



FINAL FANTASY VII

D20 ROLEPLAYING GAME

COMPILATION EDITION
(Version 1.21)

PLAYER'S HANDBOOK

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INTRODUCTION



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

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

WHAT YOU NEED TO PLAY

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

- This book, which tells you how to play your character.
- A copy of the character sheet (found at the end of this book).
- A pencil and scratch paper.
- One three-sided die (d3), one or two four-sided dice (d4), five or more six-sided dice (d6), an eight-sided die (d8), five ten-sided dice (d10), a twelve-sided die (d12), and a twenty-sided die (d20).
- A small object to represent your character.
- A battle map with 1-inch squares to put your object on.

DICE

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

Some examples:

2d8: Two eight-sided dice, generating a number from 2 to 16. This is the amount of damage that a trident deals.

3d6: Three six-sided dice, generating a number from 3 to 18. This is the amount of damage that a shuriken deals.

THE THREE ERAS OF PLAY

The Final Fantasy VII Roleplaying Game supports adventures and campaigns set in three distinctive eras, all of which are described in detail in the Gamemaster's Guide. You can set your campaign in the time of the prequel games (*Before Crisis* and *Crisis Core*). Known as the *Sons of JENOVA era*, this is a period when Shinra is at war with the independent nation of Wutai, and rebel factions have sprung up across the globe to stop Shinra's destruction of the planet with their mako reactors. This time period pre-dates the *Final Fantasy VII* game, but includes the infamous Nibelheim incident.

Or, you can go forward in time to the classic period of *Final Fantasy VII* and play in the *Meteorfall era*, where Shinra's power and influence is waning and Sephiroth, once a war hero, mysteriously returns from the dead and causes the coming of a cataclysmic event that could spell the end of life. A highly-spreadable disease, and the arrival of three mysterious figures, signals the rebirth of the most evil being ever to walk the planet. These are the events described in the original *Final Fantasy VII* game, as well as the *On the Way to a Smile* novella series, the lateral biography *TURKS: The Kids are Alright*, and the film *Advent Children*.

Or, go further beyond to 3 years after *Final Fantasy VII* and participate in the *Awakening era*, which surrounds the events of the game *Dirge of Cerberus*. Vincent Valentine is being hunted by Shinra's last dark secret; Deepground, and must find a way to stop their plan of awakening the ultimate beast Omega. However, Deepground wants something from Vincent; something buried deep within...

The *Final Fantasy VII Roleplaying Game* also supports games in other eras as well, which will be detailed in future campaign guides.

THE BASICS

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

THE CORE MECHANIC

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

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

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

HEROES

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

WHAT CHARACTERS CAN DO

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

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

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

CHAPTER I – ABILITIES



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

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

TABLE 1-1: ABILITY MODIFIERS

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

YOUR ABILITY SCORES

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

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

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

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

ABILITY MODIFIERS

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

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

REROLLING

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

PLANNED GENERATION

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

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

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

Here are some sample ability arrays you can generate using this method:

15	14	14	13	11	10
15	15	14	12	10	10
16	14	12	12	12	10
16	15	14	12	10	8
16	16	13	11	10	8
17	14	13	11	10	10
17	14	14	12	10	8
18	12	12	12	10	10
18	14	14	10	10	8
18	16	10	10	10	8

STANDARD SCORE PACKAGE

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

The standard score package is:

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

THE ABILITIES

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

STRENGTH (Str)

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

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. (Exceptions: Grenades and Dynamites don't have their damage modified by Strength.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

DEXTERITY (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for thief-orientated characters, but it's also high on the list for characters who typically wear light or medium armour or no armour at all.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, such as with rifles.
- Reflex Defence, provided that the character can react to the attack.
- Acrobatics, Initiative, Pilot, Ride, and Stealth checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (Con)

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

You apply your character's Constitution modifier to:

- Each die roll for gaining additional hit points (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude Defence, for resisting extreme temperatures and similar threats.
- The Endurance skill.

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

INTELLIGENCE (Int)

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

You apply your character's Intelligence modifier to:

- Each die roll for gaining additional magic points (though a penalty can never drop a result below 1—that is, a character always gains at least 1 magic point each time he or she advances in level).
- The number of languages your character knows at the start of the game.
- The number of trained skills you have.
- Magic Defence, for resisting spell damage/effects and summon attacks.
- Knowledge, Mechanics, and Use Computer checks. These are the skills that have Intelligence as their key ability.

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

When a character's Intelligence score permanently increases or decreases, its number of trained skills also changes. For example, if Vincent Valentine increases his Intelligence from 13 to 14, his Int modifier improves from +1 to +2. Vincent gains one additional trained skill. Vincent's greater Intelligence allows him to utilise things he had learned but never before applied properly.

WISDOM (Wis)

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

You apply your character's Wisdom modifier to:

- Will Defence (for negating the effect of mind-affecting abilities).
- Perception, Survival, and Treat Injury checks. These are the skills that have Wisdom as their key ability.
- The number of extraordinary powers you learn when you take the SOLDIER Training feat.

When a SOLDIER character's Wisdom score permanently increases or decreases, his number of known extraordinary powers also changes. For every instance of the SOLDIER Training feat that you have, you gain one extraordinary power (or an additional use of an already-known extraordinary power) for every point by which your Wisdom modifier increases. If you instead suffer a permanent reduction in your Wisdom modifier, you lose access to the same number of extraordinary powers; you must choose which extraordinary powers (or additional uses of the same extraordinary power) you lose.

CHARISMA (Cha)

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

You apply your character's Charisma modifier to:

- Deception, Gather Information, Persuasion, and Spellcasting checks. These are the skills that have Charisma as their key ability.

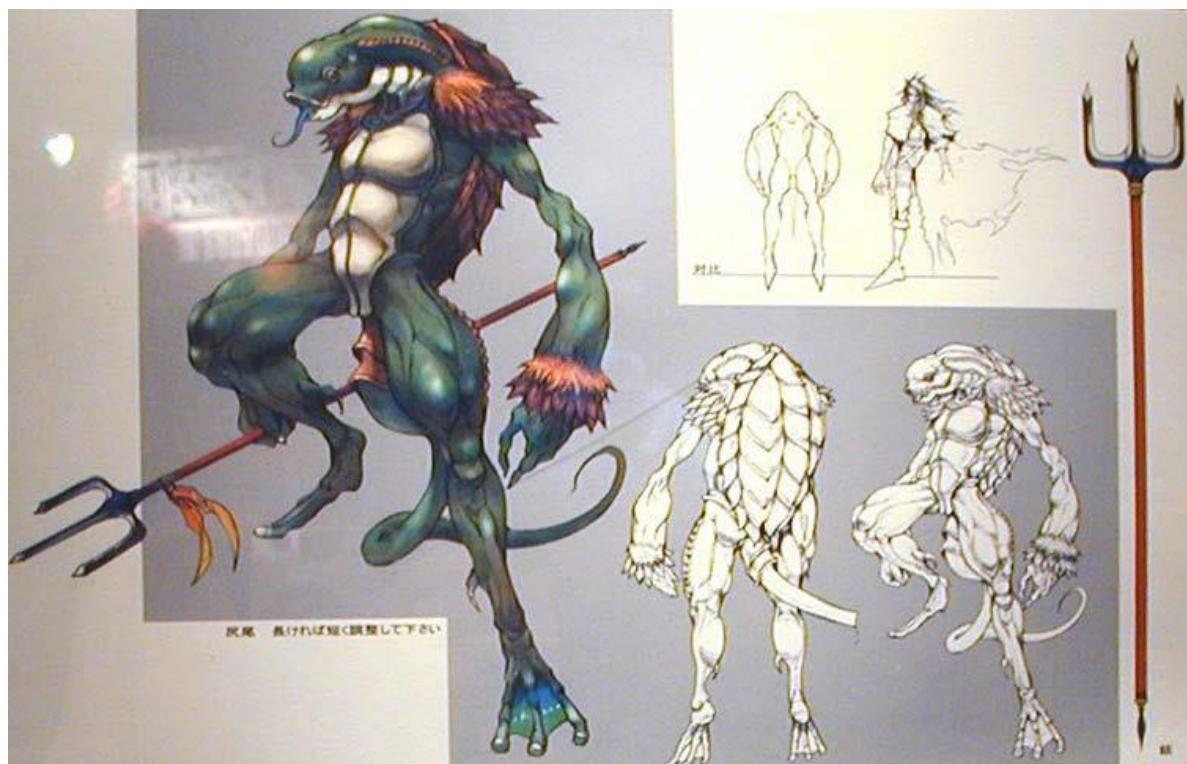
CHANGING ABILITY SCORES

Over time, your character's ability scores can change. Ability scores can increase without limit.

- At 4th, 8th, 12th, 16th, and 20th level, a heroic character increases two ability scores by 1 point each.
- As a character ages, some ability scores go up and others go down. See table 9-2: Aging Effects for details (page 125).

When an ability score changes, all tributes associated with that score change accordingly. For example, when Cid Highwind becomes a 4th level character, he increases his Strength from 15 to 16 and increases his Intelligence from 14 to 15. Now he's stronger and better at using melee weapons, and all of his Strength-based and Intelligence-based skills improve as well.

CHAPTER II – RACES



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

CHOOSING A RACE

After you roll your ability scores and before you write them on your character sheet and select your character's class, choose your character's race. Once you've decided your character's race, assign ability scores to particular abilities. Alter the scores according to the race (see Table 2-1: Race Ability Modifiers) and continuing detailing your character.

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

COMMON LANGUAGES

The planet is home to many languages, but picking languages for your character doesn't need to be daunting. All languages are listed below; among these, Basic is the most widely spoken.

Ancient	Grish
Basic	Krael
Binary*	Kupo
Cosmoyian	Magnish
Gi'naa	Saha
Gobbledegook	Vajraian

*Binary is the name given to the special language spoken by machines and computer systems.

RACE CHARACTERISTICS

Your character's race determines some of his or her qualities.

TABLE 2-1: RACE ABILITY ADJUSTMENTS

RACE	ABILITY ADJUSTMENTS
Human	None
Cetra	+4 Wis, -2 Str, -2 Con
Gi'Na'Ka	+4 Con, -2 Int, -2 Dex
Goblin	+4 Int, -2 Cha, -2 Str
Golem	+2 Str, +2 Con, -2 Dex, -2 Wis
Grim	+2 Cha, -2 Dex
Magnade	+2 Dex, +2 Cha, -2 Con, -2 Int
Moogle	+2 Dex, -2 Wis
Remnant	+4 Cha, -2 Con, -2 Wis
Sahagin	+2 Dex, -2 Wis
Tonberry	+2 Int, -2 Cha
Vajradhara	+4 Str, -2 Dex, -2 Int
Wolfion	+4 Dex, -2 Wis, -2 Cha

ABILITY ADJUSTMENTS

Find your character's race on Table 2-1: Race Ability Adjustments and apply the adjustments that you see there to your character's ability scores. If the changes raise a score above 18 or lower it below 3, that's okay.

For example, a Sahagin gets a +2 race bonus on his Dexterity score and a -2 penalty on his Wisdom score. Knowing this, the player puts her best score rolled (18) in Dexterity and sees it increase to 20. She doesn't want a Wisdom penalty for her character, so she puts an above-average score (12) in it. This drops to 10, for neither a bonus nor a penalty.

KNOWN LANGUAGES

The primary language used throughout the known world is called Basic. Most characters can speak Basic, and all characters understand it even if they can't speak it. Nonhuman characters can also speak, read, and write the language associated with their race; for example, Moogles speak, read, and write Kupo as well as Basic.

Characters with an Intelligence bonus know how to speak, read, and write other languages as well. For each point of Intelligence bonus, a character can speak, read, and write one additional language of his choice (you must have the Linguist feat in order to gain additional languages).

Gi'Na'Kas are incapable of speaking any language other than their native tongue, but they can learn to read and write other languages just fine.

Wolfions do not have a written language, and are incapable of writing in any other language.



HUMAN

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

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

Example Humans: Barret Wallace, Cid Highwind, Cloud Strife, Heidegger, Rufus Shinra, Scarlet, Tifa Lockheart, Vincent Valentine, Yuffie Kisaragi, Zack Fair.

HUMAN RACE TRAITS

Humans have the following race traits.

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

Speed: Humans base speed is 6 squares.

Bonus Trained Skill: Humans are versatile and accomplished at many tasks. A Human character chooses one additional trained skill at 1st level.

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

Bonus Limit Break: Humans gain one bonus limit break at 1st level. Limit Breaks are entirely optional, and Human characters choosing not to gain a limit break at 1st level can choose to gain a bonus talent from those presented in their starting heroic class instead. You must meet the prerequisites of the chosen talent.

Automatic Language: Basic.

HUMAN RACE NOTES

There are three sub-races of Human, alongside the normal Human. These are *Copy*, *Clone*, and *Mutant*. These sub-races are described in detail in Chapter 11: JENOVA and the Cetra (page 151).

CETRA

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

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

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

Example Cetras: Aerith Gainsborough and Ifalna Gast.

CETRA RACE TRAITS

Cetras have the following race traits

Ability Modifiers: +4 Wis, -2 Str, -2 Con; Cetras are generally more calmer and understandable about things, however they do not rely on attacking others to dispute problems.

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

Speed: Cetra base speed is 6 squares.

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

If the information is too difficult for the Cetra to make out, the Cetra can choose to make another Perception check straight away to make the information more clearly understandable, but in doing so results in a -5 penalty to the check.

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

Lifestream Attuned: Cetras gain an additional 3 Magic Points at 1st level.

Limit: Cetras gain access to the Geomancer limit tree, which is only available to members of this race. In addition, Cetras gain a bonus limit break at 1st level. Limit breaks are entirely optional, and characters choosing not to gain a limit break can gain a bonus talent instead. This talent must be drawn from the list of talent trees available in your starting heroic class, and you must meet the prerequisites (if any) of the chosen talent.

Automatic Languages: Basic and Ancient.





GI'NA'KA

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

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

GI'NA'KA RACE TRAITS

Gi'Na'Kas have the following race traits.

Ability Modifiers: +4 Con, -2 Int, -2 Dex. Gi'Na'Kas are highly adaptable to their surroundings, however they are slow to respond to threats and aren't as clever as other races.

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

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

Primitive: As primitive creatures, Gi'Na'Ka can only gain Weapon Proficiency (simple weapons) at 1st level. Gi'Na'Kas cannot gain any other Weapon Proficiency or Exotic Weapon Proficiency feats.

