakrams, Daggers

Armor: Light

Skill Gained: Coercion

- **Throwing Expert** ○ : All weapons wielded by the dancer are treated as having an attack range of 3m, if longer than their normal range.
- **Technical Steps** ! : As a reaction whenever the dancer takes damage, he can move 1m in any direction and double his DEF or RES against the attack or ability that triggered this reaction.

Level 1: HP +10 MP +10 RES +1

Level 2: HP +5 MP +10 STR +1 RES +1

Level 3: HP +5 MP +5 RES +1 DEF +2

Level 4: HP +5 MP +10 RES +1 STR +1

Level 5: HP +10 MP +5 STR +2

Abilities

Level 1

Curing Waltz  (MP: 14 Target: 4m Time: 1r Range: Self)

All allies in the target area gain the Regen status for 3 rounds. If you use another dancer ability, the duration of this status is refreshed.

Dance Partner  (MP: 12 Target: Single Time: 0r Range: 4m)

You and one ally within the target area become dance partners, gaining +1 STR for 1 minute (6 rounds). You must remain within range of each other or the bonus is lost until you are within range once again.

Level 2

Shield Samba  (MP: 18 Target: 6m Time: 2r Range: Self)

All allies in the area gain EnDEF for 3 rounds. If you use another dancer ability, the duration of this status is refreshed.

Level 3

Devilment  (MP: 20 Target: Single Time: 0r Range: 6m)

Select yourself or an ally within range. Their next attack is an automatic critical hit if it successfully hits. This lasts 3 rounds or until the target successfully attacks.

Level 4

En Avant  (MP: 20 Target: 2m Time: 1r Range: Weapon)

Make an attack against all enemies in the target area. All enemies successfully hit receive disadvantage on evasion checks for 1 round.

Level 5

Saber Dance  **(MP: 34 Target: 6m Time: 2r Range: Self)**

You and all allies within the target area can make a single attack against any enemy within weapon range.

Dark Knight



The pious Ishgardian clergy guide the flock, and the devout knights protect the weak. Yet even the holiest of men succumb to the darkest of temptations. None dare to administer justice to these sacrosanct elite residing outside the reach of the law. Who, then, defends the feeble from the transgressions of those meant to guide and protect them? A valiant few take up arms to defend the downtrodden, and not even the holy priests and knights can escape their judgment. Pariahs in their own land, they are known by many as “dark knights.” These sentinels bear no shields declaring their allegiance. Instead, their greatswords act as beacons to guide the meek through darkness.

Basic Attributes

Weapons: Swords

Armor: Heavy

Skill Gained: Arcana

- **Souleater** (O) : You heal for half of the damage dealt by your attacks and you can use HP in place of MP for using abilities.
- **Blackest Night** (!) : As a reaction, you reduce the magic damage taken by yourself or a single ally within 4m by half. You lose HP equal to 25% of your maximum hit points for using this reaction. This can be used after damage is rolled.

Level 1: HP +5 MP +10 STR +2 MAG +1

Level 2: HP +10 MP +5 STR +1 RES +1

Level 3: HP +5 MP +5 DEF +1 RES +2

Level 4: HP +10 MP +5 STR +1 DEF +1

Level 5: HP +10 MP +10 RES +1

Abilities

Level 1

Abyssal Drain  (MP: 20 Target: 4m Time: 1r Range: 8m)

Everyone in the target area takes 6d dark damage. You heal an amount of hit points equal to half the damage dealt.

Carve and Spit  (MP: 10 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. The damage is doubled if his current HP is equal to no more than 25% of his maximum HP.

Level 2

Blood Weapon  (MP: 12 Target: Single Time: 0r Range: Weapon)

Your attacks deal an additional 2d damage for 1 minute (6 rounds). However, you suffer 1d damage each time you make an attack.

Dark Missionary  (MP: 18 Target: 4m Time: 1r Range: 6m)

You and all allies in the target area gain EnRES for 3 rounds.

Level 3

Bloodspiller  (MP: 26 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. This attack deals double damage.

Level 4

Quietus  (MP: 28 Target: 4m Time: 2r Range: Self)

You deal 9d dark damage to everyone in the target area except yourself.

Level 5

Living Dead  (MP: 22 Target: Single Time: 0r Range: Self)

You cannot suffer any damage for 3 rounds, but your current hit points are set to 1 HP. In addition, if you are not healed to your maximum hit points within 2 minutes (12 rounds), you immediately gain the K.O. status.

Living Shadow  (MP: 32 Target: Single Time: 1r Range: Self)

A shadow duplicate of yourself appears and makes an attack at the end of your turn against one enemy adjacent to you using your stats for 1 minute (6 rounds).

Dragoon



Of all the things that are symbolic of the nation of Ishgard, few are more recognized than the dragoon. Born amidst the timeless conflict between men and dragons, these lance-wielding knights have developed an aerial style of combat that they might better pierce the scaled hides of their mortal foes. Taking to the firmament as though it were an extension of the land, they descend upon the enemy with every ounce of their bodies behind the blow. It is this penetrative power that characterizes the dragoon.

Basic Attributes

Weapons: Spears

Armor: Heavy

Skill Gained: Athletics

- **Blood of the Dragon** (O): You are immune to fall damage and your AGI is treated as two higher for the purpose of movement. You also automatically succeed at jumping any distance equal to double your movement or less and may jump in place of your normal movement if you only move in a straight line.
- **Elusive Jump** (!): As a reaction after taking damage from an attack, you can immediately move 6m in a straight line in any direction and reroll the evasion check against the attack. This can turn a failed evasion check into a successful one and negate the attack.

Level 1: HP +10 MP +5 STR +1 RES +1

Level 2: HP +5 MP +5 STR +2 DEF +1
Level 3: HP +10 MP +5 DEF +1 RES +1
Level 4: HP +5 MP +10 STR +2
Level 5: HP +10 MP +5 DEF +1 RES +1

Abilities

Level 1

Jump (MP: 10 Target: Single Time: 1r Range: 10m)

Jump into the air to a height equal to your target's plus 3m above his elevation. You remain there until the cast time is finished. When the cast is finished, make a single attack and move adjacent to the target. Damage dealt is increased by half (50%).

Lancet (MP: 4 Target: Single Time: 0r Range: 6m)

You reduce the target's HP and MP by 2d and increase your own by the same amount.

Level 2

Spineshatter Dive (MP: 16 Target: Single Time: 1r Range: 10m)

Jump into the air to a height equal to your target's plus 3m above his elevation. You remain there until the cast time is finished. When the cast is finished, make a single attack and move adjacent to the target. If successful, the target must make a DC 8 check or gain the Stunned status for 1 round.

Level 3

Dragonfire Dive (MP: 26 Target: 3m Time: 2r Range: 10m)

Jump into the air to a height equal to your target's plus 3m above his elevation. You remain there until the cast time is finished. When the cast is finished, move adjacent to the target and everyone in the area takes 9d fire damage.

Geirskogul (MP: 20 Target: 10m [line] Time: 1r Range: Self)

Make an attack against everyone in the target area. This deals an additional 2d damage.

Level 4

Battle Litany (MP: 20 Target: 5m Time: 1r Range: Self)

You and all allies in the area gain EnSTR for 1 minute (6 rounds).

Level 5

Stardiver  (MP: 36 Target: 4m Time: 2r Range: 10m)

Jump into the air to a height equal to your target's plus 3m above his elevation. You remain there until the cast time is finished. When the cast is finished, everyone in the area takes 9d+5 light damage.

Gunbreaker



The Hrothgar of northern Ihsabard have passed the art of the gunblade from one generation to the next. The weapon itself combines a sword with a firing mechanism, emitting a range of magical effects by utilizing aetherically imbued cartridges. Originally employed by Queen Gunnhildr's personal guard, they were once known as "Gunnhildr's Blades" and differ greatly from the similarly named weapons used in the Garlean Empire.

Basic Attributes

Weapons: Gunblades

Armor: Heavy

Skill Gained: Martial

- **Trigger** ○: Whenever you attack an adjacent enemy with a gunblade, you can deal an additional 1d damage, but they receive a +1 bonus to their evasion check.
- **Heart of Stone** !: As a reaction to you or anyone else within 4m taking physical damage, you grant the person who suffered damage a damage barrier with hit points equal to 15% of their maximum health for 1 minute (6 rounds). Only one such barrier can be active on a single creature at a time.

Level 1: HP +10 MP +5 DEF +1 RES +1

Level 2: HP +5 MP +5 STR +2

Level 3: HP +10 MP +5 RES +2

Level 4: HP +5 MP +10 STR +1 DEF +1

Level 5: HP +10 MP +5 DEF +2

Abilities

Level 1

No Mercy  (MP: 8 Target: Single Time: 0r Range: Self)

You gain EnSTR for 1 minute (6 rounds).

Lightning Shot   (MP: 12 Target: Single Time: 0r Range: 6m)

You deal 6d lightning damage to the target and they must make a DC 8 check or gain the Antagonized status for 3 rounds.

Level 2

Aurora   (MP: 12 Target: Single Time: 1r Range: 6m)

The target heals 6d HP.

Bow Shock  (MP: 18 Target: 2m Time: 1r Range: Self)

Make an attack against all enemies in the area. If successful, affected targets must make a DC 8 check or gain the vulnerability status for 1 round. Some creatures are immune to this.

Level 3

Blasting Zone  (MP: 18 Target: Single Time: 1r Range: Weapon)

Make two attacks against a single target within range. Everyone adjacent to the target takes half of this damage.

Level 4

Bloodfest   (MP: 22 Target: 3m Time: 1r Range: 8m)

You deal 8d fire damage to everyone in the area.

Level 5

Renzokuken (MP: 38 Target: Single Time: 2r Range: Weapon)

Make four attacks against the target. The target receives advantage on his evasion checks if he has no harmful status effects afflicting him.

Superbolide (MP: 26 Target: Single Time: 0r Range: Self)

Your current hit points are reduced to 1 HP and you cannot suffer any damage for 3 rounds.

Machinist



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The war with Dravania rages on, brutal and unrelenting. With no end in sight, the Holy See grows desperate. As her dragoons lay down their lives in defense of their home, Ishgard turns to technology to protect her sons and daughters. Great cannons and ballistas now line the city walls, plucking dragons from the sky.

Following the example of Cid Garlond, who has demonstrated the potency of magitek, the Skysteel Manufactory works tirelessly on the development of advanced armaments. As new and devastating weapons are brought to the fray, a new class of champion arises to wield them—the machinist.

Basic Attributes

Weapons: Firearms

Armor: Light

Skill Gained: Technology

- **Ricochet** ○ : Whenever you successfully attack an enemy with a firearm, the attack can also be applied to one another target of your choice within 2m.
- **Head Graze** ! : As a reaction, you can make an attack against anyone within 4m of you casting.

Level 1: HP +5 MP +10 STR +1 DEF +1

Level 2: HP +5 MP +5 STR +1 RES +2

Level 3: HP +5 MP +10 DEF +1 RES +1

Level 4: HP +10 MP +5 STR +2

Level 5: HP +5 MP +5 RES +1 STR +2

Abilities

Level 1

Auto-Crossbow  (MP: 16 Target: 6m Time: 2r Range: Self)

Make an attack against all enemies within the target area.

Drill  (MP: 18 Target: Single Time: 2r Range: Weapon)

You deal 7d damage to the target. This cannot be evaded.

Level 2

Flamethrower  (MP: 24 Target: 10m [line] Time: 1r Range: Self)

You deal 8d fire damage to everyone in the target area.

Bioblaster  (MP: 24 Target: 10m [line] Time: 2r Range: Self)

You deal 6d damage to everyone in the target area. In addition, targets must make a DC 8 check or gain the poison status for 3 rounds.

Level 3

Sound Blaster  (MP: 28 Target: 10m [line] Time: 1r Range: Self)

You deal 6d damage to everyone in the target area. In addition, targets must make a DC 8 check or gain the confusion status for 3 rounds.

Level 4

Defibrillator  (MP: 10 Target: Single Time: 1r Range: 1m)

You remove the K.O. status from a single target and they regain 2d hit points. You cannot use this on anyone who has received the benefit of this ability within the last 24 hours.

Tactician  (MP: 16 Target: 4m Time: 0r Range: Self)

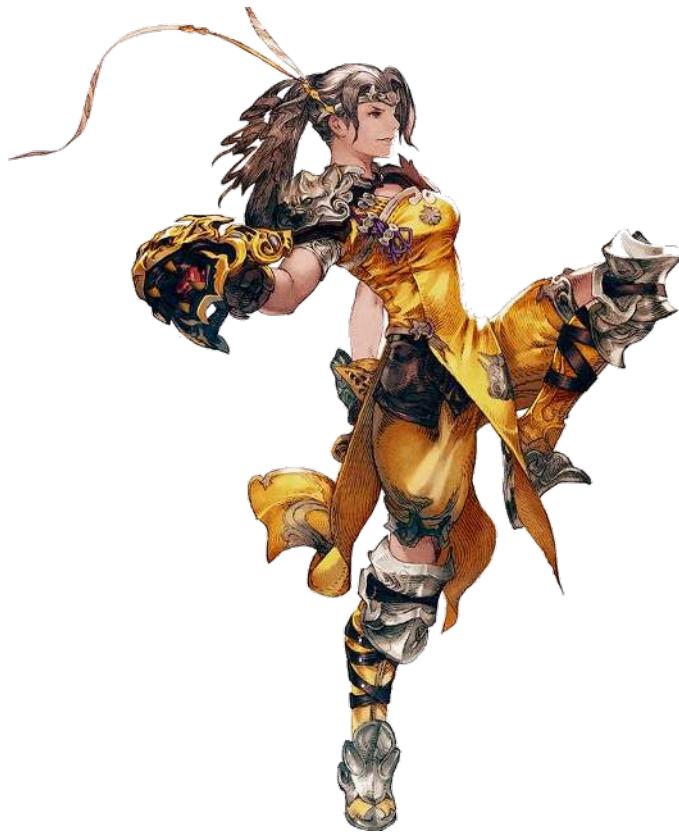
You and all allies in the area receive a +1 to AGI, DEF, and RES for 3 rounds.

Level 5

Automaton Overdrive  **(MP: 32 Target: Single Time: 3r Range: 6m)**

You deal 9d+5 damage and the target must make a DC 8 check or gain the Stunned status for 1 round.

Monk



Though now under Garlean rule, the city-state of Ala Mhigo once boasted the greatest military might of all Eorzea. Among its standing armies were the monks—ascetic warriors as dreaded by foes on the field of battle as the city-state's great pikemen. The monks comprised an order known as the Fist of Rhalgr, and it was to this god—the Destroyer—that they devoted their lives of worship. By mastering seats of power within the body known as chakra, they are capable of performing extraordinary physical feats.

Basic Attributes

Weapons: Fist Weapons

Armor: Light

Skill Gained: Mythology

- **Meditation** ○ : Everytime you make an attack against an enemy, gain one stack of meditation. Once you have five stacks, your next attack is an automatic critical hit, and you lose all five stacks.
- **Shoulder Tackle** ! : As a reaction to an enemy moving away from a square adjacent to you, you can move up to your movement to follow him. If you are able to remain adjacent, you can immediately make an attack.

Level 1: HP +10 MP +5 STR +1 RES +1

Level 2: HP +10 MP +5 STR +1 DEF +1

Level 3: HP +10 MP +5 STR +2

Level 4: HP +5 MP +10 STR +1 RES +1

Level 5: HP +10 MP +10 STR +1

Abilities

Level 1

Chakra  (MP: 10 Target: Single Time: 1r Range: Self)

You regain 4d HP.

Elixir Field  (MP: 14 Target: 10m [line] Time: 1r Range: Self)

Everyone in the target area takes 7d light damage.

Level 2

Brotherhood  (MP: 16 Target: Single Time: 0r Range: 6m)

You and another target within range receive +1 to AGI and STR for 1 minute (6 rounds) while within 3m of one another.

Level 3

Tornado Kick  (MP: 20 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. If successful, he is knocked back 3m. If he hits a solid object (such as a tree or wall), he takes an additional 1d damage and must make a DC 8 check or gain the stunned status.

Suplex  (MP: 20 Target: Single Time: 1r Range: Weapon)

Make two attacks against the target.

Level 4

Rising Phoenix  (MP: 24 Target: 5m Time: 2r Range: Self)

All allies in the target area regain 4d HP and enemies within the area take 4d fire damage.

Level 5

Six-Sided Star  (MP: 36 Target: Single Time: 3r Range: Self)

Make 1d attacks against a single target.

Ninja



Hailing from the war-torn lands of the Far East, the secret arts of the ninja were born of necessity, and have since given rise to a unique breed of highly-trained combatants. Able to manipulate the vital energies of the land, the air, and living beings, they manifest their power through the weaving of signs, unleashing a wide array of attacks against their foes. Master the arts of the ninja and learn to bend the tide of battle to your will.

Basic Attributes

Weapons: Daggers, Swords

Armor: Light Armor

Skill Gained: Skullduggery

- **Shukuchi** ○: Whenever the ninja moves, he may choose to shadowstep instead. This negates all attacks or reactions that might occur as part of his movement and allows him to bypass gaps or obstructions.

- **Meisui**  : When anyone within 6m of the ninja gains the K.O. status, he regains 3d MP.

Level 1: HP +5 MP +10 DEF +2 RES +1

Level 2: HP +5 MP +10 STR +2

Level 3: HP +10 MP +5 RES +2

Level 4: HP +5 MP +10 STR +2

Level 5: HP +10 MP +5 DEF +1 STR +1

Abilities

Level 1

Katon  (MP: 10 Target: 2m Time: 1r Target: 6m)

You deal 4d fire damage to everyone in the target area.

Raiton  (MP: 10 Target: 2m Time: 1r Target: 6m)

You deal 4d lightning damage to everyone in the target area.

Hyoton  (MP: 10 Target: 2m Time: 1r Target: 6m)

You deal 4d ice damage to everyone in the target area.

Level 2

Futon  (MP: 12 Target: Single Time: 0r Target: Self)

You gain the Haste status for 1 minute (6 rounds).

Level 3

Doton  (MP: 20 Target: 2m Time: 1r Target: 6m)

The target area is corrupted and deals 2d dark damage to anyone who begins their turn in this area or steps through the area (once per turn). This lasts for 1 minute (6 rounds).

Suiton  (MP: 20 Target: 2m Time: 1r Target: 6m)

You deal 8d water damage to the target.

Level 4

Fuma Shuriken  (MP: 28 Target: Single Time: 0r Target: 6m)

Make an attack against the target. This attack deals double damage.

Hellfrog Medium  (MP: 24 Target: 1m Time: 2r Target: 8m)

Everyone in the area takes 8d fire damage.

Level 5

Bhavacakra  (MP: 28 Target: 1m Time: 3r Target: 8m)

You deal 6d damage to the target and he must make a DC 8 check or gain the Slow status for 3 rounds.

Dream Within A Dream  (MP: 32 Target: Single Time: 2r Target: Weapon)

Make three attacks against the target.

Paladin



For centuries, the elite of the Sultansworn have served as personal bodyguards to the royal family of Ul'dah. Known as paladins, these men and women marry exquisite swordplay with stalwart shield work to create a style of combat uncompromising in its defense. Clad in brilliant silver armor, they charge fearlessly into battle, ever ready to lay down their lives for their liege. To be a paladin is to protect, and those who choose to walk this path will become the iron foundation upon which the party's defense is built.

Basic Attributes

Weapons: Swords

Armor: Heavy Armor

Skill Gained: Martial

- **Oathsworn** ○: Once per round, the paladin may enter a sword oath or shield oath. While in sword oath, he gains +1 STR and +1 MAG. While in shield oath, he gains +1 DEF and +1 RES. The oath continues until he goes unconscious.
- **Cover** ○: As a reaction, the paladin can take all damage intended for any one creature within 4m.

Level 1: HP +10 MP +5 STR +2
Level 2: HP +10 MP +5 RES +2
Level 3: HP +10 MP +5 STR +1 DEF +1
Level 4: HP +10 MP +10 STR +1
Level 5: HP +5 MP +10 RES +1 DEF +1

Abilities

Level 1

Spirits Within (MP: 16 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. The target suffers damage equal to the difference between your current HP and maximum HP in place of your normal damage.

Circle of Scorn (MP: 18 Target: 2m Time: 0r Range: Self)

All enemies in the area take 4d light damage and must make a DC 8 check or be provoked into attacking you. If they fail, they must attack you on their next turn or include you in the target area of their abilities.

Level 2

Clemency (MP: 12 Target: Single Time: 1r Range: 6m)

You or one target within range heals 4d HP. If you heal someone other than yourself, you heal for half of the amount healed.

Level 3

Holy Spirit (MP: 20 Target: Single Time: 2r Range: 6m)

You deal 8d light damage to the target.

Sheltron (MP: 12 Target: Single Time: 0r Range: Self)

The next attack or ability used against you deals half damage. This spell lasts for 1 minute (6 rounds) or until you take damage.

Level 4

Intervene (MP: 14 Target: Single Time: 0r Range: 6m)

Make an attack against the target. You also knock the target back 4m (you may choose to follow him back) and he gains the Immobilize status unless he succeeds at a DC 8 check.

Level 5

Hallowed Ground  **(MP: 32 Target: Single Time: 0r Range: Self)**

You cannot suffer any damage to your hit points for 3 rounds.

Red Mage



On the eastern edge of Abalathia's Spine lies the mountainous region of Gyr Abania. It is in these elevated lands that people took shelter, when a burning star guided them away from the Sixth Umbral Calamity's treacherous floodwaters. The survivors gathered from near and far, and amongst them were refugees of the sorcerous cities of Mhach and Amdapor. These sworn enemies buried their history for the sake of the future, and cast aside their vestments of black and white. Upon the remnants of their arts a new discipline was built, and the first red mages stepped forward with rapiers in hand to fight back against the rising tides of destruction.

Basic Attributes

Weapons: Swords, Rods

Armor: Robes, Light Armor

Skill Gained: Arcana

- **Vermagic** ○ : You may use any abilities that deal magic damage or heal hit points as a 0r cast by halving the MP cost and the effectiveness (healing dealt, damage dealt, etc.). You may use this even with abilities that have 0r cast time already.
- **Dual Cast** ○ : When an ally uses an ability to deal magic damage to a target within 6m, you can use a reaction to use a magic ability that heals hit points or deals damage. This ability must be from a non-advanced job or a level 1 red mage ability.

Level 1: HP +5 MP +10 MAG +2
Level 2: HP +10 MP +5 STR +1 DEF +1
Level 3: HP +5 MP +10 STR +1 MAG +1
Level 4: HP +10 MP +10 RES +1
Level 5: HP +5 MP +10 MAG +1 DEF +1

Abilities

Level 1

Veraero  (MP: 8 Target: Single Time: 2r Range: 6m)
You deal 5d wind damage to the target.

Vercure  (MP: 8 Target: Single Time: 2r Range: 6m)
You or another target within range heal 5d hit points.

Verthunder  (MP: 8 Target: Single Time: 2r Range: 6m)
You deal 5d lightning damage to the target.

Level 2

Fleche  (MP: 6 Target: Single Time: 0r Range: 8m)
Make an attack against the target. This attack cannot be evaded if the target is currently suffering from a harmful status effect.

Contre Sixte  (MP: 12 Target: 2m Time: 1r Range: 8m)
Make an attack against everyone in the area.

Level 3

Jolt  (MP: 16 Target: 1m Time: 2r Range: 8m)
Everyone in the area takes 6d damage.