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

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

Automatic Languages: Basic (understand only) and Gi'naa.

GOBLIN

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

Goblins are very protective of their Zeio nuts, which are only found and grown on the island. The nut itself is used by the locals in food and in medicine; however its true tendencies are virtually unknown among the Goblin community.

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



GOBLIN RACE TRAITS

Goblins have the following race traits.

Ability Modifiers: +4 Int, -2 Cha, -2 Str. Goblins are alert and intimidating, but lack physical muscle due to their size.

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

Speed: Goblin Base Speed is 4 squares.

Bonus Trained Skill: Goblins gain Persuasion as a bonus trained skill.

Goblin Punch: Goblins are considered Medium-sized creatures in terms of unarmed attacks and gain an additional +2 bonus to damage rolls when using unarmed attacks.

Sleepel: Once per round during combat, Goblins can cast Sleep on one target within their line of sight. The Goblin makes a Spellcasting check and compares the result to the target's Magic Defence. If the roll equals or exceeds the target's Magic Defence, the target falls asleep for 1d4 rounds of combat. The sleeping target is considered prone (see Prone Targets, page 24 of the Gamemaster's Guide).

Automatic languages: Basic and Gobbledegook.

GOLEM

Golems are the smallest race in terms of population, with colonies in the Great Glacier, underground caverns, and on the canyon banks of the west continent. They tend to live away from other races if possible; only coming in contact with them if they have to.

Golems are tall beings with stone-like bodies, which vary in colour from dark grey to crystal white. Their facial features are hard to express, particular since their mouths look like a small crack, and their clear-white eyes have a stone coating, which protects them from dust and other small molecules.



GOLEM RACE TRAITS

Golems have the following race traits.

Ability Modifiers: +2 Str, +2 Con, -2 Dex, -2 Wis; Golems are strong and resilient to illness, however they are slightly less logical compared to other races and move very slowly.

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

Speed: Golem base speed is 2 squares due to their stone-like body weighing their movement down. When wearing medium or heavy armour, Golems are not weighed down any further and ignore the speed penalty.

Great Fortitude: Golems receive a +3 race bonus to their Fortitude Defence.

Elemental Resistance: Golems receive half damage (rounded-down) of all ice-based magic attacks (such as blizzard).

Blindsight: Using echolocation, Golems can manoeuvre and fight as well as a sighted creature. Invisibility and darkness are irrelevant.

Megaton Punch: Golems receive a +2 race bonus to all attack rolls and damage rolls made with an unarmed strike.

Automatic Languages: Basic.



GRIM

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

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

GRIM RACE TRAITS

Grims have the following race traits.

Ability Modifiers: +2 Cha, -2 Dex; Grims are smart and capable of using materia, however their response to threats is much to be desired.

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

Speed: Grim Base Speed is 4 squares.

Adept Spellcaster: Grims receive a +2 race bonus to all Spellcasting checks made to use magic materia and enemy skills.

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

Mighty Rod: Grims receive a +2 race bonus to all attack rolls and damage rolls when using the Rod as their main weapon.

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

Automatic Languages: Basic and Grish.

MAGNADE

Magnades are creatures of the wide-open countryside, having colonies in various cliff-sides and valleys. They are talented at manipulating the land around them, taming the wild beasts (including Behemoths), and crafting weapons out of natural materials.

Magnades are humanoid beasts in terms of appearance.

They have horns on the side of their head, and their skin colour ranges from red to orange. Magnade's eye colours range from auburn to yellow and they have hooves for feet as well as human-like hands.



MAGNADE RACE TRAITS

Magnades have the following race traits.

Ability Modifiers: +2 Dex, +2 Cha, -2 Con, -2 Int; Magnades are quick to respond to immediate threats and are very persuasive, however their resistance to illness is below average and are sometimes unable to think things through logically.

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

Speed: Magnades base speed is 6 squares.

Wild at Heart: Magnades gain Ride as a bonus trained skill at 1st level due to their ability to manipulate animals.

Hard Hitter: Magnades receive a +3 race bonus to their Reflex Defence due them being tough to hit.

Elemental Weakness: Magnades receive double damage when attacked with fire- and gravity-based elemental spells, such as demi and beta.

Nature's Calling: Magnades receive a +2 race bonus on Survival checks.

Automatic Languages: Basic and Magnish.

MOOGLE

Moogles live up in mountains or in underground caverns, choosing to live away from the hustle and bustle human civilisations. They have an obsession with nuts and some love riding chocobos; even going as far as entering chocobo races in the Gold Saucer.

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

Example Moogles: Maggie, Meg, Mog, Mogster, Nog, Nag.

MOOGLE RACE TRAITS

Moogles have the following race traits.

Ability Modifiers: +2 Dex, -2 Wis. Moogles are speedy creatures but they lack common sense.

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

Speed: Moogle base speed is 4 squares. Moogles have a good flight speed of 6 squares, and requires a swift action to fly and a swift action to land.

Animal Affinity: Moogles gain Ride as a bonus trained skill at 1st level due to their strong connection with Chocobos.

Magic++: Moogles gain an additional 2 Magic Points at 1st level.

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

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

Automatic Languages: Basic and Kupo.



REMNANT

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

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

Example Remnants: Kadaj, Loz, Yazoo.



REMNANT RACE TRAITS

Remnants have the following race traits.

Ability Modifiers: +4 Cha, -2 Con, -2 Wis.

Remnants are highly influential, however they are one-track minded and unstable.

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

Speed: Remnant base speed is 6 squares.

Extreme Protection: Remnants gain a +1 race bonus to their Reflex Defence, Fortitude Defence, Will Defence, and Magic Defence.

Mindless Puppet: Remnants are immune to all mind-affecting effects.

In His Image: Due to the fact that Remnants are imperfect recreations of Sephiroth, they receive Mark of a SOLDIER as a bonus feat at 1st level. They do not need to be imbued with Mako as they are created from the negative lifestream.

Attuned Senses: Remnants may reroll any Perception checks made to locate JENOVA, keeping the better of the two rolls.

Automatic Language: Basic.

SAHAGIN

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

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

Example Sahagins: Emperor, King.

SAHAGIN RACE TRAITS

Sahagins have the following race traits.

Ability Modifiers: +2 Dex, -2 Wis. Sahagins are quick but simple-minded.

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

Speed: Sahagin base speed is 6 squares.

Expert Swimmer: Sahagins are great swimmers, and can reroll any Swim check; taking the better of the two rolls. In addition, a Sahagin may choose to take 10 on Swim checks, even when distracted or threatened.

Natural Armour: Sahagins receive a +3 natural armour bonus to their Reflex Defence due them having large shells.

Water Gun: As a ranged attack, a Sahagin can fire a jet of water from its mouth to all enemy targets within a 6-square radius from him, dealing 1d8 points of water damage to each target it successfully hits. Alternatively, a Sahagin can target one opponent within his line of sight, dealing 2d6 points of water damage on a successful hit. The Sahagins' Dexterity modifier (if any) applies to the damage roll.

Weapon Familiarity: Sahagins with Weapon Proficiency (simple weapons) are also proficient with the Trident.

Automatic Languages: Basic and Saha.



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TONBERRY

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

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

TONBERRY RACE TRAITS

Tonberrys have the following race traits.

Ability Modifiers: +2 Int, -2 Cha; Tonberrys are clever but are not very agile or persuasive.

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

Speed: Tonberry Base Speed is 2 squares.

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

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

Simplicity: Tonberrys can reroll any attack roll made with Simple Weapons, keeping the better of the two rolls.

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

Automatic Languages: Basic (understand only) and Krael.

VAJRADHARA

The Vajradhara are a beast-like race that lives on the Wutai Island. They live peacefully alongside the humans that have settled nearby and even took up arms alongside them when they fought the Shinra Electric Power

Company during the Wutai War. Most like to live peaceful lives, but there are some who would take up arms to defend their homelands; even go as far as enjoying bloodshed.

Vajradharas are large humanoid beasts that prefer to use primitive weapons, although they are capable of wielding rifles if they come across them. They have horns and their skin colour ranges from a very light blue to dark purple. Their eye colour is amber, crimson, or brown.

Example Vajradhara: Asura, Cala, Indra, Karura, Kinnara, Kumbhira, Rakshasa, Tai, Wu, Yaksha.



VAJRADHARA RACE TRAITS

Vajradharas have the following race traits.

Ability Modifiers: +4 Str, -2 Dex, -2 Int. The Vajradhara are very muscular, however their reflexes are slower than that of other races and they tend to be dimmer.

Large: As Large-sized creatures, Vajradharas receive a -2 size penalty on all Stealth checks and receive a -2 penalty to their Reflex Defence, but their lifting and carrying limits are double of that of Medium-sized characters.

Speed: Vajradhara base speed is 4 squares.

Natural Armour: Due to their bulky structure and thick skin, Vajradharas receive a +2 natural armour bonus to their Reflex Defence and Fortitude Defence.

Conditional Bonus Feat: Vajradhara characters who choose the path of war gains Mighty Swing as a bonus feat.

Vitality++: Vajradharas gain an additional 5 hit points at 1st level.

Automatic Languages: Basic and Vajraian.

WOLFION

The Wolfion are a near-extinct intelligent species whose place of origin is Cosmo Canyon. They are taught from a young age the Study of Planetary Life and believe themselves to be the planet's defenders. The only known tribe is the Buga tribe, however there is a great possibility that others exist as well.

The Wolfion are a combination of feline and canine. Their appearance is that of a large dog but with a mane like a lion. They have fiery-red skin and a long tail with a flame on the tip. Eye colour differs from black, orange, or yellow. When they reach 4 years old (16 months in human years), the Wolfion receive their first tattoo as a symbol of their being part of the tribe.

Example Wolfions: Deneh, Nanaki, Seto.

WOLFION RACE TRAITS

Wolfions have the following race traits.

Ability Modifiers: +4 Dex, -2 Wis, -2 Cha.

Wolfions are quite fast and have quick reflexes, however they are more short-tempered than other races and their intimidating appearance make them less approachable by humans.

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

Speed: Wolfion Base Speed is 8 squares due to them being quadrupeds.

Rage: Once per day, a Wolfion can fly into a fit of rage as a swift action. While raging, the Wolfion temporarily gains a +2 rage bonus on melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Spellcasting, and Stealth.

A fit of rage lasts for a number of rounds equal to $5 + \text{the Wolfion's Constitution modifier}$. At the end of its rage, a Wolfion moves -1 persistent step along the condition track. The penalties imposed by this condition persists until the Wolfion takes at least 10 minutes to recuperate, during which time the Wolfion can't engage in any strenuous activity.

Natural Weapons: Wolfions can only attack with their natural weapons and, as such, are proficient with their own natural weapons instead of any other weapon group. Wolfion's bite damage is $1d8 + \text{Strength modifier}$ and claw damage is $1d6 + \text{Strength modifier}$. These natural weapons are classed as Simple Weapons for purposes of equipping materia, and Wolfions are unable to take any other Weapon Proficiency or Exotic Weapon Proficiency feat.

Limit: Wolfions gain access to the Fury limit tree, which is only available to members of this race. In addition, Wolfions gain a bonus limit break at 1st level. Limit breaks are entirely optional, and characters choosing not to gain a limit break can gain a bonus talent instead. This talent must be drawn from the list of talent trees available in your starting heroic class and you must meet the prerequisites (if any) of the chosen talent.

Automatic Languages: Basic (speak only) and Cosmoyian (speak only).



CHAPTER III –

HEROIC CLASSES



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

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, the class provides a starting point from which you can develop in any direction you see fit. Don't think of a class as restrictive; instead, the class is defining. How you develop your character is entirely up to you. You get to choose skills and feats as you advance – and you can take levels in other classes as you go along if that better serves the concept at the core of your hero.

CHOOSING A HEROIC CLASS

Five basic classes, known as heroic classes, are available in the Final Fantasy VII Roleplaying Game. Characters with levels in heroic classes are called heroic characters, or heroes. Unlike nonheroic supporting characters, heroic characters have many special abilities that make them extraordinary.

At 1st level, you must choose a heroic class for your character. The five heroic classes are:

Fighter: A warrior with exceptional combat capacity and unequalled skill with weapons.

Mage: The mage is a master of materia and holds knowledge of the lifestream.

Noble: The noble is a shrewd negotiator who inspires confidence and makes a great leader.

Rogue: The rogue is a tricky, skilful individual who succeeds by stealth instead of brute force.

Scout: The scout is a cunning, skilled explorer trained to survive in the middle of nowhere.

THE MULTICLASS CHARACTER

As your character advances in level, he or she may add new classes. Adding a new class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character's other class or classes. A noble, for example, might become a noble/fighter. Adding the fighter class would give her proficiency in more weapons, a better Magic Defence, and so on, but it would also mean that

she doesn't gain new noble talents and thus is not as powerful a noble as she otherwise would have become. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

CLASS AND LEVEL BONUSES

An attack roll is a combination of three numbers, each representing a different factor; a random factor (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarises the figures for this third factor.

TABLE 3-1: EXPERIENCE AND LEVEL DEPENDENT BENEFITS

CHARACTER LEVEL	XP	FEATS	LIMIT BREAKS	ABILITY INCREASES
1 st	0	1 st	-	-
2 nd	1,000	-	1 st	-
3 rd	3,000	2 nd	-	-
4 th	6,000	-	-	1 st , 2 nd
5 th	10,000	-	2 nd	-
6 th	15,000	3 rd	-	-
7 th	21,000	-	3 rd	-
8 th	28,000	-	-	3 rd , 4 th
9 th	36,000	4 th	-	-
10 th	45,000	-	4 th	-
11 th	55,000	-	-	-
12 th	66,000	5 th	-	5 th , 6 th
13 th	78,000	-	5 th	-
14 th	91,000	-	-	-
15 th	105,000	6 th	-	-
16 th	120,000	-	-	7 th , 8 th
17 th	136,000	-	6 th	-
18 th	153,000	7 th	-	-
19 th	171,000	-	7 th	-
20 th	190,000	-	-	9 th , 10 th

BASE ATTACK BONUS

Check the table for your character's class. Your character's base attack bonus applies to all attack rolls. Use the bonus that corresponds to the character's class level.

If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus.

DAMAGE BONUS

Your character deals extra damage on melee and ranged attacks equal to one-half her level, rounded-down. A 1st level character, therefore, has a damage bonus of +0.