Verfire  (MP: 20 Target: Single Time: 3r Range: 6m)
You deal 9d fire damage.

Verstone  (MP: 20 Target: Single Time: 3r Range: 6m)
You deal 9d earth damage.

Level 4

Verraise  (MP: 10 Target: Single Time: 2r Range: 6m)

You remove the K.O status from a target and they regain 2d HP.

Embolden  (MP: 28 Target: 3m Time: 1r Range: Self)

You gain EnMAG for 3 rounds and allies within the target area gain EnSTR for 3 rounds.

Level 5

Verflare  (MP: 32 Target: Single Time: 3r Range: 6m)

You deal 12d fire damage to the target.

Verholy  (MP: 32 Target: Single Time: 3r Range: 6m)

You deal 12d light damage to the target.

Samurai



Far across the rolling waves, towards the rising sun, there lies the island nation of Hingashi. In the distant past, the realm's great lords vied for supremacy over its sea-girt confines in a long and bloody conflict. And taking to battle in their lieges' names were noble swordsmen whose art was forged in the crucible of war: the samurai. Eventually, the nation was unified under one banner, and these warriors came to wield their katana not upon fields as part of an army, but upon streets as protectors of the peace. But as a neglected blade grows dull with rust, so too do men forget their purpose. Amidst waning memories of the old ways, a determined few hold fast to their convictions, hands by katana grips, awaiting the moment for steel to sing.

Basic Attributes

Weapons: Swords

Armor: Light Armor, Heavy Armor

Skill Gained: Martial

- **Iaijutsu** ○: Whenever the samurai successfully attacks or uses an ability, he gains 1 Sen, and he can gain up to a total of 3 Sen. Once he has 3 Sen, he can consume all three when using an ability to reduce the MP cost to 0.
- **Merciful Eyes** ○!: When you take damage from an ability that targets an area, you can spend a reaction to regain 2d hit points and gain EnRES for 1 round.

Level 1: HP +5 MP +10 STR +2

Level 2: HP +10 MP +5 RES +2

Level 3: HP +10 MP +10 STR +1

Level 4: HP +5 MP +10 RES +1 STR +1

Level 5: HP +10 MP +10 STR +1

Abilities

Level 1

Jinpu  (MP: 12 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. In addition, you gain EnSTR for 3 rounds.

Shifu  (MP: 16 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. In addition, you gain the Haste status for 3 rounds.

Yukikaze   (MP: 8 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. You deal 2d additional damage and all damage dealt is converted to ice damage.

Level 2

Meditative Strike  (MP: 2 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. In addition, you gain 1 Sen.

Level 3

Midare Setsugekka  (MP: 26 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. This attack deals double damage.

Level 4

Tenka Goken  (MP: 32 Target: 2m Time: 1r Range: Weapon)

Make an attack against all enemies in the target area. This attack is an automatic critical hit if it is not evaded.

Level 5

Tsubame-gaeshi  (MP: 16 Target: ? Time: ? Range: ?)

Repeat the samurai ability you used last round (if any) using all of the stats you had when you used it, but replacing the MP cost with the MP cost for this ability.

Scholar



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In an age long past, when mankind flourished under the radiance of arcane mastery, the island of Vylbrand was home to a city-state called Nym. Though the history of that age tells of countless wars waged with earth-shattering incantations, it was the brilliant strategic maneuvering of Nym's scholars that allowed their mundane army of mariners to throw back would-be conquerors time and again. These learned men and women defended the freedom of their tiny nation with their unique command over spell-weaving faeries, utilizing the creatures' magicks to heal the wounded and bolster the strength of their allies.

Basic Attributes

Weapons: Arcane Relics

Armor: Robes

Skill Gained: Academics

- **Indomitability** ○: Whenever you heal a target's hit points, they gain the Barrier status and the amount protected is equal to half of the healing done. Only one barrier can be active on any person at a time. This barrier lasts 1 minute (6 rounds).

- **Chain Stratagem** ⓘ : After an enemy is critically hit within 6m of you, you can spend a reaction to make the next attack against this enemy an automatic critical hit if it successfully hits. This can only trigger once per enemy.

Level 1: HP +5 MP +10 DEF +2

Level 2: HP +10 MP +10 RES +1

Level 3: HP +5 MP +10 MAG +2

Level 4: HP +5 MP +10 MAG +1 RES +1

Level 5: HP +5 MP +10 RES +2

Abilities

Level 1

Broil 🔥 ⓘ (MP: 14 Target: Single Time: 1r Range: 6m)

You deal 4d fire damage to the target. This damage increases by 1d for every status effect afflicting the target that deals damage over time (up to a maximum of 2d additional damage).

Succor 🌿 + (MP: 14 Target: 1m Time: 2r Range: 8m)

Everyone in the target area regains 5d HP.

Summon Faerie 🌉 (MP: 20 Target: 8m Time: 2r Range: Self)

You summon a faerie to provide healing before disappearing. You and all allies within the target area gain the Regen status for 3 rounds.

Level 2

Adloquium 🌿 + (MP: 16 Target: Single Time: 2r Range: 6m)

The target regains 8d HP.

Art of War 🔫 (MP: 22 Target: 2m Time: 1r Range: Self)

All enemies in the target area take 6d damage.

Excogitation 🌉 (MP: 18 Target: Single Time: 2r Range: Self)

You store healing magic in the target. At any point in the next 24 hours, they can spend a free action on their turn or a reaction to heal 8d hit points.

Level 3

Biology  (MP: 24 Target: 3m Time: 2r Range: 8m)

Everyone in the area takes 2d damage and must make a DC 8 check or gain the Poison status for 3 rounds.

Fey Blessing  (MP: 16 Target: Single Time: 1r Range: 6m)

Select a single target to gain EnSTR for 1 minute (6 trounds).

Level 4**Broil II**  (MP: 20 Target: Single Time: 2r Range: 6m)

You deal 8d fire damage to the target. This damage increases by 1d for every status effect afflicting the target that deals damage over time (up to a maximum of 2d additional damage).

Sacred Soil  (MP: 26 Target: 4m Time: 0r Range: 10m)

All allies in the target area reduce all damage taken by half for 1 round. This does not stack with similar effects.

Level 5**Deployment Tactics**  (MP: 6 Target: 10m Time: 0r Range: Self)

Extend the duration of any active Barrier status effects by 3 rounds and add 4 to the total amount of damage the barriers will block before disappearing.

Summon Seraph  (MP: 32 Target: 8m Time: 3r Range: Self)

You and everyone in the area heal 8d hit points and gain the Regen status for 3 rounds.

Sorcerer



On the rare occasion, a sage or scholar of magic and aether may balance both the magics of white and black and use both to proficiency. Such people are often revered among their colleagues and their existence is more well known among Sharlayan scholars, who have produced a larger share of sorcerers among their ranks. Most sorcerers follow only one path of magic (white or black) at first before learning to master the other and becoming a true sorcerer. While a sorcerer lacks the healing of a white mage or raw power of a black mage, they are a master of all eight elements and can always expose the enemy's aetheric weaknesses.

Basic Attributes

Weapons: Rods

Armor: Robes

Skill Gained: Arcana

- **Cleric Stance** ○: At the start of your turn, you can choose to enter Cleric stance, which grants you EnMAG and DeDEF and DeRES while active. In addition, any healing done while this is active is reduced by half. You can exit this stance at any time at the start of subsequent turns.
- **Aether Redirection** !: After taking damage, you can spend a reaction to grant half of the damage dealt to you as healing to one ally within 4m of you.

Level 1: HP +5 MP +10 RES +1 MAG +1
Level 2: HP +5 MP +10 RES +1
Level 3: HP +5 MP +10 RES +1 DEF +1
Level 4: HP +5 MP +10 MAG +1
Level 5: HP +5 MP +10 RES +1 MAG +1

Abilities

Level 1

Breath of Life  (MP: 10 Target: Single Time: 2r Range: 6m)
You remove the K.O. status from a target and they gain 2d HP.

Gloom  (MP: 12 Target: Single Time: 1r Range: 6m)
You deal 4d dark damage to the target.

Holy  (MP: 16 Target: 3m Time: 2r Range: Self)
All enemies within the target area take 6d light damage.

Virus  (MP: 18 Target: Single Time: 1r Range: 6m)
The target takes 2d damage and must make a DC 8 check. If he fails, he gains the Cursed, Diseased, and Poison status for 3 rounds.

Level 2

Aeroga  (MP: 22 Target: Single Time: 2r Range: 8m)
You deal 8d wind damage to the target.

Firaga  (MP: 22 Target: Single Time: 2r Range: 8m)
You deal 8d fire damage to the target.

Vivifying Lance  (MP: 26 Target: 10m [line] Time: 2r Range: Self)
You deal 7d dark damage to everyone in the target area. You receive an amount of healing equal to half the damage done which can be given to yourself or one ally within 6m of you.

Level 3

Blizzaga  (MP: 22 Target: Single Time: 2r Range: 8m)
You deal 8d ice damage to the target.

Frog  (MP: 24 Target: Single Time: 1r Range: 6m)

You deal 2d damage to the target and he must make a DC 8 check or gain the frog status for 3 rounds.

Waterga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d water damage to the target.

Level 4

End Days  (MP: 18 Target: 10m [line] Time: 2r Range: Self)

You deal 7d dark damage to everyone in the target area.

Stonega  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d earth damage to the target.

Thundaga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d lightning damage to the target.

Level 5

Foul  (MP: 32 Target: Single Time: 2r Range: 8m)

The target takes 6d damage and must make a DC 8 check or gain the poison, berserk, and silence status for 3 rounds.

Spiritual Ray  (MP: 36 Target: 6m Time: 3r Range: 12m)

Everyone in the target area takes 10d damage. In addition, you and one other ally within 6m gain the Regen status for 3 rounds.

Summoner



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The beast tribes of Eorzea worship and summon forth beings known as primals, among which, are Ifrit, Garuda, and Titan. Yet, what is a God to one man is a demon to another, for the city-states of Eorzea see these beings as a grave threat to their collective survival. For time immemorial, there lived mages who had not only the power to summon the primals, but also the means to transmute the primals' essences, thus binding them to their will as eidolons. Known simply as summoners, the existence of these men and women and their arcane art have been all but lost to the ages.

Basic Attributes

Weapons: Arcane Relics

Armor: Robes

Skill Gained: Mythology

- **Aetherpact** ○: Whenever your eidolon takes damage or uses MP, the amount can be deducted from your HP or MP instead. In addition, you gain advantage on evasion checks while within 2m of your eidolon.
- **Eidolon Assault** !: Whenever you take damage, you can spend a reaction for your active eidolon to make an attack or use an ability against the attacker.

Level 1: HP +5 MP +10 MAG +1 RES +1

Level 2: HP +5 MP +10 RES +2

Level 3: HP +10 MP +10 DEF +1

Level 4: HP +5 MP +10 MAG +1 RES +1

Level 5: HP +10 MP +10 MAG +1

Abilities

Level 1

Channel  (MP: ? Target: ? Time: ? Range: ?)

Use an ability that belongs to your current active summon as if it were your own. Your active summon cannot act this turn.

Summon Eidolon  (MP: ? Target: Single Time: 2r Range: 8m)

You summon a creature that acts with you on your turn, following your command. The summon is dismissed when you or the summon suffers KO, but you can also dismiss it whenever you want. Once dismissed, you cannot summon the same creature again on the same day. All creatures that you can summon at different levels are shown below.

Level 2

Dispel  (MP: 20 Target: Single Time: 1r Range: 6m)

You remove all beneficial status effects from the target. You also remove resilience, immunities, and absorptions from the target for 3 rounds.

Image  (MP: 10 Target: Single Time: 1r Range: 6m)

The target gains the Blink status for 3 rounds.

Level 4

Ruin IV  (MP: 22 Target: Single Time: 3r Range: 6m)

You deal 10d damage to the target.