For example, a 4th level fighter armed with a knife deals 1d4+2 points of damage with the weapon. A 12th level fighter armed with the exact same weapon deals 1d4+6 points of damage.

DEFENCES

Your character has four defence scores. Defences are discussed fully in Chapter 2: Combat, of the Gamemaster's Guide.

Reflex Defence: 10 + your heroic level or armour bonus + Dexterity modifier + class bonus + natural armour bonus (if any) + size modifier.

Fortitude Defence: 10 + your heroic level + Constitution modifier + class bonus + equipment bonus.

Will Defence: 10 + your heroic level + Wisdom modifier + class bonus.

Magic Defence: 10 + your heroic level + Intelligence modifier + class bonus.

HEROIC LEVEL

Your heroic level is the sum of all levels you have in heroic classes (fighter, mage, noble, rogue, scout) and prestige classes (see page 166). It does not include levels in the nonheroic character class (see the Gamemaster Guide, for more information). For example, if you were a scout 6/fighter 2, you would have a heroic level of 8, adding that number to all of your defence scores.

CLASS BONUSES TO DEFENCES

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

CLASS	CLASS BONUSES TO DEFENCES
Fighter	+1 Reflex Defence, +1 Fortitude Defence, +2 Magic Defence
Mage	+1 Reflex Defence, +1 Fortitude Defence, +1 Will Defence, +1 Magic Defence
Noble	+1 Reflex Defence, +2 Will Defence, +1 Magic Defence
Rogue	+2 Reflex Defence, +1 Will Defence, +1 Magic Defence
Scout	+1 Reflex Defence, +2 Fortitude Defence, +1 Magic Defence

Class bonuses do not stack; you only apply the best bonus from all your classes to each defence score. Continuing the previous example, if you were a scout 6/fighter 2, you would have a +2 class bonus to your Fortitude Defence (this is the better bonus, granted by being a scout) and a +2 class bonus to your Magic Defence (also the better bonus, granted by being a fighter). If you later added a level of noble, you would also gain a +2 class bonus to your Will Defence. If you were then to add a level of rogue, you would also gain a +2 class bonus to Reflex Defence.

LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Table 3-1: Experience and level-Dependent Benefits summarises these benefits.

XP: This column shows the experience point total needed to achieve a given level. For multiclass characters, XP determines overall character level, not individual class levels.

Feats: This column indicates the levels at which a character gains feats. These feats are in addition to any bonus feats granted in the class descriptions and the bonus feat granted to Humans at 1st level.

Limit Breaks: This column indicates the levels at which a character gains limit breaks. A limit break is selected from any of the limit trees presented in Chapter 8: Limit Breaks. Limit Breaks are entirely optional, and characters choosing not to gain a limit break at the stated level can choose to gain a bonus feat instead. These feats are in addition to any bonus feats granted in the class descriptions and the bonus feat granted to Humans at 1st level.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon gaining 4th, 8th, 12th, 16th, and 20th level, a character increases two of his ability scores by 1 point each. The player chooses which two ability scores to improve. A player cannot apply both ability increases to a single ability score, and the ability improvements are permanent.

Multiclass Characters: For multiclass characters, ability increases are gained according to overall character level, not class level. Thus, a 3rd level noble/1st level fighter is a 4th level character overall and eligible for her first two ability score boosts.

CLASS DESCRIPTIONS

The rest of this chapter, up to the section on multiclass characters, describes each class. These descriptions are general. Individual members of a class may differ in their attitude, outlooks, and other aspects.

GAME RULE INFORMATION

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

ABILITIES

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

HIT POINTS

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

CLASS	STARTING HIT POINTS
Mage, rogue	24 + Constitution score
Noble, scout	30 + Constitution score
Fighter	36 + Constitution score

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

CLASS	HIT POINTS
Mage, rogue	1d8 + Constitution modifier
Noble, scout	1d10 + Constitution modifier
Fighter	1d12 + Constitution modifier

The character always gets at least 1 hit point with each new level, regardless of the player's die roll and the character's Constitution modifier.

MAGIC POINTS

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

CLASS	STARTING MAGIC POINTS
Fighter, noble	6 + Intelligence score
Rogue, scout	8 + Intelligence score
Mage	12 + Intelligence score

A character's magic points increase each time he or she gains a level. The type of die rolled depends on the class in which the level is gained, as shown below:

CLASS	MAGIC POINTS
Fighter, noble	1d3 + Intelligence modifier
Rogue, scout	1d4 + Intelligence modifier
Mage	1d6 + Intelligence modifier

The character always gets at least 1 magic point with each new level, regardless of the player's die roll and the character's Intelligence modifier.

CLASS TABLE

This table details how a character improves as he or she gains levels. Class tables include the following information:

Level: The character's level in the class.

Base Attack Bonus: The character's base attack bonus. Apply this bonus to the character's attack rolls and damage rolls.

Class Features: Level-dependent class abilities, alternating between talents and bonus feats.

CLASS SKILLS

Every class has a list of class skills. Once a player selects a class for his character, he chooses a number of trained skills from the character's list of class skills. The exact number of trained skills a player can choose at 1st level depends on the character's class:

CLASS	NUMBER OF TRAINED SKILLS
Fighter	2 + Intelligence modifier
Mage	1 + Intelligence modifier
Noble	5 + Intelligence modifier
Rogue	4 + Intelligence modifier
Scout	3 + Intelligence modifier

Put another way, a character's trained skills represent a subset of that character's class skills. Every time a character picks up a new class, his list of class skills grows to include those of the new class, but the only way to gain new trained skills after 1st level is to take the Skill Training feat (see Chapter 5: Feats).

For example, a noble gets 5 trained skills at 1st level. If she has a +1 Intelligence modifier, her total becomes 7 trained skills. The noble then selects 7 skills from her list of class skills, which then becomes trained skills for her.

For more information on trained skills, see Chapter 4: Skills.

CLASS FEATURES

This entry details special characteristics of the class, including starting feats that the character gets for free at 1st level, special talents uniquely flavoured to the class, limit breaks, and bonus feats.

FIGHTER

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

EXAMPLES OF FIGHTERS IN FINAL FANTASY VII

Azul, Cloud Strife, Nero, Rosso, Shelke, Tifa Lockhart, Weiss.

GAME RULE INFORMATION

Fighters have the following game statistics.

ABILITIES

Since most combat in the Final Fantasy VII world uses guns and other ranged weapons, Dexterity is the fighter's most important ability score, followed closely by Strength and Constitution. Don't underestimate the importance of Intelligence and Wisdom, however, since many of a fighter's useful skills are based on these abilities.

TABLE 3-2: THE FIGHTER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+1	Defence bonuses, starting feats, talent
2 nd	+2	Bonus feat
3 rd	+3	Talent
4 th	+4	Bonus feat
5 th	+5	Talent
6 th	+6	Bonus feat
7 th	+7	Talent
8 th	+8	Bonus feat
9 th	+9	Talent
10 th	+10	Bonus feat
11 th	+11	Talent
12 th	+12	Bonus feat
13 th	+13	Talent
14 th	+14	Bonus feat
15 th	+15	Talent
16 th	+16	Bonus feat
17 th	+17	Talent
18 th	+18	Bonus feat
19 th	+19	Talent
20 th	+20	Bonus feat

HIT POINTS

Fighters begin play at 1st level with a number of hit points equal to 36 + their Constitution score. At each level after 1st, fighters gain 1d12 hit points + their Constitution modifier.

MAGIC POINTS

Fighters begin play at 1st level with a number of magic points equal to 6 + their Intelligence score. At each level after 1st, fighters gain 1d3 magic points + their Intelligence modifier.

MAKO POINTS

Fighters gain a number of Mako Points equal to 5 + one-half their character level at 1st level and every time they gain a new level in this class. Any Mako Points left over from previous levels are lost.

CLASS SKILLS

Fighters gain a number of trained skills equal to 2 + their Intelligence modifier at 1st level. If you want to gain additional skills after 1st level you will need the Skill Training feat. The skills, along with their associated abilities, are as follows:

Climb (Str), Endurance (Con), Initiative (Dex), Jump (Str), Knowledge (tactics) (Int), Mechanics (Int), Perception (Wis), Pilot (Dex), Spellcasting (Cha), Stealth (Dex), Swim (Str), Treat Injury (Wis), Use Computer (Int).



CLASS FEATURES

All of the following are features of the fighter class.

DEFENCE BONUSES

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

STARTING FEATS

At 1st level, you gain the following bonus feats:

- Armour Proficiency (light)
- Weapon Proficiency (pistols)
- Weapon Proficiency (rifles)
- Weapon Proficiency (simple weapons)
- Weapon Proficiency (swords)

TALENTS

At 1st level, and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ARMOUR SPECIALIST TALENT TREE

You can maximise the benefits of wearing armour while reducing or eliminating some of its drawbacks.

Armour Mastery: The maximum Dexterity bonus of your armour improves by +1. You must be proficient with the armour you are wearing to gain this benefit.

Prerequisite: Armoured Defence.

Armoured Defence: When calculating your Reflex Defence, you may add either your heroic level or your armour bonus, whichever is higher. You must be proficient with the armour you are wearing to gain this benefit.

Improved Armoured Defence: When calculating your Reflex Defence, you may add your heroic level plus one-half your armour bonus (rounded down) or your armour bonus, whichever is higher. You must be proficient with the armour you are wearing to gain this benefit.

Prerequisite: Armoured Defence.

Juggernaut: Your armour does not reduce your speed or the distance you can move while running. You must be proficient with the armour you are wearing to gain this benefit.

Prerequisite: Armoured Defence.

Second Skin: When wearing armour with which you are proficient, your armour bonus to your Reflex Defence and equipment bonus to your Fortitude Defence increase by +1.

Prerequisite: Armoured Defence.

COMMANDO TALENT TREE

You use advanced combat tactics to take down enemies quickly, shield your comrades, and endure whatever challenges are thrown your way.

Battle Analysis: As a swift action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you know which allies and opponents in your line of sight are reduced to at least half of their maximum total hit points.

Cover Fire: When you make a ranged attack with a pistol or rifle, all allies within 6 squares of you when the attack is made gain a +1 bonus to Reflex Defence until the start of your next turn. Allies within range don't need to be within your line of sight to gain this bonus.

Prerequisite: Battle Analysis

Improved Tactics: You gain a +2 competence bonus on Knowledge (tactics) checks.

Indomitable: Once per day as a swift action, you can move +5 steps on the condition track. This does not remove any persistent conditions that may be affecting you.

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per day.

ESPIONAGE TALENT TREE

You use your knowledge of stealth and survival to make yourself a master of espionage and a valuable resource for those who wish to keep their hands clean in dirty situations.

Fade Out: You know how to make yourself scarce when dealing with suspicious or hostile beings. You can use your Stealth skill, not Deception, to create a diversion to hide. If you are trained in the Deception skill, you gain a +5 bonus to your skill check for the purpose of creating a diversion.

Prerequisite: Trained in Stealth.

Keep Together: Whenever you are hit or missed by a melee or ranged attack, you can move up to your speed as a reaction, provided that you end your movement adjacent to an ally. This movement does not provoke attacks of opportunity.

Prudent Escape: Whenever you reduce a target to 0 hit points or otherwise render a monster unconscious, you can choose two allies within 6 squares of you and within your line of sight. You and the allies you chose can immediately move up to your speeds as a reaction. This movement does not provoke opportunity attacks.

Reactive Stealth: When you are missed by a ranged attack and have concealment or cover from the attacker, you can move up to half your speed as a reaction and make a Stealth check to become hidden from your attacker, provided you still have concealment or cover at the end of your movement.

Prerequisite: Trained in Stealth.

Sentinel Observation: If you have concealment against a target, you gain a +2 circumstance bonus on attack rolls against that target.

LICENSE OBTAINER TALENT TREE

You are capable of obtaining equipment licenses through other means.

Break the System: The DC check for Military licenses becomes 10, and the license is approved (or denied) in 1 day. If you have the Military Perk talent, the waiting time becomes 3 days instead of 1.

Prerequisites: Game the System, Navigate the System, heroic level 13.

Fight the Power: You pay one-half (rounded-down) of the usual black market price for equipment; however you lose access to all other talents in this tree.

Game the System: The DC for obtaining Military or Restricted licenses is reduced by 5, and the license is approved (or denied) 1 day sooner than normal.

Prerequisites: Navigate the System, heroic level 7.

Government Contact: You are well acquainted with leading officials that obtaining Military- or Restricted-ranked licenses doesn't require a DC check; however the license costs an additional 10%.

Inside Job: If you fail a Persuasion or Deception check to obtain a license by 5 or more, your status as a fighter prevents legal action against you.

Military Perk: You make no checks or pay license fees to acquire Military-rank equipment; however the waiting time is tripled.

Prerequisites: Government Contact, fighter level 5.

Navigate the System: You can make Knowledge (Bureaucracy) checks untrained in order to acquire equipment licenses.

ROCKET JUMPER TALENT TREE

You are an expert in the use of jet packs. You can use this form of transport to perform specialised aerial assaults and manoeuvres.

Burning Assault: As a standard action you can expend one of your jet pack's charges to make an attack with the jet pack, treating it as a flame thrower. You cannot use this talent when you are flying. You are considered proficient in the flame thrower for the purpose of making this attack.

Prerequisite: Jet Pack Training.

Improved Trajectory: You always use the proper trajectories to maximise efficiency of your rocket-pack burn rates. You increase your fly speed by 2 squares when using a jet pack.

Prerequisite: Jet Pack Training.

Jet Pack Training: You can activate a jet pack as a free action on your turn. You need not make Pilot checks to land safely with a jet pack.

Jet Pack Withdraw: Once per encounter, as a reaction when an opponent moves adjacent to you, you can expend one charge of your jet pack to fly and move your speed or withdraw.

Prerequisite: Jet Pack Training.

SHOOTER TALENT TREE

You are well trained in the arts of shootfighting.

Devastating Melee Smash: Once per encounter, you can attempt a devastating melee smash. You must declare this special melee attack before making the attack roll. If the attack roll succeeds, add half your level to the damage instead of the normal +1 for Melee Smash. The damage from this talent does not stack with any damage bonus provided by the Powerful Charge feat.

Prerequisite: Melee Smash.

Evasion: If you are hit by an area attack, you take half damage if the attack hits you. If the attack misses you, you take no damage.

Prerequisite: Sprint.

Expert Grappler: You gain a +2 competence bonus on grapple checks.

Fast Shooter I: If you successfully hit a target with your unarmed strike, you can immediately follow up with another attack against a different opponent. The opponent must be within a 6 square radius from you and you suffer a -5 penalty on the attack roll. Both targets are also pushed -1 step along the condition track. You can only use this talent once in an encounter.

Fast Shooter II: As Fast Shooter I (see above), except the penalty to the attack roll is reduced to -2.

Prerequisite: Fast Shooter I.

Fast Shooter III: As Fast Shooter I (see above), except there is no penalty to the attack roll.

Prerequisite(s): Fast Shooter I, Fast Shooter II.

Friendly Fire: If you are engaged in unarmed combat with an adjacent enemy and are the target of a ranged attack that misses you, compare the attack roll to the Reflex Defence of one adjacent enemy. If the attack equals or exceeds the target's Reflex Defence, that enemy becomes the new target of the attack, which is resolved as normal.

Melee Smash: You deal +1 point of damage with melee attacks.

Sprint: When you use the run action, you can move up to five times your speed (instead of the normal four times your speed).

Unbalance Opponent: You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength bonus on attack rolls when targeting you. (If the opponent has a Strength penalty, he still suffers that penalty.) The opponent's Strength modifier applies to damage, as usual. You can select a new opponent on your next turn.

WEAPON SPECIALIST TALENT TREE

You are highly trained at using specific weapons.

Devastating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage threshold as if it were 5 points lower when determining the result of the attack roll.

You may select this talent multiple times, each time you select this talent, it applies to a different exotic weapon or weapon group.

Penetrating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times, each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisites: Weapon Focus feat with chosen exotic weapon or weapon group, base attack bonus +6.

Weapon Specialisation: Choose a single exotic weapon or weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapon.

You may select this talent multiple times, each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with chosen exotic weapon or weapon group.

BONUS FEATS

At 2nd level, and every even-numbered level thereafter (4th, 6th, 8th, and so on), you gain a bonus feat. The feat must be selected from the following list, and you must meet any prerequisites for that feat.

Accelerated Strike, Armour Proficiency (medium or heavy), Assured Attack, Attack Combo (fire and strike), Attack Combo (melee), Attack Combo (ranged), Brink of Death, Careful Shot, Charging Fire, Chocobo Rush, Cleave, Combat Reflexes, Coordinated Attack, Critical Strike, Crush, Deadeye, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Far Shot, Fatal Hit, Feat of Strength, Grapple Resistance, Great Cleave, Improved Charge, Improved Disarm, Knock Heads, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defence, Mighty Swing, Multi-Grab, Overwhelming Attack, Pin, Point Blank Shot, Power Attack, Precise Shot, Quadruple Attack, Quadruple Crit, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Shake It Off, Skill Focus, Skill Training, Sniper, Sniper Shot, Throw, Toughness, Trip, Triple Attack, Triple Crit, Vehicular Combat, Weapon Focus, Weapon Proficiency (advanced weapons), Weapon Proficiency (heavy weapons).

GIL

A 1st level fighter starts play with 3d4 x 100 gil.

Mage

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

Mages can be found all over the planet. They can be healers, masters of the black arts, or geomancers; specialising in the elements. They can be magicians with the gift of monster magic; also known as enemy skills, or priests with the power to summon beasts to fight in their name.

EXAMPLES OF MAGES IN FINAL FANTASY VII

Aerith Gainsborough, Cait Sith, Cissnei, Elena, Ifalna Gast, Kadaj, Loz, Red XIII, Yazoo.

GAME RULE INFORMATION

Mages have the following game statistics.

ABILITIES

A Mage should be gifted in all abilities, but Wisdom and Intelligence are most important.

HIT POINTS

Mages begin play at 1st level with a number of hit points equal to 24 + their Constitution score. At each level after 1st, mages gain 1d8 hit points + their Constitution modifier.

TABLE 3-3: THE MAGE

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, starting feats, starting materia, talent
2 nd	+1	Bonus feat
3 rd	+2	Talent
4 th	+3	Bonus feat
5 th	+3	Talent
6 th	+4	Bonus feat
7 th	+5	Talent
8 th	+6	Bonus feat
9 th	+6	Talent
10 th	+7	Bonus feat
11 th	+8	Talent
12 th	+9	Bonus feat
13 th	+9	Talent
14 th	+10	Bonus feat
15 th	+11	Talent
16 th	+12	Bonus feat
17 th	+12	Talent
18 th	+13	Bonus feat
19 th	+14	Talent
20 th	+15	Bonus feat



MAGIC POINTS

Mages begin play at 1st level with a number of magic points equal to 12 + their Intelligence score. At each level after 1st, mages gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

Mages gain a number of Mako Points equal to 5 + one-half their character level at 1st level and every time they gain a new level in this class. Any Mako Points left over from previous levels are lost.

CLASS SKILLS

Mages gain a number of trained skills equal to 1 + their Intelligence modifier at 1st level. If you want to gain additional skills after 1st level you will need the Skill Training feat. The skills, along with their associated abilities, are as follows:

Acrobatics (Dex), Deception (Cha), Initiative (Dex), Knowledge (any one, each taken individually) (Int), Perception (Wis), Persuasion (Cha), Ride (Dex), Spellcasting (Cha), Survival (Wis).

CLASS FEATURES

All of the following are features of the Mage class.

DEFENCE BONUSES

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

STARTING FEATS

At 1st level, you gain the following bonus feats:

Armour Proficiency (light)
Materia Training (magic)
Weapon Proficiency (simple weapons)

STARTING MATERIA

At 1st level, you start play with any two of the following materia (see Chapter 7: Materia, for more details):

Bio, Blizzard, Cure, Esuna, Fire, Thunder

TALENTS

At 1st level, and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

BEASTMASTER TALENT TREE

Those who are gifted at manipulating monsters, chocobos, and the like, to do their bidding, call themselves beastmasters.

Eye Contact: Once per encounter, as a swift action, you can make a Perception check against one monster target's Will Defence. The monster must be in line of sight of you. If the check succeeds, the monster becomes frightened of you and is pushed -1 step along the condition track.

You can select this talent multiple times. Every time you select this talent, you can use it one additional time per encounter (to a maximum of four).

Manipulate: Once per encounter, as a standard action, you can designate a single monster or chocobo within a 6-square radius from you. Make a Spellcasting check and compare it to the designated target's Will Defence. If the check is less than the target's Will Defence, nothing happens and your turn

immediately ends. If the check equals or exceeds the target's Will Defence, the target is under your control until the end of the encounter, or until you become unconscious or die.

You may select this talent multiple times; each time you do, you can use its ability one additional time per encounter (to a maximum of 5).

Prerequisites Trained in the Spellcasting skill.

Mind over Monster: When a monster you control moves to the bottom of the condition track, or if their hit points are reduced to 0, you can spend 2 Mako Points to reverse it (If the monster is moved to the bottom of the condition track it instead is moved up the condition track by +1 step, or if the monster's hit points are reduced to 0 they are instead reduced as so it has 1 hit point remaining).

Prerequisite: Manipulate.

Ride Efficiency: You may choose to reroll any Ride check, but the result of the reroll must be accepted even if it is worse.

Toysaurus I: You are capable of riding and controlling an animatronic toy, gaining the benefits it provides. You can only select this talent once. All animatronics grant you a speed boost as though you were one-size category higher than you actually are (Small-size characters gain a Medium-size speed, Medium-size characters gain a Large-size speed). Depending on the type of stuffed toy, you also gain an additional benefit:

- Mog: +1 circumstance bonus on melee attack rolls.
- Chocobo: +1 circumstance bonus on Initiative checks.

Prerequisites: Ride Efficiency, must be playing as a mechanical character (go to page 59 of the *Gamemaster's Guide* for details).

Toysaurus II: As Toysaurus I (see above), except now the circumstance bonus increases to +2.

Prerequisites: Ride Efficiency, Toysaurus I, must be playing as a mechanical character (go to page 59 of the *Gamemaster's Guide* for details).

Toysaurus III: As Toysaurus I (see above), except now the circumstance bonus increases to +5.

Prerequisites: Ride Efficiency, Toysaurus I, Toysaurus II, must be playing as a mechanical character (go to page 59 of the *Gamemaster's Guide* for details).

FAITH TALENT TREE

You are in-tune with your faith and can maximise its full potential. Only mages that are members of a religious organisation (such as the Cetra) may select talents from this tree.

Attune Armour: As a full-round action, you may spend a Mako Point to attune a suit of armour (or arm piece) to the Lifestream, permanently increasing its armour bonus by +2. In addition, the maximum Dexterity bonus of the attuned armour permanently improves by +1. Only you can benefit from wearing the attuned armour; the benefits do not apply if someone else dons the armour.

Prerequisite: Equilibrium.

Belief in Others: For a number of rounds equal to your Wisdom modifier, you can provide a morale bonus to attack rolls to all allies within line of sight of you. The morale bonus equals one-half your Mage level, rounded-down, and the allies must be able to hear and understand you in order for them to receive it.

This is a mind-affecting effect.

Equilibrium: As a swift action, you can spend a Mako Point to remove all debilitating conditions affecting you and return to a normal state (see Conditions on page 15 of the *Gamemaster's Guide*).

Foresight: You may spend a Mako Point to reroll an Initiative check, keeping the better of the two rolls. Additionally, if you roll a natural 20 on the Initiative check reroll; you immediately regain the Mako Point spent to activate this talent.

Prerequisite: Trained in the Initiative skill.

Lifestream Focus: Once per encounter, you may make a DC 15 Spellcasting check. If the check succeeds, you regain two spent Mako Points.

Swift Magic: Once per day, you can cast a magic spell that normally takes a standard action as a swift action. The effects of this talent do not stack with the effects caused by the Haste spell.

MAGE TALENT TREE

The mage knows the best combination of materia to use at her disposal and can cast magic and summons with ease.

Calm Mind: Every time you prepare a casting of a spell, enemy skill, or summon, under the effects of the Focus talent, you treat the target's Magic Defence as though it were 5 points less when calculating the result.

Prerequisites: Focus, Improved Spellcasting.

Focus: As a full-round action, you can go into a deep trance to focus all your energy on casting a spell. You cannot be interrupted. For every minute of uninterrupted concentration, you gain a +1 bonus to your Spellcasting check made to cast magic, an enemy skill or summon on your next round.

Prerequisite: Improved Spellcasting.

Improved Spellcasting: You may choose to reroll any Spellcasting check, but the result of the reroll must be accepted even if it is worse.

Libra: Once per encounter, you can make a Spellcasting check against a single target's Will Defence. The target must be within a 6-square radius from you or within line of sight. If the check succeeds, you can find out the following information (if applicable): current hit points, damage threshold, current magic points, current Mako Points, and weaknesses.

Prerequisites: Focus, Improved Spellcasting.

Magic Evasion: If you are hit by an area attack spell, such as Ultima, you take half damage if the attack hits you. If the attack misses you, you take no damage.

Rampant Spellcaster: If a spell or enemy skill you cast is successful, you can immediately follow up with casting another spell or enemy skill against a different target of your choice. The target must be within 12 squares of you. The effects of this talent do not stack with the effects provided by the Dualcast materia.

Prerequisites: Improved Spellcasting, Spellbreaker, Warmage.

Spellbreaker: When your hit points drop to below half your total hit point score, you gain a +2 bonus on all Spellcasting checks. The bonus is lost once your hit points are restored to above half your total hit point score.

Prerequisite: Improved Spellcasting.

Warmage: Every time you inflict damage to a target's hit points using magic, enemy skills, or summons, you regain a number of lost magic points equal to one-half your heroic level (rounded-down).

Prerequisites: Improved Spellcasting, Spellbreaker.

BONUS FEATS

At 2nd level, and every even-numbered level thereafter (4th, 6th, 8th, and so on), you gain a bonus feat. The feat must be selected from the following list, and you must meet any prerequisites for that feat.

Advanced Materia Training, Anger of the Land, Diamond Dust, Extended Effect, Gaia's Breath, Hellfire, Judgement Bolt, Materia Boost, Materia Training (ability-booster), Materia Training (enemy skill), Materia Training (summons), Recall, Scan, Skill Focus, Skill Training, Tsunami, You Can Hear The Cry From The Planet.

TABLE 3-4: THE NOBLE

LEVEL	BASE ATTACK	CLASS FEATURES
		BONUS
1 st	+0	Defence bonuses, starting feats, talent
2 nd	+1	Bonus feat
3 rd	+2	Talent
4 th	+3	Bonus feat
5 th	+3	Talent
6 th	+4	Bonus feat
7 th	+5	Talent
8 th	+6	Bonus feat
9 th	+6	Talent
10 th	+7	Bonus feat
11 th	+8	Talent
12 th	+9	Bonus feat
13 th	+9	Talent
14 th	+10	Bonus feat
15 th	+11	Talent
16 th	+12	Bonus feat
17 th	+12	Talent
18 th	+13	Bonus feat
19 th	+14	Talent
20 th	+15	Bonus feat

GIL

A 1st level Mage starts play with 3d4 x 100 gil.

Noble

Nobles use their intelligence and natural charisma to make their way in the world. From true royalty to elected officials, military commanders to crime lords, traders, merchants, and ambassadors, noble character types are varied and numerous. Some bring honour to the name; others are sly, treacherous, and dishonourable to the core.

EXAMPLES OF NOBLES IN FINAL FANTASY VII

Dr. Hollander, Grimoire Valentine, Heidegger, Lazard Deusericus, Lucrecia Crescent, President Shinra, Professor Hojo, Professor Gast, Reeves Tuesti, Rufus Shinra, Scarlet.

GAME RULE INFORMATION

Nobles have the following game statistics.

ABILITIES

Charisma is undoubtedly a noble's most important ability score, as the noble's skill at interacting with others and projecting a sense of confidence are crucial for his or her success. Wisdom and Intelligence form the basis of other important skills, so these ability scores are also important.

HIT POINTS

Nobles begin play at 1st level with a number of hit points equal to 30 + their Constitution score. At each level after 1st, nobles gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

Nobles begin play at 1st level with a number of magic points equal to 6 + their Intelligence score. At each level after 1st, nobles gain 1d3 magic points + their Intelligence modifier.

MAKO POINTS

Nobles gain a number of Mako Points equal to 5 + one-half their character level at 1st level and every time they gain a new level in this class. Any Mako Points left over from previous levels are lost.