Level 5

Dreadwyrm Trance  (MP: 20 Target: Single Time: 1r Range: Self)

You enter a powerful eidolon trance. For 1 minute (6 rounds), you may use the channel ability without preventing your eidolon from acting. In addition, the MP cost of your eidolon's abilities decreases by half.

Eidolons*

*The summoner selects an eidolon each time he gains an odd-numbered summoner level from the following list, so long as his summoner level is at least equal or higher to the level of the eidolon. Alternatively, you can choose not to pick any eidolon after the first and instead increase your eidolon's stats by the following numbers at summoner level 3 and 5. In addition to these numbers, the damage of the eidolon's abilities increases by 1d and the MP cost increases by 6.

Level 3: +10 HP +12 MP +1 STR +1 DEF +1 MAG +1 RES

Level 5: +10 HP +12 MP +1 STR +1 DEF +1 MAG +1 RES

Level 1



Ifrit

HP: 60 MP: 48 STR: 5 DEF: 3 MAG: 3 RES: 2 AGI: 3 Size: L

Claw: 2d DMG

Resilience: 🔥 **Weakness:** ⚡

Fira 🔥 (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d fire damage to the target.

Hellfire 🔥 (MP: 24 Target: 2m Time: 1r Range: Self)

You deal 9d fire damage to everyone in the area except yourself.



Titan

HP: 60 MP: 48 STR: 5 DEF: 3 MAG: 3 RES: 2 AGI: 3 Size: L

Fist: 2d DMG

Resilience: 🤸 **Weakness:** 🌱

Stonera 🤸 (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d earth damage to the target.

Earthen Fury ⚡ ⚡ (MP: 24 Target: 2m Time:1r Range: Self)
You deal 9d earth damage to everyone in the area except yourself.



Garuda

HP: 60 **MP:** 48 **STR:** 5 **DEF:** 3 **MAG:** 3 **RES:** 2 **AGI:** 3 **Size:** L
Claw: 2d DMG

Resilience: 🌱 **Weakness:** ⚡

Aerora ⚡ 🌬 (MP: 12 Target: Single Time: 2r Range: 6m)
You deal 6d wind damage to the target.

Aerial Blast ⚡ 🌬 (MP: 24 Target: 2m Time:1r Range: Self)
You deal 9d wind damage to everyone in the area except yourself.



Leviathan

HP: 60 **MP:** 48 **STR:** 5 **DEF:** 3 **MAG:** 3 **RES:** 2 **AGI:** 3 **Size:** L
Bite: 2d DMG

Resilience: 💧 **Weakness:** ⚡

Waterna ⚡ 💧 (MP: 12 Target: Single Time: 2r Range: 6m)
You deal 6d water damage to the target.

Tsunami ⚡ 💧 (MP: 24 Target: 2m Time:1r Range: Self)
You deal 9d water damage to everyone in the area except yourself.

Level 3



Ramuh

HP: 70 **MP:** 96 **STR:** 3 **DEF:** 2 **MAG:** 6 **RES:** 4 **AGI:** 3 **Size:** L
Staff: 2d DMG, 6m range

Resilience: ⚡ **Weakness:** 💧

Thundara ⚡ ⚡ (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d lightning damage to the target.

Thunder Wall ⚡ ⚡ (MP: 24 Target: 4m [line] Time: 2r Range: 8m)

You create a wall of lightning that persists for 5 rounds. Anyone who begins their turn in the wall's area or moves through it takes 2d lightning damage.

Static Field ⚡ ⚡ (MP: 24 Target: 2m Time: 2r Range: 8m)

You create a field of static in the target area that persists for 3 rounds. Anyone who begins their turn in the area or moves through it takes 2d lightning damage.

Judgement Bolt ⚡ ⚡ (MP: 36 Target: 2m Time: 1r Range: Self)

Everyone in the area except yourself takes 12d lightning damage.



Shiva

HP: 70 MP: 96 STR: 3 DEF: 2 MAG: 6 RES: 4 AGI: 4 Size: L

Icicle: 2d DMG, 3m range

Resilience: ❄️ **Weakness:** 🔥

Blizzara ⚡ ❄️ (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d ice damage to the target.

Ice Wall ⚡ ❄️ (MP: 24 Target: 6m [line] Time: 2r Range: 8m)

You create a wall of ice that is 6m high and is impassable. Each 1m section of the wall has 30 HP and can be destroyed in that way. The wall ignores all magic damage except fire. The wall lasts for 5 rounds before disappearing.

Freeze ⚡ ❄️ (MP: 24 Target: Single Time: 1r Range: 6m)

You deal 4d ice damage to the target and they must make a DC 8 check or gain the Frozen status for 3 rounds.

Diamond Dust ⚡ ❄️ (MP: 36 Target: 2m Time: 1r Range: Self)

Everyone in the area except yourself takes 12d ice damage.



Fenrir

HP: 75 MP: 84 STR: 6 DEF: 2 MAG: 3 RES: 3 AGI: 4 Size: L

Bite: 2d DMG

Resilience: Weakness:

Blizzara (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d ice damage to the target.

Lick Wounds (MP: 12 Target: 2m Time: 2r Range: Self)

Everyone in the target area regains 4d HP.

Icicles (MP: 24 Target: Multi Time: 2r Range: 8m)

Select three targets within range. They each take 4d ice damage.

Lunar Cry (MP: 36 Target: 2m Time: 2r Range: Self)

Everyone in the area except yourself and your allies takes 8d ice damage. In addition, allies gain EnSTR for 3 rounds.



Good King Moggle Mog XII

HP: 75 MP: 84 STR: 6 DEF: 2 MAG: 3 RES: 3 AGI: 4 Size: L

Royal Scepter: 2d DMG, 3m range

Resilience: Weakness:

Holy Kupo (MP: 12 Target: Single Time: 2r Range: 6m)

You deal 6d light damage to the target.

Cure Kupo (MP: 12 Target: Single Time: 2r Range: 6m)

The target regains 2d HP and gains the Regen status for 3 rounds.

Royal Kupo (MP: 24 Target: 3m Time: 2r Range: Self)

You and all allies in the target area gain EnMAG for 3 rounds.

Memento Moogles (MP: 36 Target: 2m Time: 1r Range: Self)

Everyone in the area except yourself takes 12d light damage.

Level 5



Bahamut

HP: 100 MP: 120 STR: 8 DEF: 6 MAG: 7 RES: 4 AGI: 3 Size: L

Claw: 3d DMG, 2m range

Immune: All Status Effects

Resilience:

Impulse (MP: 18 Target: Single Time: 2r Range: 6m)

You deal 6d dark damage to the target and they must make a DC 8 check or be banished to another dimension from 3 rounds, removing them from the battlefield. Some creatures may be immune.

Megaflare (MP: 24 Target: Single Time: 2r Range: 6m)

You deal 10d fire damage to the target.

Crush (MP: 24 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. If successful, it deals double damage.

Tetraflare (MP: 48 Target: 10m [line] Time: 1r Range: Self)

You deal 10d+20 fire damage to everyone in the target area.



Phoenix

HP: 90 MP: 140 STR: 6 DEF: 4 MAG: 8 RES: 6 AGI: 3 Size: L

Talon: 2d DMG

Immune: All Status Effects

Resilience:

Protect (MP: 5 Target: Single Time: 1r Range: 6m)

The target gains EnDEF for 3 rounds.

Shell (MP: 5 Target: Single Time: 1r Range: 6m)

The target gains EnRES for 3 rounds.

Curaga  (MP: 24 Target: 3m Time: 3r Range: 8m)

Everyone in the target area regains 10d HP.

Full-Life  (MP: 28 Target: Single Time: 3r Range: 6m)

Remove the K.O. status from the target and fully restore his HP to its maximum.



Odin

HP: 100 **MP:** 120 **STR:** 8 **DEF:** 3 **MAG:** 2 **RES:** 2 **AGI:** 5 **Size:** L

Sword: 3d DMG, 2m range

Immune: All Status Effects

Resilience: 

Gungnir  (MP: 12 Target: Single Time: 2r Range: 6m)

Make an attack against the target. This attack deals 6d damage in place of its normal damage and everyone adjacent takes half of this damage.

Wide Slash  (MP: 24 Target: 2m Time: 1r Range: Self)

Make an attack against everyone in the area. In addition, successfully hit targets must make a DC 8 check or gain the blind status for 1 round.

Dark Shield  (MP: 24 Target: Single Time: 0r Range: 6m)

The target is resilient to dark damage for 3 rounds.

Shin-Zantetsuken  (MP: 48 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. This attack deals double damage. In addition, the target must make a DC 8 check. If he fails, he will die in 3 rounds. Some creatures are immune to this.

Warrior



On the northernmost edge of Abalathia's Spine exists a mountain tribe renowned for producing fearsome mercenaries. Wielding great axes and known as warriors, these men and women learn to harness their inner-beasts and translate that power to unbridled savagery on the battlefield. In former times which saw war waged ceaselessly in Eorzea, the warriors featured prominently on the frontlines of battle. With the arrival of peacetime, however, their art has descended into the shadows of obscurity, where it remains to this day.

Basic Attributes

Weapons: Axes

Armor: Heavy Armor

Skill Gained: Athletics

- **Inner Beast** (O): Whenever you use an ability that requires an attack or deals damage, you heal 2d HP.
- **Holmgang** (I): When an enemy who is adjacent to you tries to move farther away, you can spend a reaction to make a single attack and if successful, the target must make a DC 8 check or gain the Immobilize status for 1 round.

Level 1: HP +10 MP +5 DEF +1 RES +1

Level 2: HP +10 MP +5 STR +2

Level 3: HP +10 MP +5 RES +2

Level 4: HP +5 MP +10 STR +1 DEF +1

Level 5: HP +10 MP +5 DEF +2

Abilities

Level 1

Inner Release  (MP: 14 Target: Single Time: 1r Range: Weapon)

Make an attack against the target. If successful, this deals double damage.

Onslaught  (MP: 8 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. If successful, knock the target back 4m in a straight line. You may choose to follow the target at no cost. If the target hits a wall or equally solid object, he must make a DC 8 check or gain the Immobilized status.

Level 2

Upheaval  (MP: 16 Target: Single Time: 0r Range: Weapon)

Make an attack against the target. If successful, this deals an additional 2d damage and everyone within 1m of the target takes half of this damage.

Steel Cyclone  (MP: 20 Target: 5m Time: 1r Range: Weapon)

Make an attack against all enemies within range.

Level 3

Raw Intuition  (MP: 24 Target: Single Time: 0r Range: Weapon)

For 1 minute (6 rounds), if you roll at least an 7 on your evade check, damage dealt to you by that attack is reduced by an amount equal to your STR.

Level 4

Decimate  (MP: 26 Target: 4m Time: 1r Range: Weapon)

Make an attack against the target and everyone within 4m of the target except yourself. If successful, you deal 6d damage instead of your normal weapon damage.

Level 5

Fell Cleave  **(MP: 32 Target: Single Time: 1r Range: Weapon)**

Make an attack against the target. You deal 8d damage in place of your normal weapon damage. In addition, if the target evades, he still takes half of this damage.

White Mage



White magic, the arcane art of succor, was conceived eras past that the world might know comfort. Alas, man began perverting its powers for self-gain, and by his wickedness brought about the Sixth Umbral catastrophe. Although the art subsequently became forbidden, it is now in the midst of a revival at the hands of the Padjal, chosen of the elementals. Those who would walk the path of the white mage are healers without peer, possessed of the power to deliver comrades from the direst of afflictions—even the icy grip of death itself.

Basic Attributes

Weapons: Rods

Armor: Robes

Skill Gained: Medicine

- **Healing Lilies** : Whenever you heal a target's hit points, you gain 1 lily up to a maximum of 3. When using an ability that heals HP, you can spend up to 3 lilies as part of the action to use the ability. This multiplies the healing received from your MAG stat by 1 plus the number of lilies used (1 lilies doubles your MAG for that one cast, 2 lilies triples, 3 lilies quadruples). You may also use all three lilies to reduce the MP cost of a healing spell to 0.
- **Divine Benison** : When an ally would gain the K.O. status for HP damage within 6m of you, you can spend your reaction to immediately heal them for an amount equal to half their HP. This can only be used once per combat.