CLASS SKILLS

Nobles gain a number of trained skills equal to 5 + their Intelligence modifier at 1st level. If you want to gain additional skills after 1st level you will need the Skill Training feat. The skills, along with their associated abilities, are as follows:

Deception (Cha), Gather Information (Cha), Initiative (Dex), Knowledge (any one, each taken individually) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Ride (Dex), Spellcasting (Cha), Treat Injury (Wis), Use Computer (Int).

CLASS FEATURES

All of the following are features of the Noble class.

DEFENCE BONUSES

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

STARTING FEATS

At 1st level, you gain the following bonus feats:

- Improved Defences
- Weapon Proficiency (pistols)
- Weapon Proficiency (simple weapons)



TALENTS

At 1st level, and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

COLLABORATOR TALENT TREE

Some nobles learn to work both sides of the conflict in war and can manipulate their enemies into believing they are allies.

Double Agent: When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defence of all enemies in line of sight. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active. If you attack or otherwise obviously harm or hinder a target under the effect of this talent, or one of that target's allies, this effect ends.

This is a mind-affecting effect.

Enemy Tactics: Whenever an enemy within 12 squares of you and in your line of sight receives an insight or morale bonus from any source, you can also gain that bonus, subject to all the same limitations as the bonus provided to that enemy.

Feed Information: As a swift action, you can grant one enemy a +1 bonus on its next attack roll made before the beginning of your next turn. Additionally, until the beginning of your next turn, you can designate one ally who receives a +2 bonus on its next attack roll.

Protection: As a standard action, you can designate one ally and make a Persuasion check, comparing the result against the Will Defence of all enemies in your line of sight who can hear and understand you. If your check result equals or exceeds a target's Will Defence, that target cannot attack the ally you designated until the beginning of your next turn.

Prerequisite: Double Agent.

INFLUENCE TALENT TREE

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

Presence: You can make a Persuasion check to intimidate a creature as a standard action (instead of a full-round action).

Demand Surrender: Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target's Will Defence, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defence. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this talent against a particular target once per encounter. This is a mind-affecting effect.

Prerequisite: Presence.

Improved Weaken Resolve: As Weaken Resolve (see below), except that the target doesn't stop fleeing from you if it is wounded.

Prerequisites: Presence, Weaken Resolve.

Weaken Resolve: Once per round, when you deal damage equal to or greater than the target's damage threshold, make a Persuasion check as a free action; if the result equals or exceeds the target's Will Defence, you fill the target with terror, causing it to flee from you at top speed for 1 minute. The target can't take standard actions, swift actions, or full-round actions while fleeing, and the target stops fleeing and can act normally if it is wounded. As a free action or reaction, the target can spend a Mako Point (if it has not already spent one earlier in the round) to negate the effect. The effect is automatically negated if the target's level is equal to or higher than your character level. This is a mind-affecting fear effect.

Prerequisite: Presence.

INSPIRATION TALENT TREE

Some people are renowned for their ability to inspire their followers and urge them to greatness, or use their very presence to provoke fear in their opponents. You can often get results out of their friends, allies, and followers that other people cannot.

All of the talents in this tree are mind-affecting effects. Moreover, you can't use any of these talents on yourself.

Bolster Ally: As a standard action, you can bolster an ally within your line of sight, moving him +1 step along the condition track and giving him a number of bonus hit points equal to his character level if he's at one-half his maximum hit points or less. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can't bolster the same ally more than once in a single encounter, and you can't bolster yourself.

Ignite Fervour: Whenever you hit an opponent with a melee or ranged attack, you can, as a free action, choose to give one ally within your line of sight a bonus to damage on his next attack equal to his character level. Once his fervour has been ignited, the affected ally doesn't need to remain within line of sight of you; if his attack misses, he loses the bonus to damage granted by this talent. You can't ignite fervour in yourself.

Prerequisites: Bolster Ally, Inspire Confidence.

Inspire Confidence: As a standard action, you can inspire confidence in all allies in line of sight, granting them a +1 morale bonus on attack rolls and skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

Inspire Zeal: Whenever an ally within your line of sight makes an attack that moves an opponent down the condition track (such as by dealing damage that equals or exceeds the target's damage threshold), that ally moves the target an additional -1 step along the condition track.

Prerequisite(s): Bolster Ally, Inspire Confidence, Ignite Fervour.

LEADERSHIP TALENT TREE

As a born leader, you know how to take charge and lead your companions and followers to success.

All of the talents in this tree are mind-affecting effects. Moreover, you can't use any of these talents on yourself.

Born Leader: Once per encounter, as a swift action, you can grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead.

Coordinate: You have a knack for getting people to work together. When you use this talent as a standard action, all allies, within your line of sight, grant an additional +1 bonus when they use the aid another action until the start of your next turn.

You may select this talent multiple times; each time you do, the bonus granted by the coordinate ability increases by +1 (to a maximum of +5).

Distant Command: An ally who gains the benefit of your Born Leader talent (see above) does not lose the benefit if their line of sight to you is broken.

Prerequisite: Born Leader.

Fearless Leader: As a swift action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Will Defence against any fear effect. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious.

Prerequisite: Born Leader.

Rally: Once per encounter, you can rally your allies and bring them back from the edge of defeat. As a swift action, any allies within your line of sight who have less than half their total hit points remaining gain a +2 morale bonus to their Reflex Defence and Will Defence and a +2 bonus to all damage rolls for the remainder of the encounter.

Prerequisites: Born Leader, Distant Command.

Trust: You can give up your standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose the action if line of sight is later broken.

Prerequisites: Born Leader, Coordinate.

Unwavering Ally: Once per turn, as a swift action, you can designate one ally within your line of sight who can hear and understand you. Until the start of your next turn, that ally becomes immune to all effects that render the ally flat-footed or that deny the ally a Dexterity bonus to his or her Reflex Defence.

LINEAGE TALENT TREE

You lead a privileged life and reap the benefit of an upbringing beyond most citizens of the planet.

Connections: You are able to obtain licensed, restricted, military, or illegal equipment without having to pay a license fee or endure a background check, provided the total cost of the desired equipment is equal to or less than your character level x 1,000 gil. In addition, when obtaining equipment or services through the

black market, you reduce the black market cost multiplier by 1 (see Restricted Items in Chapter 10: Equipment, for more details).

Educated: Thanks to your well-rounded education, you may make any knowledge check untrained.

Spontaneous Skill: Sometimes you surprise others with your skill. Once per day, you may make an untrained skill check as though you were trained in the skill.

You can select this talent multiple times; each time you do, you can use it one additional time per day.

Prerequisite: Educated.

Wealth: Each time you gain a level (including the level at which you select this talent), you receive an amount of gil equal to $5,000 \times$ your heroic level. You can spend these gil as you see fit. The gil appear in a civilised, accessible location of your choice or in your private bank account.

BONUS FEATS

At 2nd level, and every even-numbered level thereafter (4th, 6th, 8th, and so on), you gain a bonus feat. The feat must be selected from the following list, and you must meet any prerequisites for that feat.

Armour Proficiency (light), Exotic Weapon Proficiency, Genetic Surgery, Informer, Linguist, Melee Defence, Recall, Skill Focus, Skill Training, Surgical Expertise, Tech Specialist, Weapon Finesse, Weapon Focus, Weapon Proficiency (advanced weapons), Weapon Proficiency (rifles), Weapon Proficiency (swords).

GIL

A 1st level noble starts play with $3d4 \times 175$ gil.

Rogue

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

EXAMPLES OF ROGUES IN FINAL FANTASY VII

Barret Wallace, Biggs, Don Corneo, Dyne, Fuhito, Jessie, Palmer, Wedge

GAME RULE INFORMATION

Rogues have the following game statistics.

ABILITIES

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

HIT POINTS

Rogues begin play at 1st level with a number of hit points equal to $24 +$ their Constitution score. At each level after 1st, rogues gain $1d8$ hit points + their Constitution modifier.

MAGIC POINTS

Rogues begin play at 1st level with a number of magic points equal to $8 +$ their Intelligence score. At each level after 1st, rogues gain $1d4$ magic points + their Intelligence modifier.

TABLE 3-4: THE ROGUE

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, starting feats, talent
2 nd	+1	Bonus feat
3 rd	+2	Talent
4 th	+3	Bonus feat
5 th	+3	Talent
6 th	+4	Bonus feat
7 th	+5	Talent
8 th	+6	Bonus feat
9 th	+6	Talent
10 th	+7	Bonus feat
11 th	+8	Talent
12 th	+9	Bonus feat
13 th	+9	Talent
14 th	+10	Bonus feat
15 th	+11	Talent
16 th	+12	Bonus feat
17 th	+12	Talent
18 th	+13	Bonus feat
19 th	+14	Talent
20 th	+15	Bonus feat



MAKO POINTS

Rogues gain a number of Mako Points equal to $5 + \frac{1}{2}$ one-half their character level at 1st level and every time they gain a new level in this class. Any Mako Points left over from previous levels are lost.

CLASS SKILLS

Rogues gain a number of trained skills equal to $4 + \text{Intelligence modifier}$ at 1st level. If you want to gain additional skills after 1st level you will need the Skill Training feat. The skills, along with their associated abilities, are as follows:

Acrobatics (Dex), Deception (Cha), Gather Information (Cha), Initiative (Dex), Knowledge (any one, each taken individually) (Int), Mechanics (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Spellcasting (Cha), Stealth (Dex), Treat Injury (Wis), Use Computer (Int).

CLASS FEATURES

All of the following are features of the rogue class.

DEFENCE BONUSES

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

STARTING FEATS

At 1st level, you gain the following bonus feats:

Point Blank Shot
Weapon Proficiency (pistols)
Weapon Proficiency (simple weapons)

TALENTS

At 1st level, and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

FORTUNE TALENT TREE

Many people like to gamble with destiny, putting everything on the line and trusting fate to bring them fortune, fame, and success.

Advantageous Opening: When an enemy or ally in your line of sight rolls a natural 1 on an attack roll, you can make a melee or ranged attack against a single target within range.

Fool's Luck: As a standard action, you can spend a Mako Point to gain one of the following benefits for the rest of the encounter: a +1 luck bonus on attack rolls, a +5 luck bonus on skill checks, or a +1 luck bonus to all your defences.

Fortune's Favour: Whenever you score a critical hit with a melee or ranged attack, you gain a free standard action. You must take the extra standard action before the end of your turn, or else it is lost.

Knack: Once per day, you can reroll a skill check and take the better result.

You can select this talent multiple times; each time you select this talent, you can use it one additional time per day.

Lucky Shot: Once per day, you can reroll an attack roll and take the better result.

You can select this talent multiple times; each time you select this talent, you can use it one additional time per day.

Prerequisite: Knack.

Slip By: When you damage a target, until the beginning of your next turn, you can move through the target's space. Moving through the target's space might still provoke attacks of opportunity as normal, and you must end your movement in a legal space.

MISFORTUNE TALENT TREE

Your mother always said you were trouble. Now, your enemies know it, too.

Dastardly Strike: Whenever you make a successful attack against an opponent that is denied its Dexterity bonus to Reflex Defence, the target moves -1 step along the condition track.

Disruptive: By spending two swift actions, you can use your knack for causing trouble and instigating chaos to disrupt your enemies. Until the start of your next turn, you suppress all morale and insight bonuses applied to enemies in your line of sight.

Skirmisher: If you move at least 2 squares before you attack and end your move in a different square from where you started, you gain a +1 bonus on attack rolls until the start of your next turn.

Stymie: Once per round, as a swift action, you can designate a target within 12 squares of you and in your line of sight as the target of this talent. Until the beginning of your turn, you can cause that target to take a -5 penalty on all checks made with a single skill. You must have line of sight to your target to make use of this talent, and declare which skill is to be penalised at the time this target is activated.

This is a mind-affecting effect.

Vindication: When an enemy you have damaged is reduced to 0 hit points or moved to the bottom of the condition track, your next attack made before the end of the encounter deals +1 die of damage.

Walk the Line: As a standard action, you can do or say something that catches your enemies off guard. All opponents within 6 squares of you and in your line of sight take a -2 penalty to their defences until the start of your next turn. The penalty is negated if line of sight is broken.

Prerequisite: Disruptive.

REVOLUTIONARY TALENT TREE

You seek to overthrow the system and are adept at being a monkey wrench in the cogs of society, but often at the cost of others' rights, freedoms, and lives.

Bombing Mission: You are skilled in making and handling impromptu explosives. You gain a +5 bonus to Mechanics checks for the purposes of handling explosives. In addition, you can spend a full-round action to craft the equivalent of a grenade from spare parts you have on hand. You must have access to the appropriate supplies, such as an old gun, a toolkit, or materials found inside a garage.

Prerequisite: Trained in the Mechanics skill.

For the Cause: Whenever you or an ally within 6 squares of you takes damage that equals or exceeds one-half your damage threshold, you and all allies within 6 squares of you gain a +2 bonus to attack rolls and damage rolls until the end of your next turn.

Prerequisite: Make an Example.

Make an Example: Whenever you hit with an attack and deal enough damage to equal or exceed a target's damage threshold, that target takes a -5 penalty to attack rolls against you until the end of your next turn. This is a mind-affecting effect.

Retribution: When a target moves one of your allies in your line of sight down the condition track by any means, you gain a +2 insight bonus to your attack rolls against that target until the end of your next turn.

Revolutionary Rhetoric: As a standard action, you can do or say something that causes an enemy to doubt its motives. Choose one enemy within 12 squares and in your line of sight, and make a Persuasion check against the target's Will Defence. If you succeed, the target can take only move actions and swift actions until the end of your next turn. This effect ends if you attack the target. This is a mind-affecting effect.

Prerequisite: Trained in the Persuasion skill.

Sneak Attack: Any time your opponent is flat-footed or otherwise denied its Dexterity bonus to Reflex Defence, you deal an extra 1d6 points of damage with a successful melee or ranged attack. You must be within 6 squares of the target to make a sneak attack with a ranged weapon.

You may select this talent multiple times. Each time you select it, your sneak attack damage increases by +1d6 (to a maximum of 10d6).

Thrive on Chaos: When an enemy or ally within 20 squares of you is reduced to 0 hit points, you gain bonus hit points equal to 5 + one-half your character level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points do not stack.

SLICER TALENT TREE

You move like a ghost through the Worldwide Network and can hack into enemy mainframes and computer systems with astonishing grace.

Gimmick: You can issue a routine command to a computer as a swift action.

Master Slicer: You may choose to reroll any Use Computer check made to improve access on a computer, keeping the better of the two results.

Prerequisite: Gimmick.

Trace: You can substitute your Use Computer skill for any Gather Information check as long as you have access to a computer network.

BONUS FEATS

At 2nd level, and every even-numbered level thereafter (4th, 6th, 8th, and so on), you gain a bonus feat. The feat must be selected from the following list, and you must meet any prerequisites for that feat.

Advantageous Strike, Armour Proficiency (light), Attack Combo (ranged), Conditioning, Cunning Attack, Deadeye, Dodge, Fatal Hit, Improved Damage Threshold, Melee Defence, Mobility, Overwhelming Attack, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skill Focus, Skill Training, Sniper Shot, Tech Specialist, Vehicular Combat, Weapon Proficiency (advanced weapons).

GIL

A 1st level rogue starts play with 3d4 x 125 gil.

TABLE 3-5: THE SCOUT

LEVEL	BASE ATTACK	CLASS FEATURES BONUS
1 st	+1	Defence bonuses, starting feats, talent
2 nd	+2	Bonus feat
3 rd	+3	Talent
4 th	+4	Bonus feat
5 th	+5	Talent
6 th	+6	Bonus feat
7 th	+7	Talent
8 th	+8	Bonus feat
9 th	+9	Talent
10 th	+10	Bonus feat
11 th	+11	Talent
12 th	+12	Bonus feat
13 th	+13	Talent
14 th	+14	Bonus feat
15 th	+15	Talent
16 th	+16	Bonus feat
17 th	+17	Talent
18 th	+18	Bonus feat
19 th	+19	Talent
20 th	+20	Bonus feat

Scout

Scouts are natural explorers and adventurers, full of curiosity and trained to handle the out-of-the-way locations where they often operate. Scouts tend to be independent; signing on when the gil is good and their skills are best utilised and tested.

EXAMPLES OF SCOUTS IN FINAL FANTASY VII

Cid Highwind, Godo, Reno, Rude, Tseng, Veld, Vincent Valentine, Yuffie Kisaragi.

GAME RULE INFORMATION

Scouts have the following game statistics.

ABILITIES

Most of the scout's key abilities rely on Dexterity, Intelligence, and Wisdom. Strength is also useful for the scout trained in athletic skills.

HIT POINTS

Scouts begin play at 1st level with a number of hit points equal to 30 + their Constitution score. At each level after 1st, scouts

gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

Scouts begin play at 1st level with a number of magic points equal to 8 + their Intelligence score. At each level after 1st, scouts gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Scouts gain a number of Mako Points equal to $5 + \text{one-half their character level}$ at 1st level and every time they gain a new level in this class. Any Mako Points left over from previous levels are lost.

CLASS SKILLS

Scouts gain a number of trained skills equal to $3 + \text{their Intelligence modifier}$ at 1st level. If you want to gain additional skills after 1st level you will need the Skill Training feat. The skills, along with their associated abilities, are as follows:

Climb (Str), Endurance (Con), Gather Information (Cha), Initiative (Dex), Jump (Str), Knowledge (any one, each taken individually) (Int), Mechanics (Int), Perception (Wis), Pilot (Dex), Ride (Dex), Spellcasting (Cha), Stealth (Dex), Survival (Wis), Swim (Str), Treat Injury (Wis), Use Computer (Int).



CLASS FEATURES

All of the following are features of the scout class.

DEFENCE BONUSES

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

STARTING FEATS

At 1st level, you gain the following bonus feats:

- Improved Damage Threshold
- Weapon Proficiency (pistols)
- Weapon Proficiency (rifles)
- Weapon Proficiency (simple weapons)

TALENTS

At 1st level, and every odd-numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may choose a talent from any tree you wish, but you must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

AMBUSHER TALENT TREE

You specialise in springing ambushes on your enemies.

Ambush Specialist: If you are not surprised on the first round of combat in an encounter, you can treat the first round of combat as if it were the surprise round for the purposes of talents and feats that trigger only during the surprise round.

Additionally, during the surprise round as a free action you can designate that target as your prime target. You gain a +2 morale bonus to attack rolls against your prime target until the end of the encounter.

Destructive Ambusher: After you designate a prime target, you deal +1 die of damage on attacks against the prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Keep It Going: If you reduce your prime target to 0 hit points, as a free action you can designate another target within your line of sight as your new prime target. This new target remains your prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Keep Them Reeling: Once per turn as a swift action, you can make an Initiative check, opposed by the Initiative check of your prime target. If your check result equals or exceeds your prime target's check result, your target is flat-footed against all attacks you make before the end of your turn.

Prerequisite: Ambush Specialist.

Perceptive Ambusher: You gain a +5 circumstance bonus to Perception checks against your prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Spring the Trap: If you and all allies roll higher Initiative checks to start combat than do all your opponents, you automatically gain a surprise round, even if the opponents are aware of you when combat begins.

AWARENESS TALENT TREE

You are exceptionally good at noticing things and avoiding perilous situations.

Acute Senses: You may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Expert Tracker: You take no penalty on Survival checks made to follow tracks while moving your normal speed. (Without this talent, you take a -5 penalty on Survival checks made to follow tracks while moving your normal speed.)

Prerequisite: Acute Senses.

Improved Initiative: You may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Prerequisite: Acute Senses.

Keen Shot: You take no penalty on your attack roll when attacking a target with concealment (but not total concealment).

Prerequisite: Acute Senses.

Uncanny Dodge I: You retain your Dexterity bonus to your Reflex Defence regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dexterity bonus to your Reflex Defence if you are immobilised.

Prerequisites: Acute Senses, Improved Initiative.

Uncanny Dodge II: You cannot be flanked. You can react to opponents on opposite sides of you as easily as you can react to a single attacker.

Prerequisites: Acute Senses, Improved Initiative, Uncanny Dodge I.

Weak Point: Once per encounter, you can use a swift action to ignore the damage reduction of a single target within your line of sight for the rest of your turn.

Prerequisites: Acute Senses, Keen Shot.

CAMOUFLAGE TALENT TREE

You learn quickly how to blend in with your environment.

Hidden Movement: You're very good at hiding when mobile. You take no penalty on your Stealth check when moving your normal speed.

Prerequisites: Improved Stealth.

Improved Stealth: You may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.

Total Concealment: Any situation that would give you concealment grants you total concealment instead.

Prerequisites: Hidden Movement, Improved Stealth.

MACHINIST TALENT TREE

You are gifted at repairing and fixing short-term problems with objects and vehicles.

Demolitionist: When you use the Mechanics skill to place an explosive device, the explosion deals +2 dice of damage. You may take this talent multiple times; its effects stack.

Fast Repairs: Whenever you jury-rig an object or vehicle, the item gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and any remaining temporary hit points at the end of the encounter go away.

Prerequisites: Jury-Rigger.

Improvised Efficiency: You gain a +2 bonus on attack rolls made with an improvised weapon. You can select this talent multiple times; each time you do, the bonus increases by +1 (to a maximum +5).

Jury-Rigger: You may reroll any Mechanics check made to accomplish a jury-rigged repair (see the Mechanics skill in Chapter 04: Skills). You must, however, accept the result of the reroll.

SURVEILLANCE TALENT TREE

You have mastered the art of surveillance, transforming the information you gather with scouting into a distinct advantage on the battlefield.

Advanced Intel: If you are not surprised at the beginning of combat, you can use your Spotter talent as a free action on your first turn, including during the surprise round.

Prerequisites: Spotter.

Hidden Eyes: If you have concealment from a target, you gain a +5 circumstance bonus on all Perception checks made against that target.

Hunt the Hunter: When you use a standard action to actively look for hidden enemies (as per the Notice Targets application of the Perception skill), you can make a single melee or ranged attack against any one enemy you notice with your Perception check.

Seek and Destroy: If you make a charge attack against a target that is unaware of you, that target cannot make a Perception check to notice you until after the attack is resolved, even if you move away from cover or concealment.

Prerequisites: Hidden Eyes.

Spotter: As a move action, you can make a Perception check with a DC equal to 10 + the CL of a single target enemy in your line of sight. If you succeed on the check, you and your allies that can hear and understand you gain a +1 insight bonus on attack rolls against that target until the end of your next turn.

UNPREDICTABLE TALENT TREE

You make it difficult for enemies to harm you because you're never in the place where they expect you to be. When they do manage to hurt you, you make them pay for it with sudden retribution attacks.

Blast Back: Once per round when you are damaged by an enemy's area attack, as a reaction you can make an immediate melee or ranged attack against the source of the area attack, provided that you have line of sight to the attacker and the target is within your melee or ranged reach.

Fade Away: Once per turn when you are damaged by an enemy's attack, as a reaction you can move up to half your speed. This movement does not provoke attacks of opportunity.

Second Strike: Once per encounter when you miss a target with a single melee or ranged attack, as a free action you can move up to half your speed and make a second attack of the same type against a different target. This movement does not provoke attacks of opportunity.

If you have the Combat Reflexes feat, you can use this talent a number of times per encounter equal to your Dexterity bonus (minimum 1). You may still only use this talent once per round.

Prerequisite: Blast Back.

Swerve: Once per encounter, when an enemy makes an attack of opportunity against you, as a reaction you can automatically negate the attack and immediately move up to half your speed. This movement does not provoke attacks of opportunity.

If you have the Combat Reflexes feat, you can use this talent a number of times per encounter equal to your Dexterity bonus (minimum 1). You may still only use this talent once per round.

Prerequisite: Fade Away.

BONUS FEATS

At 2nd level, and every even-numbered level thereafter (4th, 6th, 8th, and so on), you gain a bonus feat. The feat must be selected from the following list, and you must meet any prerequisites for that feat.

Advantageous Attack, Armour Proficiency (light, medium, or heavy), Attack Combo (ranged), Careful Shot, Cunning Attack, Deadeye, Dodge, Far Shot, Fatal Hit, Feat of Strength, Grapple Resistance, Linguist, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Shake It Off, Skill Focus, Skill Training, Sniper, Vehicular Combat, Weapon Proficiency (advanced weapons).

GIL

A 1st level scout starts play with 3d4 x 125 gil.

MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in levels. Multiclassing improves a character's versatility at the expense of focus.

CLASS AND LEVEL FEATURES

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

LEVEL

"Character level" is a character's total number of levels. It derives from overall XP earned and is used to determine when feats and ability score boosts are gained, as per Table 3-1: Experience and Level-Dependent Benefits. "Class level" is the character's level in a particular class, as per the individual class tables. For the single class hero, character level and class level are the same.

HIT POINTS

Each time you gain a new level, roll a hit point die (the size of the die depends on the class in which the level is gained) and add the result to your character's hit point total. Your character's Constitution modifier applies to each hit point die roll.

For example, a 1st level scout who becomes a 1st level scout/1st level fighter gains a number of additional hit points equal to 1d12 + their Constitution modifier. A few game sessions later, the character gains a second level in the scout class, becoming a 2nd level scout/1st level fighter, whereupon her hit points increase by 1d8 + the character's Constitution modifier.

BASE ATTACK BONUS

Add the base attack bonus of each class to get the character's base attack bonus. For instance, a 6th level noble/2nd level fighter has a base attack bonus of +6 (+4 for noble, +2 for fighter).

DEFENCES

Each time a character gains a new level, his Reflex Defence, Fortitude Defence, Will Defence, and Magic Defence need to be adjusted to account for the increase in character level.

A character who takes his first level of a new class also gains a class bonus to one or more of his defences; however, this class bonus does not stack with other class bonuses.

SKILLS

When you select a new class, you do not gain any new trained skills. However, your list of class skills expands to include those of the new class. If you take the Skill Training feat, you may choose your new trained skills from the class skill list of any class in which you have levels.

For example, Cloud is a multiclass mage/fighter who takes the Skill Training feat. His new trained skill may be chosen from the mage's list of class skills or the fighter's list of class skills.

STARTING FEATS

When you select a new class, you do not gain all of its starting feats. Select one feat from the list of starting feats. For example, a 1st level noble decides to take a level of fighter and gains one feat of his choice from the fighter's list of starting feats; he selects Weapon Proficiency (rifles).

TALENTS

If a character gains a talent as a consequence of gaining a level, he must select a talent associated with the class in which he gained the level. For example, Cloud is a 2nd level mage who decides to take a level in the fighter class, which grants him a talent. He must select his new talent from the fighter talent trees, since it was a fighter level that granted her the talent.

FEATS

For multiclass characters, feats are received at 3rd level and every three character levels thereafter, regardless of individual class level (see Table 3-1: Experience and Level-Dependent Benefits).

A multiclass character that gains a class bonus feat must select it from the bonus feats available to that particular class. For example, Cloud is a 2nd level mage/1st level fighter who decide to take a second level in the fighter class. Doing so grants him a bonus feat, which he must select from the fighter's list of bonus feats.

ABILITY INCREASES

For multiclass characters, abilities are increased every four character levels, regardless of individual class level (see Table 3-1: Experience and Level-Dependent Benefits).

MATERIA

Multiclass characters wishing to gain a new level in the mage class can only benefit from selecting one materia from its list of starting materia instead of two.

ADDING A SECOND CLASS

When a single class character gains a level, he or she may choose to increase the level of his current class or pick up a new class at 1st level. The GM may restrict the choices available according to how he or she handles classes, skills, experience, and training. For instance, the character may need to find a teacher to instruct him in the ways of the new class. Additionally, the GM may require the player to declare what class his or her hero is "working on" before he or she makes the jump to the next level, so the character has time to practice new skills. In this way, gaining a new class is the result of previous effort rather than a sudden development.

ADVANCING A LEVEL

Each time a multiclass character achieves a new level, he either increases one of his current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his classes by one level, he gets all the standard benefits that characters get for achieving that level in that class: more hit points, possible bonuses on attack rolls, better defence scores, and one or more new class features (such as a talent or a bonus feat).

HOW MULTICLASSING WORKS

Cloud, a 4th level mage, decides he wants to expand his repertoire by learning some fighting. When Cloud reaches 10,000 XP, he becomes a 5th level character. Instead of becoming a 5th level mage, however, he becomes a 4th level mage/1st level fighter. How exactly he picked up this new area of focus isn't critical to the campaign, though the player and GM are encouraged to create an in-game reason and opportunity for the hero to do so.