Level 1: HP +5 MP +10 DEF +1 MAG +1

Level 2: HP +10 MP +10 MAG +1

Level 3: HP +5 MP +10 RES +2

Level 4: HP +10 MP +10 MAG +1

Level 5: HP +10 MP +10 MAG +1

Abilities

Level 1

Afflatus Solace  (MP: 10 Target: Single Time: 2r Range: 6m)

You heal the target for 5d hit points and if he has the Blind or Silence status, it is automatically removed.

Holy  (MP: 16 Target: 3m Time: 2r Range: Self)

All enemies within the target area take 6d light damage.

Regen  (MP: 10 Target: Single Time: 1r Range: 6m)

The target gains the regen status for 3 rounds.

Level 2

Aeroga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d wind damage to the target.

Stonega  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d earth damage to the target.

Waterga  (MP: 22 Target: Single Time: 2r Range: 8m)

You deal 8d water damage to the target.

Level 3

Asylum  (MP: 24 Target: 2m Time: 2r Range: 8m)

Select a target area within range and everyone who enters this area or begins their turn in this area heals 2d hit points. This lasts for 1 minute (6 rounds).

Curaga  (MP: 24 Target: 3m Time: 3r Range: 8m)

Everyone in the target area regains 10d HP.

Tetragrammaton   (MP: 24 Target: Single Time: 3r Range: 6m)

The target's hit points are restored to maximum.

Level 4

Deprotect   (MP: 5 Target: Single Time: 0r Range: 6m)

The target gains the DeDEF status for 3 rounds.

Deshell   (MP: 5 Target: Single Time: 0r Range: 6m)

The target gains the DeRES status for 3 rounds.

Glare   (MP: 12 Target: Single Time: 1r Range: 6m)

You deal 4d light damage to the target.

Full-Life   (MP: 28 Target: Single Time: 3r Range: 6m)

Remove the K.O. status from the target and fully restore his HP to its maximum.

Level 5

Afflatus Misery   (MP: 30 Target: 6m Time: 3r Range: Self)

Everyone within range except yourself takes 9d light damage and gains the DeDEF status for 3 rounds.

Afflatus Rapture   (MP: 30 Target: 10m Time: 3r Range: Self)

All allies with the K.O. status are restored to life and regain 4d HP and MP.

Mega Holy   (MP: 30 Target: 10m [line] Time: 3r Range: Self)

Everyone in the target area takes 10d light damage and gains the DeRES status for 3 rounds.

Talents



Every character receives a talent at 1st level and 6th level. This represents their specialty knowledge and abilities. Some talents may indirectly affect combat, but none directly. You are also allowed to come up with your own talent, but as always, are subject to GM's approval. Typically, the most a talent can boost is checks with a certain skill in some specific situations by granting advantage in terms of affecting mechanics. Some talents have other unique purposes, such as being immune to fall damage or being able to craft items.

As a bottomline, some talents may contradict quirks, such as the “Fast” quirk and the “Kingly Strength” talent. In these cases, they should not be together on the same character, and this will have to be determined with the GM on a case-by-case basis.

Talent List

Alchemist: After every successful battle against elemental monsters, you can spend a few minutes to create a Bomb Fragment, Arctic Wind or Lightning Gem out of their remains.

Archylte Hunter: You have Advantage on all checks related to catching animals including hunting and fishing.

Calculator: You gain Advantage on solving mathematical problems. Furthermore, you can make reliable numerical estimates, e.g. for various distances or the amount of people in a group.

Camping Again: While outside, you can spend an hour to build a comfortable shelter to spend the night out of materials found in nature.

Carpenter: You have Advantage to repair or build any object made mostly out of wood.

Chemist: You can spend an hour to create a Potion or a Remedy from ingredients found in nature or in stores.

Chocobo Sage: You can comfortably tame and build friendships with friendly animals and monsters like Chocobos by making a Survival check.

Cunning Apprentice: You have Advantage to repair any broken device or gadget.

Dedicated Driver: You gain advantage on Jockey checks with a specific group of vehicles (such as animals, airships, ground vehicles, etc.).

Doma's Enemy: You can spend an hour to create a potent poison out of materials found in nature or in stores. The poison is liquid, tasteless and odorless, so it can only be detected by experts such as yourself. A character that consumes the poison makes a DC 8 check and suffers KO upon failure. Otherwise, he suffers Poison for 3 rounds.

Eyes Peeled: You are able to capture perfect images of scenes, landscapes and people as a painting or photograph.

Excalipoor: Whenever you see an equipment piece, you can immediately understand its special effects. Furthermore, whenever you upgrade weapons and armor for your own use, it only costs you half as much Gil as usual.

Flower Girl: You are able to identify any plant and know how to grow them even in very unfavorable conditions.

Gambler: You have Advantage on all checks that involve in-game random events such as dice rolls or card draws.

Geomancer: You have Advantage on all checks that require proficiency and experience related to nature, such as following tracks in a forest.

Guarded Acrobat: You do not suffer damage by falling from any height.

Haven't We Met Before: Whenever you meet a new character, you may declare that you have met them before. If you do so, the GM decides what kind of connection you have to that character. You can only use this effect a total of 3 times in the entire adventure.

Hopeful Assistant: Given any object or trace, you can determine its date and place of creation accurately.

Kingly Strength: You have Advantage on all checks that mostly rely on strength such as lifting heavy objects or opening locked doors.

Lady Luck: Whenever you roll a total result of 2 on a check that you make outside of combat, you can redo the roll. If you roll a 2 again, you must keep the result.

Leading Man: You have Advantage on all checks that involve impressing or persuading someone through speech.

Let's Mosey: You can perfectly imitate the behavior and mannerisms of a person that you have spent a few days of time with. You can only have one such person committed to memory at a time.

Llymlaen's Disciple: You never lose your way, even in locations that you are unfamiliar with. Moreover, you have no issues with reading maps or following given directions.

Magician: You can spend a few minutes to perform a ritual that creates an illusion of a character or an at most similarly sized monster or object. To understand that it is an illusion, a character either has to touch it or pass a DC 8 check.

Mind Net: You can send telepathic messages to any person that you can see. If the recipient is further than 100m away from you, you have to pass a DC 7 check first.

Ordinary Dealer: Whenever you are selling goods to someone who is willing to buy them, you can convince him to buy them at their original value despite being used.

Opera Floozy: You have Advantage on all checks that involve acting, singing, dancing or performing in general.

Orator: Whenever you talk to a character that you know, you can spend a few minutes of time to motivate and inspire them. The character then has Advantage on the next check that they perform.

Pharmacologist: Whenever you use an Item outside of combat on yourself, you gain the following additional benefits: if the Item increases your HP, you regain twice as much as usual. Otherwise, you regain 1d HP in addition to its usual effect.

Polyglot: You are fluent in 2 additional languages and can learn new ones in a matter of days.

Savant: Select one skill. You gain advantage on checks with that skill. You must also choose a second skill. You receive disadvantage on checks with the second chosen skill.

Scanner: While you are not combat, you can observe a character to immediately know their Level as well as their Job. You can also make a DC 8 check and if you succeed, you also know their Talents.

Skeptic: You have Advantage on all checks related to understanding whether someone is lying or withholding information.

Shrouded One: You have Advantage on all checks related to hiding or staying undetected.

Skywatcher: You can accurately predict the weather in your current location for the next week.

Special Historian: You have knowledge on all important historical facts about the world. Furthermore, you have Advantage on recollecting and making connections to more obscure historical events.

Spoony Bard: You have perfectly mastered one musical instrument of your choice. Furthermore, you can play any music piece on any musical instrument to a convincing degree.

Starplayer: You are among the best in the world in one sport or game of your choice.

Strange Gourmand: You can spend an hour to prepare a tasty meal from almost anything that can be found in stores or in nature.

Tantalizing Performer: You can use magic to create simple effects, including various voices and noises, small flames and gusts of wind.

Theologian: You have perfect knowledge on all religions in the world, including their deities, as well as their different customs and factions.

Thief's Caution: You have Advantage on all checks related to noticing possible ambushes or hostile intentions of characters.

Walkthrough: You have Advantage on all checks related to finding hidden locations and passages.

Weaver: Given enough time and materials, you are able to create any kind of cloth or clothing.

Yin and Yang: While not in combat, you can meditate for a few minutes to gain the following benefit: Reduce your MP by an amount of your choice and increase your HP by the same amount.

Skills



Skills, exclusively for out of combat challenges, represent a character's varied training and education and how it may be applied to aiding his group. At the beginning of a campaign, each character selects two skills from a list allocated to them by their job. By selecting these two skills, he gains proficiency in them, which means he has a +2 bonus to all checks with that skill. Altogether, you can expect a different level of versatility in skills between members, but overlap is not necessarily a bad thing.

If you are performing a check in which another can assist you (such as pulling a rope), you receive advantage (DC to assist typically 6). If that person also has proficiency in the skill, you also receive a +2 bonus. The highest bonus you can ever have to one skill roll is +4.

Below is the list of skills and what each skill entails. All checks related to skills have a DC between 2 and 12 and as with all checks, skill checks are made by rolling 2d6.

In the event of opposed checks (such as bracing a door against someone breaking in), you simply roll with any bonuses and the highest number wins.

Knowledge checks: Some checks are simply determining whether or not a character knows something off the top of his head, such as the name of the mayor and his history when brought up in conversation or the name of a particular street. When performing such a check, it cannot be aided. Either the character knows the information off-hand or he doesn't.

Languages: You begin play typically knowing the language of the people you grew up with. Proficiency with some skills will also grant an additional language with which you are fluent. These benefits stack. At GM discretion, you may roll an appropriate check to translate a language that you do not know.

Untrained checks: When performing a check in a skill in which you are not proficient, the highest DC you can meet or beat is a DC of 6 or lower. Any DC higher than that can only be succeeded at by someone with proficiency in the skill. You may still aid others with proficiency in these skills, even if you are untrained, as noted above.

Skill List

Academics

Essentially, this skill covers scholarly knowledge or knowledge learned in school or through a comprehensive education. This may include history, language, basic math, philosophy, or geography. It does not include advanced math, religion, or mythology, or local rumors. It may include knowledge regarding rulers or political figures, as well as politics. If you are proficient in Academics, you know a second language in addition to the language you grew up with.

Arcana

This includes knowledge of spells and magic items, as well as accessories, and also how well one might be able to use magic outside of combat for utility purposes. One can only create magic effects using this skill if one has a spell related to the effect. For example, you can make an Arcana check to create a camp fire with magic, but only if you have a fire spell on your ability list.

Athletics

This check is used whenever you perform an act requiring athleticism, such as jumping, running especially fast or for a long time, or forcing open a door, breaking an object or out of bindings, or swimming.

Coercion

This check is to persuade, intimidate, or otherwise charm a creature who is intelligent and can understand you. Typically, the DC to perform such things is determined by a creature's attitude toward you. If he seems angry or hostile, the DC will be much higher, especially if asking for a favor. Conditions and circumstances (such as buying gifts) can lower the DC, but this varies by circumstance and character and is subject to GM's discretion. If you are proficient in Coercion, you know a second language in addition to the language you grew up with.

Deception

This is used for all types of deception, including disguises, lying, and causing a distraction, but not for stealing, sneaking around, or picking locks. You can think of deception as the social-based deceptions and Skullduggery as the agility-based deceptions as a guideline.

Typically, the DC for a Deception check (which is most often opposed) is equal to 7 plus the opponent's highest job level. This means that a character with a level 5 job is extremely unlikely to be deceived by someone without some kind of bonus. This represents their experience and insight making them difficult to deceive. However, this DC may be lowered if you were to earn their trust or in other circumstances as determined suitable by the GM. Certain lies may be simply impossible (such as convincing someone they are on fire when they are not).