Now, instead of gaining the benefits of a new level of mage, he gains the benefits of becoming a 1st level fighter. He gains a 1st level fighter's hit points (1d12 + his Constitution modifier), a 1st level fighter's +1 base attack bonus, a fighter's +2 class bonus to Magic Defence, and a fighter talent. Because he gained a level, all of his defences (Reflex, Fortitude, Will, and Magic) increase by 1.

The benefits described above are added to the scores Cloud already had as a mage. He doesn't gain any of the benefits a 5th-level mage gains.

On achieving 15,000 XP, Cloud becomes a 6th level hero. He decides he'd like to continue along the fighter path, so he increases his fighter level instead of his mage level. Again he gains the fighter's benefits for attaining a new level rather than the mage's. At this point, Cloud is a 4th level mage/2nd level fighter. His combat skill is a little better than a 4th level mage's would be because he has learned something about fighting during his time as a fighter. His base attack bonus is +5 (+3 from his mage class and +2 from his fighter class). His Reflex, Fortitude, Will, and Magic Defences each increase by 1.

At each new level, Cloud decides whether to increase his mage level or his fighter level. Of course, if he wants to have more diverse abilities, he could acquire a third class, such as a scout. At some point, he may also qualify for a prestige class (see Chapter 12: Prestige Classes). In general, characters can multiclass as many times as there are classes available.

CHAPTER IV –

SKILLS



Yuffie Kisaragi can walk quietly behind a Shinra taskforce, crouch in a shadow, and carefully listen for an Infantry commander giving orders to its troops. If Cait Sith were to try the same thing, he'd be more likely to make so much noise the taskforce would hear him. He, however, could distract them long enough for reinforcements to arrive and help them before they attack him. These actions and many more are determined by the skills that characters have (in this case, Deception, Perception, and Stealth).

SKILLS SUMMARY

Your character's skills represent a variety of abilities, and you get better at them as you go up in level. A skill check takes into account your training (trained skill bonus), natural talent (ability modifier), and luck (the die roll). It may also take into account the armour you're wearing (armour check penalty), among other things.

TRAINED SKILLS VS UNTRAINED SKILLS

When you make a character, you are allowed to select a number of skills as trained skills your character receives a number of trained skills based on his or her Intelligence modifier (minimum of 1 trained skill). Trained skills are selected at your choice at 1st level, and you may acquire new trained skills by taking the Skill Training feat. The major difference between a trained skill and an untrained skill is that you gain a +5 bonus on skill checks if you're trained in the skill. However, some skill can't be used untrained.

USING SKILLS

To make a skill check, roll:

1d20 + one-half your heroic level + key ability modifier + miscellaneous modifiers

If you are trained in the skill, add +5 to the skill check result.

A skill check is made just like an attack roll or a saving throw. The higher the roll the better. You're either trying to get a result that equals or exceeds a certain Difficulty Class (DC), or you're trying to beat another character's check result.

When adding "one-half your level", always round down (a 1st level character adds +0).

The "key ability modifier" is the character's onus or penalty for the skill's associated ability (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The key ability of a skill is noted in its description and on Table 4-1: Skills.

"Miscellaneous modifiers" include armour check penalties and bonuses provided by Heroic Classes features, feats, or equipment.

Some skills can't be used untrained. These skills are noted on Table 4-2: Skills. If your character is not trained in these particular skills, you are not allowed to make any kind of check with them.

HOW DO SKILLS WORK?

A character begins play with a certain number of trained skills based on his or her starting heroic class (fighter, mage, noble, rogue, or scout) and Intelligence modifier. A character must choose his or her trained skills from a larger list of class skills, as shown in Table 4-1: Trained Skills by Class.

MAKING SKILL CHECKS

When your character makes a skill check, roll 1d20 and add one-half your character level + your key ability modifier + any miscellaneous modifiers + 5 (if the character is trained in the skill). Success depends on the difficulty of the task at hand.

TABLE 4-1: TRAINED SKILLS BY CLASS

CLASS	NUMBER OF TRAINED SKILLS	CLASS SKILLS
Fighter	2 + Int modifier	Climb, Endurance, Initiative, Jump, Knowledge (tactics), Mechanics, Perception, Pilot, Spellcasting, Swim, Treat Injury, Use Computer
Mage	1 + Int modifier	Acrobatics, Deception, Initiative, Knowledge (all skills, taken individually), Perception, Persuasion, Ride, Spellcasting, Survival
Noble	5 + Int modifier	Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Perception, Persuasion, Pilot, Ride, Spellcasting, Treat Injury, Use Computer.
Rogue	4 + Int modifier	Acrobatics, Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Mechanics, Perception, Persuasion, Pilot, Spellcasting, Stealth, Treat Injury, Use Computer
Scout	3 + Int modifier	Climb, Endurance, Gather Information, Initiative, Jump, Knowledge (all skills, taken individually), Mechanics, Perception, Pilot, Ride, Spellcasting, Stealth, Survival, Swim, Treat Injury, Use Computer

ADVANCING SKILLS

Since a character's skill modifiers are based on level, they automatically increase as the character gains levels. When a character reaches 2nd level, all of his skill modifiers – in both trained and untrained skills – increase by 1. A character's skill modifiers can also be increased by other means.

TYPES OF SKILL CHECKS

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

OPPOSED CHECK

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

CHECK AGAINST A DIFFICULTY CLASS (DC)

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

UNTRAINED CHECKS

Some skills can be used only if you are trained in the skill. Skills that can't be used untrained are marked with a "No" in the "Untrained" column on Table 4-2: Skills.

TRYING AGAIN

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task. For most skills, when a character has succeeded at a given task, additional successes are meaningless.

If a skill carries no penalty for failure, you can take 20 and assume that you keep trying until you eventually succeed.

REROLLING

Some special abilities are more flexible in that they allow you to reroll a skill check and keep the better of the two results. You must declare that you are using this option immediately after making the check but before any effects are resolved.

FAVOURABLE AND UNFAVOURABLE CIRCUMSTANCES

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for the skill check, or a change to the skill check's DC. It's one thing for Angeal to hunt down enough food to eat while camping for the day in the fields surrounding Banora, using a Survival check, but foraging for food while climbing 80 feet up the side of the Northern Crater is an entirely different matter.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

- Give the skill user a +2 circumstance bonus to represent circumstances that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts, below), or possessing unusually accurate information.
- Give the skill user a -2 circumstance penalty to represent circumstances that hamper performance, such as being forced to use improvised tools or possessing misleading information.

- Reduce the DC by 2 (or assign penalties to an opposed check) to represent circumstances that make the task easier, such as having a friendly audience or performing work that doesn't have to be perfect.
- Increase the DC by 2 (or assign bonuses to an opposed check) to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

Circumstances that affect your ability to perform the skill change your skill modifier. Circumstances that modify how well you have to perform the skill to succeed change the DC. A bonus on your skill modifier and a reduction in the check's DC has the same result – they create a better chance that you will succeed. But they represent different circumstances, and sometimes that difference is important.

TIME AND SKILL CHECKS

A skill's description tells you whether using a skill is either a standard action, a move action, a swift action, a full-round action, or a free action. Some skills can take minutes or hours to use.

In general, using a skill that requires concentration (and thus distracts you from being fully aware of what's going on around you) provokes an attack of opportunity from an opponent if you are within that opponent's threatened area when you attempt the skill check.

CHECKS WITHOUT ROLLS

A skill check represents an attempt to accomplish some goal, usually in the face of some sort of time pressure or distraction. Sometimes, though, you can use a skill under more favourable circumstances and eliminate the luck factor.

TAKING 10

When you're not in a rush and not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your results as if you had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions, threats, and danger make it impossible for a character to take 10. You also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

TAKING 20

When you have plenty of time, and when the skill being attempted carries no penalty for failure, you can take 20. Taking 20 represents making multiple rolls, assuming that eventually you will roll a 20. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 20. Taking 20 means you keep trying until you get it right. Taking 20 takes twenty times as long as making a single check.

COMBINING SKILL ATTEMPTS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

INDIVIDUAL EVENTS

Often, several characters attempt some action, and each succeeds or fails on his or her own.

For example, Sephiroth and each of his colleagues need to climb a slope to get to the top. Regardless of Sephiroth's result, the other characters need successful checks, too. Every character makes a skill check.

COOPERATION

Sometimes the individual heroes react to the same circumstance, and they can work together to help each other out. In this case, one hero is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (You can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favourable circumstances). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits cooperation as she sees fit for the circumstances.

ABILITY CHECKS

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

In some cases, a test of one's ability doesn't involve luck. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, then make opposed Strength checks.

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

SKILL DESCRIPTIONS

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

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

SKILL NAME (key ability)

Trained Only; Armour Check Penalty

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

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

Trained Only: If "Trained Only" is present on the line beneath the skill name, you must be trained in that skill to use it. If "Trained Only" is omitted, the skill can be used untrained except for some uses. If any special notes apply to trained or untrained use, they are covered in the Special section.

Armour Check Penalty: If "Armour Check Penalty" appears on the line beneath the skill name, a character takes a penalty on skill checks made with this skill if he's wearing armour with which he is not proficient. The size of the armour check penalty depends on the type of armour: light, -2; medium, -5; or heavy, -10.

Retry: Any circumstances that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill check can be tried again without any inherent penalty other than consuming additional time.

Special: Any special notes that apply, such as rules regarding untrained use and whether or not you can take 10 or take 20 when using the skill.

Time: How much time it takes to make a check without this skill, if that information hasn't already been covered elsewhere.

TABLE 4-2: SKILLS

SKILL (KEY ABILITY)	USE UNTRAINED?	ARMOUR CHECK PENALTY?	FIGHTER	MAGE	NOBLE	ROGUE	SCOUT
Acrobatics (Dex)	Yes ¹	Yes	-	C	-	C	-
Climb (Str)	Yes	Yes	C	-	-	-	C
Deception (Cha)	Yes	No	-	C	C	C	-
Endurance (Con)	Yes	Yes	C	-	-	-	C
Gather Information (Cha)	Yes	No	-	-	C	C	C
Initiative (Dex)	Yes	Yes	C	C	C	C	C
Jump (Str)	Yes	Yes	C	-	-	-	C
Knowledge (Int)	Yes ¹	No	C ²	C	C	C	C
Mechanics (Int)	No	No	C	-	-	C	C
Perception (Wis)	Yes ¹	No	C	C	C	C	C
Persuasion (Cha)	Yes	No	-	C	C	C	-
Pilot (Dex)	Yes ¹	No	C	-	C	C	C
Ride (Dex)	Yes	Yes	-	C	C	-	C
Spellcasting (Cha)	No	No	C	C	C	C	C
Stealth (Dex)	Yes	Yes	-	-	-	C	C
Survival (Wis)	Yes ¹	No	-	C	-	-	C
Swim (Str)	Yes	Yes	C	-	-	-	C
Treat Injury (Wis)	Yes ¹	No	C	-	C	C	C
Use Computer (Int)	Yes ¹	No	C	-	C	C	C

C Class skill

1 Some uses of the skill require that you be trained in the skill.

2 Knowledge (tactics) only.

ACROBATICS (DEX)

Armour Check Penalty

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

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

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

You are considered flat-footed while balancing, and thus you lose your Dexterity bonus to your Reflex Defence (if any). If you are trained in Acrobatics, you aren't considered flat-footed while balancing.

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

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

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

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

RESTRAINT	ACROBATICS DC
Ropes	Opponents Dex check + 10
Net	15
Handcuffs	25

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

Reduce Falling Damage (Trained Only): With a successful DC 15 Acrobatics check, you can treat a fall as if it was 3 meters (2 squares) shorter when determining damage. For every 10 points by which you beat this DC, you can subtract an additional 3 meters from the fall for determining damage. If you make this check and take no damage from the fall, you land on your feet.

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

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

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

Special: You can't take 10 or take 20 on an Acrobatics check. If you are trained in Acrobatics, you gain a +2 dodge bonus to your Reflex Defence when fighting defensively.

CLIMB (STR)

Armour Check Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up a sewage passage after falling down a trap floor.

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

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

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

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

*These modifiers are cumulative; use any that apply.

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

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

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

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = the wall's DC +20) to do so. A slope is relatively easier to catch yourself on (DC = the slope's DC + 10).

Making Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use the encumbrance rules (Chapter 10: Equipment) to determine how much weight a character can lift

DECEPTION (CHA)

You can make the untrue seem true, the outrageous seem plausible, and the nefarious seem ordinary. The skill encompasses conning, fast-talking, misdirection, forgery, disguise, and outright lying. Use a Deception check to sow temporary confusion, pass as someone you're not, get someone to turn his head in the direction you point, or pass faked documents off as genuine.

Deceive: When you want to make another character believe something that is untrue, you can attempt to deceive them. You can deceive a target in one of two ways: by producing a deceptive appearance or by communicating deceptive information.

TABLE 4-2: DECEPTIONS

DECEPTION	CHECK MODIFIER	DESCRIPTION
Simple	+5	A simple deception works in the target's favour, or matches the target's expectations, and it requires nothing you don't have on hand.
Moderate	+0	A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need.
Difficult	-5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny.
Incredible	-10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny.
Outrageous	-20	An outrageous deception is almost too unlikely to consider or requires material you just don't have.

Deceptive Appearance: Make a Deception check opposed by the target/s Perception check. If you succeed, that character/s believes that the appearance is authentic. If you fail, the target/s detects the deception. Creating a deceptive appearance requires the following:

TYPE OF DECEPTION	TIME REQUIRED
Simple	1 minute (10 rounds)
Moderate	10 minutes
Difficult	1 hour
Incredible	1 day
Outrageous	2 weeks (12 days)

In all cases, make a single Deception check at the time you create the deceptive appearance and compare your check result to the Perception check of any character who encounters it. You cannot attempt to rush the deception for less time than required.

Deceptive Information: When you communicate deceptive information, such as telling a lie or distorting facts to lead the target to a false conclusion, make a Deception against the Will Defence of any target that can understand you. If you succeed, the target believes that what you're telling them is true. While most cases of deceptive information are either verbal or written, you can deceive with gestures, body language, facial expressions, and so forth. Communicating deceptive information requires the following:

TYPE OF DECEPTION	TIME REQUIRED
Simple	At least a standard action
Moderate	Full-round action
Difficult	1 minute (10 rounds)
Incredible	10 minutes
Outrageous	1 hour

If your deceptive information is written, recorded, or otherwise preserved for later viewing/listening, your original Deception check result is compared to the Will Defence of all targets who later read, observe, or listen to your deception. You cannot attempt to rush the deception for less time than required.