Engineering

This skill covers all mechanical engineering and repairs, as well as crafting and upgrading items, and advanced mathematical knowledge. Engineering can be used to create basic tools, but powered tools are relegated to the Technology skill. The DC to upgrade a weapon or armor is typically 8 (level 1 to level 2) and 10 (level 2 to level 3). Just having a workshop does not grant an advantage as that is a requirement to upgrade an item, but an especially expansive and well put together workshop with an assistant may do so. Other checks may be determined on a case-by-case basis, but in general, DCs will be easier for those with proficiency.

Jockey

This covers all piloting, chocobo riding, and driving of vehicles. As the niche is too narrow to create a number of skills, this should primarily be used in chase scenes or otherwise stressful scenes where simply "maintaining speed" and following the highway at pace is not an option. The GM can decide on a case-by-case basis what a character might reasonably be able to drive in a setting based on background and job. In the event of a chase between two vehicles, Jockey checks would be made opposed.

Logic

This involves the sciences and applying logic to solve problems or situations. You could use logic to plot an effective course through a seemingly labyrinthine area or to solve a puzzle. You could also use it to apply the Laws of Thermodynamics (but again, at GM's discretion, keep the setting in mind) to a particular problem.

Martial

This involves martial arts, strategy, tactics, and soldierly knowledge. You may use this skill to point out a key flaw in an enemy's defense or to come up with a plan to take the castle. In general, the GM should not give you the plan, but simply give you the right clue or indicator that should make your options self-evident. You can also use this to analyze a character's fighting style after careful observation and find strengths and weaknesses.

Medicine

This covers medicine, drugs, and biology. If you were to analyze a corpse to figure out how he died, that would involve a check with this skill, or to determine if someone was sick. This would also be used to identify drugs or to craft alchemical medicine, such as a Potion. Each item has its own Craft DC and typically requires 1 hour and resources to do so. The further details on crafting are listed in the items section.

Mythology

This involves knowledge of religions, tribes, and ancient societies and ancient history, as well as belief structures and other worlds. Typically, the DC will be higher depending on your background and what cultures you have been exposed to for great length, as well as how obscure the information may be. If you are proficient in Mythology, you know a second language in addition to the language you grew up with.

Streetwise

This involves knowledge of local laws and people, including famous people, and local myths and rumors. This is the skill to use to find a black market dealer or to acquire a secret path into the city. This is generally used as either a knowledge skill or a social check to find what you seek by asking the right people. The DC for this may be higher in places you have little experience with.

Skullduggery

This skill is used for sneaking or remaining hidden, picking locks, or disabling traps, escaping bindings, and stealing from others. In the event of stealing from a character or similar opposed situation, the DC is typically 7 plus the highest job level of the target. This DC is also increased by 1 if you have proficiency in Skullduggery.

Survival

This involves surviving in the wild and knowledge about animals and other wild roaming monsters. This is used for hunting, building shelter, and tracking down creatures. This can be highly circumstantial depending on terrain, the creature's size, whether or not he attempted to conceal his tracks. Survival will be harder in some climates than others. Ultimately, this is left to the GM's discretion, but still should not have a DC higher than 12.

Technology

This involves using or manipulating technology and gadgets, as well as knowledge about technology (including advanced technology), and depending on the setting, hacking software. One would make a Technology check to cut the power to something without destroying it or to build an advanced tool, such as a drill.

Limit Breaks



Limit Breaks in their original incarnation were individual to the character, but this system is adapting the FFXIV version of limit breaks in that the group will have a number of limit breaks available to them as a whole. At the start of the campaign, each person receives one limit break from the list below that can be used as an action in combat only. Once a single combat has lasted at least 10 rounds, the group can choose to give one party member the ability to Limit Break. They gain the Hyper status for the rest of the combat or until they use their Limit Break. Once a character has used their Limit Break, they cannot Limit Break again by any means until they've taken a long rest overnight.

In order to qualify to select a Limit Break, you must have an ability via your job matching the icons (except the Limit Break icon) next to the Limit Break's name. For example, you can select Angel Feathers only if you have an ability with these two icons   via your normal job. You can only select Dark Force if you have an ability with  next to it via your job. This usually means you can only get a healing Limit Break if your class can normally heal. Iron Soul is the only Limit Break that anyone can choose.

 Limit Breaks can be used while silenced or pacified and are considered neither physical nor magical and all damage dealt by Limit Breaks bypasses any DEF or RES, and also do not cost MP. Once a character has used his Limit Break, he cannot Limit Break again until he takes a long rest (at least 8 hours).

Angel Feathers    (MP: 0 Target: 10m Time: 1r Range: Self)

Remove the K.O. status from all allies in the area, heal them 2d HP, and regain 50% of their maximum MP. In addition, they all gain the Haste status for 1 round.

Astral Stasis  (MP: 0 Target: 10m Time: 1r Range: Self)

Remove the K.O. status from all allies in the area and heal them 4d HP. In addition, you and all allies in the target area ignore the next source of damage dealt to you within 3 rounds.

Dark Force  (MP: 0 Target: 10m Time: 1r Range: Self)

All allies in the area reduce all magic damage dealt by half for 3 rounds.

Doom of the Living  (MP: 0 Target: 1m Time: 1r Range: Self)

Make a single attack against the target that cannot be evaded. This attack deals quadruple damage.

Dragonsong Dive  (MP: 0 Target: Single Time: 1r Range: 20m)

Make a single attack against the target and move adjacent to the target if you aren't already. Your attack deals triple damage and the target must make a DC 8 check or gain the Stunned status for 2 rounds.

Final Heaven  (MP: 0 Target: 1m Time: 1r Range: Self)

Make two attacks against the target that cannot be evaded. Then, make a third attack as normal, and if it is not evaded, make a fourth attack, and continue until you've made up to 6 attacks if you continue to hit.

Iron Soul  (MP: 0 Target: Single Time: 1r Range: Self)

All of your stats are doubled for 3 rounds and all of your abilities cost 0 MP for the duration.

Last Bastion  (MP: 0 Target: 10m Time: 1r Range: Self)

All allies in the area reduce all physical damage dealt to them by half for 3 rounds

Meteor  (MP: 0 Target: 6m Time: 1r Range: 12m)

Everyone in the target area takes 2d+2 damage per job level (maximum 20d+20).

Omnislash  (MP: 0 Target: 1m Time: 1r Range: Self)

Make five attacks against your target.

Pulse of Life  (MP: 0 Target: 10m Time: 2r Range: Self)

All allies within the target area who have the K.O. status have it immediately removed. In addition, you and all allies are restored to maximum HP.

Vermillion Scourge   (MP: 0 Target: Single Time: 1r Range: 6m)

You deal 3d damage per job level to the target (maximum 30d). Adjacent creatures take half of this damage.

Items



Items are a crucial part of adventuring and may often be pivotal in restoring much needed resources before a tough encounter. Below is a list of generally available items in every settlement or city. Others may exist that are much more rare and powerful and not listed here.

<u>Item</u>	<u>Effect</u>	<u>Craft DC</u>	<u>Cost</u>
Tonic	You regain 5 HP	3	100 gil
Tincture	You regain 8 MP	3	150 gil
Antidote	Remove the Poison status	4	300 gil
Potion	You regain 20 HP	4	350 gil
Ether	You regain 12 MP	4	400 gil
Arctic Wind	The target suffers 2d ice damage	4	400 gil
Bomb Fragment	The target suffers 2d fire damage	4	400 gil
Lightning Gem	The target suffers 2d lightning damage	4	400 gil
Aero Bead	The target suffers 2d wind damage	4	400 gil
Eye Drops	Remove the Blind status	5	500 gil

Echo Screen	Remove the Silence status	6	500 gil
Gold Needle	Remove the Immobilize status	6	500 gil
Hi-Potion	You regain 30 HP	6	550 gil
Turbo Ether	You regain 20 MP	6	650 gil
Phoenix Down	Remove the K.O. status and heal 2d HP	6	750 gil
Maiden's Kiss	Remove the Frog status	7	800 gil
Soft	Remove the Petrify status	7	800 gil
Holy Water	Remove the Zombie status	7	800 gil
Remedy	Remove all negative status effects	7	850 gil
Sleep Powder	The target must make a DC 8 check or suffer the Sleep status for 1 minute (6 rounds)	7	900 gil
Dark Matter	The target suffers 8d dark damage	8	1400 gil
Elixir	Restore 50% of your maximum HP/MP	8	1700 gil
Mega Potion	You regain 60 HP	8	1700 gil
Mega Ether	You regain 50 MP	9	1700 gil
Megalixir	Restore your HP/MP to full	9	3200 gil
Mega Phoenix	Remove the K.O. status from all allies within 8m and each regains 2d HP.	10	8000 gil

Crafting

You can use the Medicine skill to craft alchemical items (you must have proficiency to attempt it). Each item has a listed DC and you must gather resources equal to half the listed value either from nature or from a settlement. Afterwards, make a check against the listed DC. If you succeed, you create the item. For every 2 you exceed the DC by, you make an additional item of the same type at no additional cost. If you fail to make the check, you can attempt it again, but if you fail by rolling a natural 2, all materials are lost. It takes 1 hour per crafting attempt (for items listed here).

Weapons and Armor



Most weapons and armor operate on universal guidelines. All weapons deal 1d damage before being upgraded, but different classes of armor provide different bonuses. Each weapon or armor has an equipment trait and a special ability that grants it a passive ability to the wielder. The wielder only receives the special ability if he is proficient in the weapon or armor he is using, and only while wielding the weapon or wearing the armor. Weapon and armor proficiencies are typically granted only by jobs and advanced jobs.

In addition, the price for all weapons and armor is universal. Legendary weapons and armor, listed separately, can only be acquired by GM discretion and deal 4d damage.

Upgrading a weapon or armor is also listed below (from level 1 to 3) and the effects are not cumulative with previous upgrades, but are added to the base bonuses provided by the armor. For upgrading a weapon or armor, simply factor out the difference between the new level and the current level to determine the price.

Finally, unless otherwise noted, all weapons have a range of 1m.

Players are encouraged to re-flavor weapons if they wish, so long as the main aspects are kept intact. For example, re-flavoring a sword as a hammer has no impact on gameplay and the weapon can function the same. Another example is renaming or changing the style of the weapon - this generally has no impact and should be encouraged if one wishes to personalize their weapon.

Availability

When you are in a settlement, depending on the size, will determine which weapons and armors are available in how many. In outposts or hamlets (less than 500 residents), select one weapon from each group to be available. In a town (a place of less than 10,000 population) roll a 1d4 to determine randomly how different weapons from a weapon type are available. In a city (10,000 - 24,999 people), roll a 1d4+2. In a metropolis, all except one weapon from each group should be available. Once the amount of weapons are determined, the GM should determine which specifically can be bought.

Upgrading Weapons

Level	Damage	Price
1	1d	5,000 gil
2	2d	15,000 gil
3	3d	50,000 gil

Upgrading Armor

Level	DEF/RES	Price
1	See Armor	4,000 gil
2	+1/+1	13,000 gil
3	+2/+2	45,000 gil

Misc. Price Adjustments

- **Elemental Weapon:** +10%
- **Instrument Quality:** +10%
- **No Special Ability:** -50%
- **Special Material:** Varies (see below)

Crafting Weapons and Armor

The DC to craft a weapon or armor is 7 plus the desired level of the weapon or armor and you must buy materials equal to half of the total cost. This is the same DC for upgrading weapons and armor. You can create a number of weapons and armor a day equal to your highest job

level. If you fail to make the check, you can try again the next day. If you fail by rolling 2 (snake eyes), then all materials are lost in addition to failure.

When selling weapons or armor you made yourself, you can sell for 75% of their value instead of 50%.

Weapons

Arcane Relic

Arcane Relics include magic tomes, star globes, and other enchanted antiquities. Arcane relics deal unanticipated magic damage unless otherwise noted and have a range of 4m. You must use STR for determining your total damage with this weapon. In addition, you receive +1 MAG while wielding this and this bonus increases for each level of the weapon. However, this weapon's damage does not increase when upgraded in exchange.

Name	Special Ability
Anabasis	You can ignore difficult squares equal to your MAG stat when moving.
Cognitus	When you would become confused, roll a 1d. Only on a 3 or lower are you actually confused.
Last Resort	When you are below 25% of your maximum MP or HP, your MAG stat is doubled.
Meteorologica	Area of effect magic abilities you use deal 1d additional damage.
Omnibus	When you are surprised in combat, roll 1d. Only on a 2 or lower are you actually surprised.
Pragmatism	You can still evade attacks while casting.
Relic	-
Tetrabiblos	Once per combat, immediately become aware of one of a monster's weaknesses or resiliences.



Axes

Axes treat the DEF of all targets as 1 lower (minimum 0).

Name	Special Ability
Alastor	When you do a Display of Prowess, you can instead affect one enemy instead of all, and if you succeed at the check when used this way, the enemy also gains disadvantage on evasion checks for 1 round.
Battleaxe	-
Bravura	Upon successfully hitting an enemy, you gain Advantage on evasion checks against that enemy for 1 round.
Farsha	Once per day, you can treat the damage roll on a successful attack as maximum rolled damage instead. This must be declared before damage is rolled.
Minos	On a successful attack, the target must make a DC 6 check or gain the Immobilize status for 1 round.
Parashu	On a successful attack, the target must make a DC 4 check or gain the Stunned status for 1 round.
Skeggjold	Targets with at least a size of L take 2 additional damage from this weapon.
Ukonvasara	On a successful critical hit, the target gains the Bleed status.



Bows

Bows have a range of 8m. If you intend to move before or after attacking with a bow, the target receives advantage on evasion checks.

Name	Special Ability
Artemis	On a critical hit, the target instantly receives the K.O. status unless his level exceeds yours. Some creatures may be immune.
Circinae	You deal 1d additional damage against targets suffering harmful status effects.
Failnaught	Once per day, when making an attack, you can make your attack impossible to evade.
Gandeva	On a successful hit, the target must make a DC 6 check. If he fails, he gains the Blind status for 1 round..
Kujakuo	After the K.O. status is removed, you gain EnSTR for 3 rounds.
Longbow	-
Terpander	The DC of Display of Prowess is reduced by 1 and when you succeed at it, you gain EnAGI for 1 round.
Yoichi	Once per day, double the damage dealt by a successful attack.



Chakrams

Chakrams have a range of 2m and targets with the Blind status cannot evade them.

Name	Special Ability
Barathrum	On a successful hit, the target must make a DC 6 check or gain the Silence status for 1 round.
Eden Glaives	If you make an attack and do not move before or after the attack, you gain advantage on your next evasion check before your next turn.
Gyosei	All beneficial status effects cast on you while wielding this weapon have their duration increased by 1 round.
Steel Chakrams	-
Tathlums	Once per day, you can spend HP in place of MP when activating an ability.
Twashtar	Whenever you successfully attack an enemy, you can deal half of the damage to an adjacent creature.
War Quoits	After successfully hitting an enemy, you gain a +1 on evasion checks for 1 round.
Zelotupia	Once per day, you can automatically succeed on a check where failure would result in a harmful status effect. You must use this before rolling.



Daggers

The DC of all Steal abilities are decreased by 1.

Name	Special Ability
Dagger	-
Jambiya	Whenever you critically hit, the target gains the Bleed status.
Kannagi	You deal 1d additional damage against a target who has not acted yet in the current combat with this weapon.
Kris	You receive Advantage to hiding this weapon on your person.
Sandung	After critically hitting an enemy, they gain the Shaken status for 3 rounds.
Silver Wolf	If you have successfully attacked a target three times in this combat, your next attack cannot be dodged. This triggers on every fourth successful attack against an enemy.
Valiant Knife	If your current HP equals 50% or lower of your maximum HP, your STR and AGI increase by 1. If 25% or lower, both stats increase by 2. If at 1 HP, both stats increase by 3.
Yoshimitsu	Upon a successful hit, the target must make a DC 6 check or gain the Poison status for 1 round.



Firearms

Firearms have a range of 4m. In addition, their damage is not increased by STR and a gun's damage is increased by 1d for every 3 STR a wielder has.

Name	Special Ability
Arquebus	Upon a successful hit, the target must make a DC 6 check or gain the Shaken status for 1 round.
Culverin	Upon a successful hit, the target must make a DC 6 check or gain the Silence status for 1 round.
Deathlocke	On a critical hit, the target instantly receives the K.O. status unless his level exceeds yours. Some creatures may be immune.
Fomalhaut	On a critical hit, the target is stunned for 1 round.
Handgonne	Upon a successful hit, the target must make a DC 6 check or gain the Blind status for 1 round.
Molfrith	Once per round, you can reroll an evasion check failed by rolling 2.
Pistol	-
Revolver	Upon a successful hit, you must make a DC 8 check. If you succeed, you gain the Blink status for 1 round.



Fist Weapons

Fist Weapons deal 1 additional damage against targets wearing no armor or robes.

Name	Special Ability
Ace Gloves	When you receive the K.O. status from HP damage, make a DC 11 check. If successful, you remain conscious at 1 HP.
Combat Gloves	-
Drake Claws	Upon a successful critical hit, the target receives DeDEF for 3 rounds.
Dumuzis	Upon a successful hit, the target must make a DC 6 check or gain the Berserk status for 1 round.
Iron Fists	Upon successfully landing 3 attacks with these weapons, the target gains the Immobilize status for 3 rounds.
Jamadhars	Whenever the target rolls a total of 3 or less on the dice for his evasion check, you score a critical hit.
Kaiser Knuckles	The target's Evasion DC is increased by 1 against these weapons.
Verethragna	Upon a successful hit, the target must make a DC 6 check or gain the Confusion status for 1 round.



Gunblades

Gunblades have a range of 4m. When used against an enemy more than 1m away, then you do not apply your STR to damage and instead apply 1d additional damage per 3 STR stat you possess.

Name	Special Ability
Anarchy	Upon a successful hit, the target must make a DC 6 check or gain the Confusion status for 1 round.
Hyperion	You deal triple damage on a critical hit instead of double.
Lion Heart	If you are critically hit while wielding this weapon, gain EnSTR for 3 rounds.
Manatrigger	Whenever you successfully attack an enemy, regain 1d MP.
Odune	Whenever you use an ability, make an attack against one creature within 4m with this weapon. This does not receive any bonus damage from STR or the additional damage from being a gunblade.
Punishment	Whenever you attack an enemy who has dealt damage to you between your last turn and now, your STR stat is doubled for the attack.
Sawback	Upon a successful critical hit, the target gains the Bleed status.
Spirit Gunblade	-



Rods

Rods have a range of 4m and deal unanticipated magic damage. You must use STR for determining your total damage with this weapon. In addition, you receive +1 MAG while wielding this and this bonus increases for each level of the weapon after 1st. However, this weapon's damage dice does not increase when upgraded in exchange.

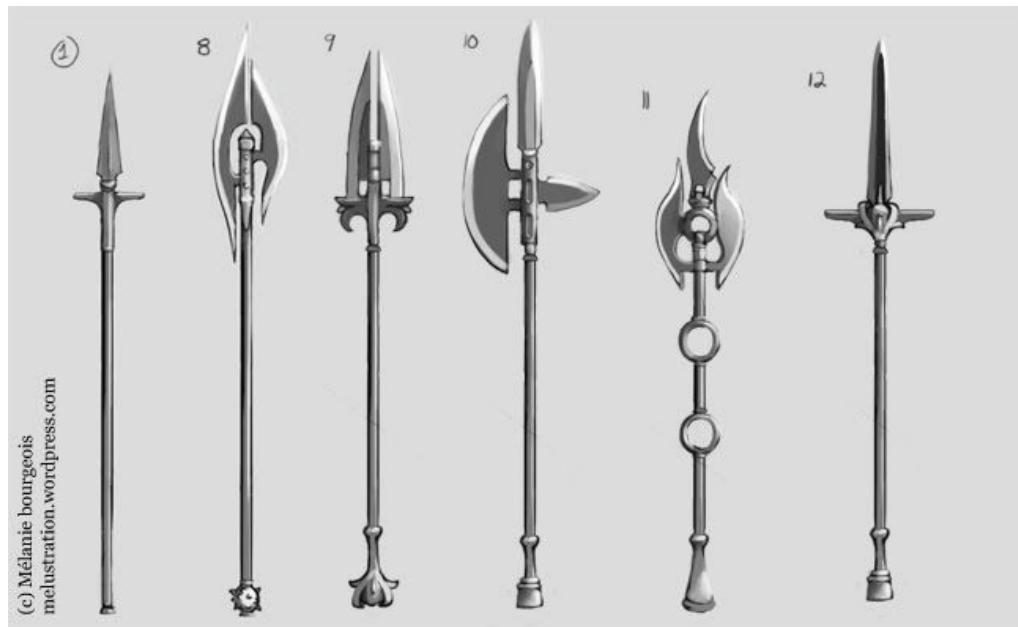
Name	Special Ability
Agile Rod	While casting, you can still evade attacks.
Healing Staff	Whenever you heal HP with an ability, increase the amount by 1d.
Mage Rod	-
Pain Rod	Whenever you use a magic ability that inflicts a status effect, the DC to resist is increased by 1.
Primal Staff	When bought or made, this staff has a name based on the element it is attuned to and the primal associated with that element ("Ifrit Staff" for fire, for example). Whenever you deal elemental damage of that type, increase the damage by 1d.
Stardust Staff	While above 0 MP, you can use any magic ability that costs more MP than your current MP by spending all remaining MP.
Wizard Staff	You gain +1 RES and once per turn, you can evade a magic ability as if it were an attack.
Zeromus Staff	When you would gain the K.O. status from anything other than HP damage, roll a DC 8 check, and if successful, you resist the effect.



Spears

Spears have a range of 2m and while using the defend action, you can spend a reaction to make an attack against any enemy who attacks you and is also adjacent. This attack deals half damage after subtracting DEF.

Name	Special Ability
Areadbhar	On every critical hit, deal triple damage instead of double.
Gae Bolg	You gain Advantage on all Initiative checks.
Glaive	-
King's Halberd	You gain EnDEF for 3 rounds after taking critical damage.
Longinus	If you successfully hit the target with 3 attacks, he gains the Poison status for 3 rounds.
Rhongomiant	Upon a successful hit, the target must make a DC 6 check or gain the Blind status for 1 round.
Ryunohige	This weapon targets both the target and one other adjacent creature.
Thundercloud	Upon a successful critical hit, deal 1d lightning damage per weapon level.



Swords

Swords treat the DEF of all targets as 1 lower (minimum 0).

Name	Special Ability
Aettir	After successfully attacking an enemy, regain 1d HP.
Broadsword	-
Buster Sword	On every critical hit, deal triple damage instead of double.
Burtgang	Upon a successful hit, the target must make a DC 6 check and if he fails, he gains the DeAGI status for 1 round.
Curtana	Whenever you use the defend action, you can apply its benefits to one creature within 1m, so long as they remain within 1m.
Excalibur	When you are critically hit, you gain the Hyper status for 1 round. This can trigger once per combat.
Galatyn	You begin every combat with the Haste status for 1 round.
Lionliege	Upon a successful hit, the target must make a DC 6 check or gain the Immobilize status for 1 round.



Armor

Heavy Armor

All Heavy Armor grants +2 DEF at level 1.

Name	Special Ability
Breast Plate	-
Crystal Mail	+1 RES
Demon Mail	+5 MP
Diamond Armor	+1 DEF
Mage Mail	You are immune to silence.
Minotaur Plate	Maximum HP +5
Primal Plate	When bought or made, this armor has a name based on the element it is attuned to and the primal associated with that element ("Ifrit Plate" for fire, for example). You gain resilience to that element.
Warrior Armor	+1 STR



Light Armor

All Light Armor grants +1 DEF and +1 RES at level 1.

Name	Special Ability
Agile Shirt	You are immune to the Immobilized status.
Chain Shirt	-
Kenpo Gi	You are immune to the Blind status.
Mirage Shirt	You are immune to the Sleep status.
Power Vest	+1 STR
Primal Gear	When bought or made, this gear has a name based on the element it is attuned to and the primal associated with that element ("Ifrit Gear" for fire, for example). You gain resilience to that element.
Survival Vest	Maximum HP +5
Vestige Vest	+1 RES



Robes

All Robes provide +2 RES at level 1.

Name	Special Ability
Black Robe	You are immune to the Poison status.
Enchanted Robe	-
Magus Robe	+1 MAG
Primal Robe	When bought or made, this robe has a name based on the element it is attuned to and the primal associated with that element ("Ifrit Robe" for fire, for example). You gain resilience to that element.
Resilient Robe	+1 DEF
Scholar's Robe	Maximum MP +5
Warden Robe	+1 RES
White Robe	You are immune to the Sleep status.



Accessories



Accessories are often items of great craftsmanship and enchanted to make a character stronger in a variety of ways or to protect him from magic most foul. Every character can equip two accessories at once and these benefits remain active so long as they are equipped.

Accessories can be made with a successful Arcana check (you must have proficiency in Arcana in order to craft and proper tools). When crafting an accessory, you must spend 8 hours uninterrupted and you can make one accessory per day. Before making the check, you must buy materials with a value equal to 75% of the total value of the accessory. You can resell accessories you personally made for the full listed value instead of half if they have never been equipped. The DC is next to each accessory on the table below. On a failure, you can reattempt again the next day and your materials are only lost if you fail the check by rolling a natural 2 (snake eyes).

Name	Effect	Price	Craft DC
Mythril Shield	+1 DEF	2500 gil	DC 6
Power Armlet	+1 STR	2500 gil	DC 6
Rune Bracers	+1 RES	2500 gil	DC 6
Faerie Earrings	+1 MAG	2500 gil	DC 6
Battle Greaves	Immunity: Immobilize	3500 gil	DC 6

Silver Goggles	Immunity: Blind	3500 gil	DC 6
Star Pendant	Immunity: Poison	3500 gil	DC 6
White Cape	Immunity: Silence	3500 gil	DC 6
Thief Gloves	Advantage on all checks related to Stealing	4250 gil	DC 7
Protect Ring	Whenever you are attacked, gain EnDEF for 1 round	4750 gil	DC 7
Circlet	+1 RES, +1 MAG	7500 gil	DC 7
Grand Gauntlets	+1 STR, +1 DEF	7500 gil	DC 7
Safety Bit	Immunity: K.O. effects	7500 gil	DC 7
Champion Belt	STR +1, Immunity: DeATR	9000 gil	DC 8
Germinas Boots	You can jump twice as high as usual	10,000 gil	DC 8
Black Belt	Maximum HP +10	11,000 gil	DC 8
Arcane Beret	Maximum MP +10	12,000 gil	DC 8
Moogle Charm	This glows when a monster is within 100m of you.	12,500 gil	DC 8
Hero's Shield	DEF +1, RES +1, Immunity: Sleep	14,000 gil	DC 8
Feather Boots	You can levitate up to 1m above the ground	16,000 gil	DC 9
Hermes Sandals	AGI +1	18,000 gil	DC 9
Ribbon	Immunity: All status effects (except K.O.)	30,000 gil	DC 9
Gold Hairpin	Whenever you use magic abilities, the MP cost is halved	45,000 gil	DC 9

Materia



A strange goblin geomancer named Mutamix Bubblypots and his apprentices set up shop near the walls of Ul'dah, calling themselves the Carriers of the Cauldron, promoting a weird matter called 'materia', said to augment gear. Quickly, word about the new technology spread all over Ul'dah thanks to several adventurers who met the goblin. Merchants in town are divided amongst those who welcome this new method, while others are vehemently against the presence of Mutamix near the city walls.

There are plenty of rumors about how Mutamix himself learned about materia. Some say that such advanced military technology could only have been developed within Garlemald, while others believe it was born of Near Eastern wisdom that had long slumbered within the ancient tomes of the Great Library. What all agree, however, is that at some point, a fraternity of goblin scholars called the Illuminati acquired the secrets of materia, governed by a code of secrecy until Mutamix betrayed the order and, believing that materia should be allowed to benefit all folk rather than a select few, spread the word over Eorzea.

Every character can equip one materia in a single weapon or armor per upgrade level. All weapons and armor start at upgrade level 1. However, if the weapon or armor has a special ability, then one materia slot is consumed. In other words, only the starting weapon and armor have a free materia slot at upgrade level 1. Materia abilities are considered magic and subject to the same restrictions. In order to equip or replace a materia, a character must spend an action (in combat) or 10 seconds.

Types of Materia

- 🟡 *Command materia grants an additional ability or skill, sometimes a reaction, to the character.*
- 🟣 *Independent materia operates independently of anything and usually provides a passive buff.*
- 🟢 *Magic materia specifically grants a magic ability to the user that is activated by spending MP. You cannot activate any ability from a magic materia unless you would normally be high enough to do so if you were the class in question. For example, a level 3 character cannot activate a Stonera materia until he is level 5, which is the level conjurer normally receives the ability.*
- 🔴 *Summon materia summons a specific eidolon from the summoner's eidolon list. These typically cannot be bought.*
- 🔵 *Support materia improves existing abilities or magic materia that are also slotted into the same item.*

Materia List

Command Materia

🟡 Enemy Skill

You gain the Blue Magic ability as the blue mage passive ability, but you cannot learn more than 5 monster skills. When you would learn a sixth, you can unlearn another in place of one you already know. You also cannot learn monster skills from any creatures higher than 5th level.

Price: 10,000 gil

🟡 Flee

You gain the “Flee” ability (see rogue).

Price: 5,000 gil

🟡 Hasty Cast

You gain the Swiftcast ability as the conjurer passive ability, but this can only activate once per battle.

Price: 7,500 gil

🟡 Steal

You gain the “Steal” ability (see rogue).

Price: 5,000 gil

🟡 Survival Instinct

You gain the Fight or Flight ability as the gladiator passive ability, but it can only trigger once per combat.

Price: 7,500 gil

Independent Materia

Battledance

Your DEF increases by 1.

Price: 5,000 gil

Fortitude

Your HP increases by 10.

Price: 12,000 gil.

Heaven's Eye

Your MAG increases by 1.

Price: 5,000 gil

Mind

Your MP increases by 10.

Price: 13,000 gil.

Piety

Your RES increases by 1.

Price: 5,000 gil

Quickarm

You ignore all penalties to your evade checks or AGI stat.

Price: 15,000 gil

Quicktongue

Once per day, you may reduce the cast time of a spell to 0r.

Price: 7,500 gil

Savage Aim

Evade checks against your attacks receive a -1 penalty.

Price: 15,000 gil

Savage Might

Your STR increases by 1.

Price: 5,000 gil

Magic Materia



Aero

Allows you to use the “Aero” ability (see conjurer).

Price: 5,000 gil



Aerora

Allows you to use the “Aerora” ability (see conjurer).

Price: 7,500 gil



Bio

Allows you to use the “Bio” ability (see arcanist).

Price: 5,000 gil



Blizzara

Allows you to use the “Blizzara” ability (see thaumaturge).

Price: 7,500 gil



Blizzard

Allows you to use the “Blizzard” ability (see thaumaturge).

Price: 5,000 gil



Cure

Allows you to use the “Cure” ability (see conjurer).

Price: 5,000 gil



Esuna

Allows you to use the “Esuna” ability (see conjurer).

Price: 9,000 gil



Fire

Allows you to use the “Fire” ability (see thaumaturge).

Price: 5,000 gil



Fira

Allows you to use the “Fira” ability (see thaumaturge).

Price: 7,500 gil

 **Protect**

Allows you to use the “Protect” ability (see conjurer).

Price: 5,500 gil

 **Quake**

Allows you to use the “Quake” ability (see black mage).

Price: 10,000 gil

 **Shell**

Allows you to use the “Shell” ability (see conjurer).

Price: 5,500 gil

 **Stone**

Allows you to use the “Stone” ability (see conjurer).

Price: 5,000 gil

 **Stonera**

Allows you to use the “Stonera” ability (see conjurer).

Price: 7,500 gil

 **Thundara**

Allows you to use the “Thundara” ability (see thaumaturge).

Price: 7,500 gil

 **Thunder**

Allows you to use the “Thunder” ability (see thaumaturge).

Price: 5,000 gil

 **Time**

Allows you to use the “Haste” ability (see astrologian).

Price: 12,000 gil

 **Waltz**

Allows you to use the “Curing Waltz” ability (see dancer).

Price: 10,000 gil

 **Water**

Allow you to use the “Water” ability (see geomancer).

Price: 5,000 gil

Wateria

Allow you to use the “Wateria” ability (see geomancer).

Price: 7,500 gil

Summon Materia

Bahamut

Allows you to summon Bahamut (see eidolon section under summoner).

Price: 500,000 gil

Garuda

Allows you to summon Garuda (see eidolon section under summoner).

Price: 100,000 gil

Ifrit

Allows you to summon Ifrit (see eidolon section under summoner).

Price: 100,000 gil

Fenrir

Allows you to summon Fenrir (see eidolon section under summoner).

Price: 250,000 gil

Good King Moggle Mog XII

Allows you to summon Good King Moggle Mog XII (see eidolon section under summoner).

Price: 250,000 gil

Leviathan

Allows you to summon Leviathan (see eidolon section under summoner).

Price: 100,000 gil

Odin

Allows you to summon Odin (see eidolon section under summoner).

Price: 500,000 gil

Phoenix

Allows you to summon Phoenix (see eidolon section under summoner).

Price: 500,000 gil

Ramuh

Allows you to summon Ramuh (see eidolon section under summoner).

Price: 250,000 gil

Shiva

Allows you to summon Shiva (see eidolon section under summoner).

Price: 250,000 gil

Titan

Allows you to summon Titan (see eidolon section under summoner).

Price: 100,000 gil

Support Materia

All

This must be equipped in a weapon or armor that also has a magic materia. Whenever you use the magic materia to cast a single target spell, it can instead be changed to everyone in the target area of 4m. When altered in this way, the MP cost increases by 4.

Price: 8,000 gil

Boost

This must be equipped in a weapon or armor that also has an independent materia. The bonus provided by the independent materia is doubled.

Price: 7,500 gil

Elemental

This must be equipped in a weapon that also has a magic materia that adds an ability that deals elemental damage. When attacking, you can choose to convert all physical damage dealt by your weapon into the same type of elemental damage dealt by the magic ability provided by the magic materia. For example, if you place an "Elemental" and "Fire" materia into your weapon, you can choose to deal physical damage or fire damage when attacking with the weapon.

Price: 5,000 gil

Final Attack

This must be equipped in a weapon or armor that has a magic materia or a command materia that grants an active ability. When you would gain the K.O. status, you can activate the materia equipped in the same item before gaining the status effect.

Price: 10,000 gil

 **Magic Counter**

This must be equipped in a weapon or armor that also has a magic materia. Whenever you suffer damage, you may spend a reaction to make a DC 8 check. If you succeed, you can use the magic materia in the same piece of equipment.

Price: 10,000 gil

 **Sneak Attack**

This must be equipped in a weapon or armor that also has a magic materia. Make a DC 9 check at the start of combat. If you succeed, you can activate the magic materia equipped into the same item at no action cost at the start of combat.

Price: 10,000 gil