Favourable and unfavourable circumstances weigh heavily on the outcome of a deception. Two circumstances can weigh against you: The deception is hard to believe, or the action that the deception requires the target to take goes against the target's self-interest, nature, personality, or orders.

A successful Deception check indicates that the target reacts as you wish, at least for a short time, or the target believes something that you want him to believe.

Creating a Diversion to Hide: You can use Deception to help you hide. A successful Deception check that equals or exceeds the target's Will Defence gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you.

Feint: Make a Deception check as a standard action to set the DC of your opponent's Initiative check. If you beat your opponent's roll, that target is treated as flat-footed against the first attack you make against him in the next round. You take a -5 penalty against monsters or creatures with an Intelligence lower than 3.

Retry: Generally, a failed Deception check makes the target too suspicious for you to try another deception in the same circumstances. For feinting in combat, you may retry freely.

Special: You can take 10 when making a deception (except for feinting in combat), but you can't take 20.

Time: A deception takes at least a standard action, but can take much longer if you try something elaborate. Disguises that require major changes to your physical outline, or forged documents with many safeguards, can take hours or even days.

ENDURANCE (CON)

Armour Check Penalty

You can push yourself beyond your normal physical limits.

Force March: Each hour of walking after 8 hours requires you to attempt a DC 10 Endurance check (+2 per hour after the first). If you fail, you become fatigued and can only remove this condition by resting for 8 hours.

Hold Breath: You can hold your breath for a number of rounds equal to your Constitution score. After this period of time, you must succeed on a DC 10 Endurance check in order to continue holding your breath, or lose a point of Constitution or breathe (the DC increase by +2 per additional round). If your Constitution score drops to below 10, you fall unconscious. If you are still unable to breathe on your next turn after falling unconscious, you die.

Ignore Hunger: You can go without food for a number of days equal to your Constitution modifier (minimum 1 day). After this time, you must succeed on an Endurance check each day or lose a point of Constitution. You can only remove this condition by eating a nutritious meal. The DC is 10 on the first day and increases by +2 each day thereafter.

Ignore Thirst: You can go without water for a number of hours equal to three times your Constitution score. After this time, you must succeed on an Endurance check each hour or lose 2 points of Constitution. You may only remove this persistent condition by drinking at least 1 litre of water. The DC is 10 on the first day and increases by +2 each day thereafter.

Sleep in Armour: You can sleep while wearing armour by succeeding at an Endurance check (DC 10 for light armour, DC 15 for medium armour, and DC 20 for heavy armour). If you fail, you don't sleep and you become fatigued. You can only remove this condition by sleeping for 8 consecutive hours.

Swim/Tread Water: Each hour that you swim, you must succeed on a DC 15 Endurance check or become fatigued for 2 minutes. You can only remove this condition by resting for the same length of time that you were swimming. Each consecutive hour of swimming increases the DC by +2. If you are only treading water, reduce the DC by 5.

GATHER INFORMATION (CHA)

Use this skill to make contacts, learn local new stories and gossip, and acquire secrets.

Learn News and Rumours: Major news stories and popular local rumours can be unearthed with a DC 10 Gather Information check. Learning the detailed, unclassified facts of a news story or determining the veracity of a rumour requires a DC 20 check and 300 gil in bribe.

Learn Secret Information: "Secret Information" includes anything unavailable to the general public. Examples include a classified police report, a hidden location, military blueprints, installation security procedures, and computer access codes. Learning a piece of secret information typically requires a DC 25 check and 5,000 gil in bribes; however, information that's especially difficult to obtain (such as technical blueprints of a Mako Reactor) might require a DC 30 or higher skill check and cost 50,000 gil or more, at the GM's discretion. If the check fails by 5 or more, someone notices that you're asking questions and comes to investigate, arrest, or silence you.

Locate Individual: Make a Gather Information check to locate a specific individual – either someone you know by name or someone with the skill, item, or information you need. The DC of the check is 15 if the target is relatively easy to locate; if the target isn't well known or has taken strides to conceal his or her presence and/or activities, the DC is 25 and the information costs 500 gil in bribes.

Special: You can take 10 on a Gather Information check, but you can't take 20. A successful Persuasion check can reduce the monetary cost of a Gather Information check. Some information is beyond the reach of a Gather Information skill check. For example, characters searching for President Shinra won't find him by speaking with a group of Wutaians, no matter how many of them they question.

Time: Each Gather Information checks represent 1d6 hours of time spent talking to informants, scanning WWN news broadcasts, or perusing information kiosks.

INITIATIVE (DEX)

Armour Check Penalty

Use this skill to gain the advantage in combat.

Start Battle: An Initiative checks sets the order of combat when a fight starts. Each character aware of the fight makes an Initiative check and goes in order from highest to lowest.

When piloting a vehicle in combat, you must apply the vehicle's size modifier to your Initiative check.

Avoid Feint: When an opponent attempts to feint in combat, you oppose his Deception check with an Initiative check. If you meet or beat his check result, his feint attempt fails.

Special: You can take 10 on an Initiative check, but you can't take 20.

JUMP (STR)

Armour Check Penalty

Use this skill to leap over pits, vault low fences, or jump down from a tree's lowest branches.

Long Jump: The DC of a running long jump is equal to the distance cleared (in meters) multiplied by 3. For example, clearing a 3-meter-wide (2-square-wide) pit requires a successful DC 9 Jump check. If you do not get at least a 4-square running start, the DC is doubled.

High Jump: The DC of a running high jump is equal to the distance cleared (in meters) multiplied by 12. For example, landing atop a 1.5-meter-high (1-square-high) ledge requires a successful DC 18 Jump check.

If you use a pole of sufficient height to help you vault the distance, the DC is halved. If you do not get at least a 4-square running start, the DC is doubled.

Jump Down: If you intentionally jump down from a height, you can attempt a DC 15 Jump check to take falling damage as if you dropped 3 meters (2 squares) fewer than you actually did. If you succeed on this check and take no damage, you land on your feet.

Special: You can take 10 when making a Jump check. If there is no danger associated with falling, you can take 20. Distance covered by a long jump or high jump counts against your maximum movement in a round; distance covered by jumping down does not.

KNOWLEDGE (INT)

Knowledge encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Each time you select Knowledge as a trained skill, you must choose a field of study from the list below:

Bureaucracy: Business procedures, legal systems and regulations, and organisational structures.

World Lore: Continents, cities, towns, villages, world history, and the Lifestream.

Life Sciences: Biology, botany, genetics, archaeology, medicine, and forensics.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Social Sciences: Sociology, psychology, philosophy, theology, and criminology.

Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.

Technology: Function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.

Common Knowledge: You can answer a basic question about a subject related to your field of study with a DC 10 check. For example, a DC 10 Knowledge (world lore) check is enough to know that there are 14 Mako Reactors around the world.

Expert Knowledge (Trained Only): You can make a Knowledge check as a swift action to answer a question within your field of study that requires some level of expertise. The DC of the check ranges from 15 to 25. The GM may adjust the DC depending on the character's personal experience. For example, a DC 20 Knowledge (life sciences) check might reveal specific information about the monster experiments within the Mako Reactor at Mt. Nibel, but the DC may be lower if the character making the check has actually been there.

Retry: No, you can't reroll a failed Knowledge check. The roll represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: You can take 10 when making a Knowledge check, but you can't take 20.

MECHANICS (INT)

Trained Only

You can bypass locks and traps, set and disarm explosives, fix malfunctioning devices, and modify and repair damaged machines.

Disable Device (requires security kit): You can use this skill to disarm a security device, defeat a lock or trap, or rig a device to fall when it is used. The effort takes a full-round action, and the DC depends on the intricacy or complexity of the item being disabled or sabotaged, as shown below:

DEVICE	DC*	EXAMPLES
Simple	15	Sabotage a mechanical device, jam a gun, bypass a basic mechanical lock
Tricky	20	Sabotage an electronic device, bypass a basic electronic lock
Complex	25	Disarm an electronic security system, bypass a complex mechanical or electronic lock

* If you attempt to leave behind no trace of the tampering, increase the DC by 5.

If the Mechanics check fails by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Handle Explosives: Setting a simple explosive to blow up a certain spot doesn't require a check, but connecting and setting a bomb does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Setting a bomb, placing an explosive device, or disarming an explosive device is a full-round action.

ACTION	DC
Set bomb	10
Place explosive device	15
Disarm explosive device	15

Jury-Rig: You can make temporary repairs to any disabled mechanical or electrical device, from a simple tool to a complex vehicle component. Jury-rigging is a full-round action and requires a successful DC 25 check. If you use a tool kit, you gain a +5 equipment bonus on the check.

Modify Machine (requires tool kit): You can make a Mechanics check to modify a machine.

Regulate Power: When acting as the engineer on a vehicle or operating a device, you can spend three swift actions to make a DC 20 Mechanics check to regulate its power. If you are successful, the vehicle gains temporary shield points' equal to its Dexterity bonus times your level.

Repair (requires tool kit): You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged machine, vehicle, or object; restoring hit points equal to the target's level (1d8 in the case of a vehicle or object) and removing any persistent conditions currently affecting the machine/vehicle/object. A machine can attempt to repair itself, but it takes a -5 penalty on its skill check.

Retry: You can usually retry a Mechanics check. In some specific cases, however, a failed Mechanics check has negative ramifications that prevent repeated checks.

Special: You can take 10 or take 20 on a Mechanics check. When making a Mechanics check to accomplish a jury-rig repair, you can't take 20.

PERCEPTION (WIS)

Use this skill to perceive threats as well as your surroundings.

The distance between you and whatever you're trying to perceive affects your Perception check, as do solid barriers and concealment.

Avoid Surprise: A Perception check made at the start of a battle determines whether or not you are surprised. A perception check made to avoid surprise is a reaction.

Eavesdrop: A DC 10 Perception check allows you to eavesdrop on a conversation. You must be able to understand the language being spoken. The DC increases to 15 in relatively noisy areas (such as a diner) or 25 in particularly loud areas (such as a welcoming parade). Eavesdropping on a conversation is a standard action.

Hear Distant or Ambient Noises: A DC 10 Perception check allows you to detect and identify distant or ambient noises. Actively listening for distant or ambient noises is a standard action.

Notice Targets: A Perception check lets you hear or spot other targets or detect someone or something sneaking up on you from behind. If the target is actively attempting to remain undetected, your Perception check is opposed by the target's Stealth check. If the target is not making any special effort to avoid detection, the Perception check DC is determined by the target's size: Colossal, DC -15; Gargantuan, DC -10; Huge, DC -5; Large, DC 0; Medium DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

Detecting a target that enters your line of sight is a reaction. Actively looking or listening for hidden enemies (including those to whom you do not have a line of sight) is a standard action.

Search: You can carefully examine a 1-square area or a 1-cubic-meter volume of goods as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, irregularities, and other details not readily apparent within that area. The GM may increase the DC for especially obscure well-hidden features.

You can also search a character for concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. If you win the opposed check, you find the concealed object. You receive a +10 circumstance bonus on your Perception check if you physically touch the target to search for concealed items; this requires a full-round action and can only be used on a willing, pinned, or helpless target.

Sense Deception: You can use Perception to see through deceptive appearances made using the Deception skill. If your Perception check meets or exceeds the result of the Deception check, you realize that you're being deceived. Your Perception check to sense the deception is a reaction.

Sense Influence: Make a Perception check to determine whether someone's under the influence of JENOVA's cells or other method of coercion (assuming the effect isn't obvious). This requires a full-round action and a successful DC 20 check.

Retry: You can make a Perception check every time you have the opportunity to notice something as a reaction. As a swift action, you may attempt to see or hear something that you failed (or believed you failed) to notice previously.

Special: You can take 10 or take 20 when making a Perception check. Taking 20 means you spend 2 minutes attempting to notice something that may or may not be there.

TABLE 4-3: ATTITUDE STEPS

ATTITUDE	THE CREATURE
Hostile	Takes risks to harm you, usually attacking on sight.
Unfriendly	Wishes you ill but won't go out of its way to harm you.
Indifferent	Regard you as neither a threat nor an ally and probably doesn't attack you.
Friendly	Wishes you well but won't take life-threatening risks on your behalf.
Helpful	Take risks to help you.

PERSUASION (CHA)

You can influence others with your tact, subtlety, and social grace or you can threaten them into being more cooperative.

Change Attitude: As a full-round action, you can make a Persuasion check to adjust the attitude of a creature with an Intelligence of 2 or higher using words, body language, or a combination of the two. The target must be able to see you. Apply a modifier to the check based on the target's current attitude toward you: hostile -10, unfriendly -5, indifferent -2, or friendly +0 (see Table 4-3: Attitude Steps). If the check equals or exceeds the target's Will Defence, the target's attitude shifts one step in your favour. If the target creature cannot understand your speech, apply a -5 penalty on your Persuasion check. You may attempt to change the attitude of a given creature only once per encounter.

Haggle: Whenever you use the Gather Information skill, you can make a Persuasion check as a swift action to reduce by half the amount you must pay to acquire the information you desire. Conversely, you can use this skill as a full-round action to increase or reduce the sell price of a desired item by 50%. The DC depends on the attitude of the individual/s with whom you're dealing: unfriendly DC 30, indifferent DC 25, friendly DC 20, or helpful DC 15. You can't haggle with creatures that are hostile toward you or creatures that have an Intelligence of 2 or lower. No matter how adept you are at haggling, a creature won't pay more for an item that can easily be obtained elsewhere for the standard listed price.

Intimidate: As a full-round action, you can make a Persuasion check to force a single creature with an Intelligence of 1 or higher to back down from a confrontation, surrender one of its possessions, reveal a piece of information, or flee from you for a short time. The creature must be able to see you. Your check result must equal or exceed the target's Will Defence for the intimidation attempt to succeed. Apply a modifier to the check based on the threat the target perceives from you:

SITUATION	MODIFIER
Target is helpless or completely at your mercy	+5
Target is clearly outnumbered or disadvantaged	+0
Target is evenly matched with you	-5
You are clearly outnumbered or disadvantaged	-10
You are helpless or completely at the target's mercy	-15

You can't force the target to obey your every command or do something that endangers its life or the lives of its allies. A creature you successfully intimidate becomes one step more hostile toward you as soon as you are no longer an imminent threat (see Table 4-3: Attitude Steps).

Retry: If you fail a Persuasion check, you cannot make any further Persuasion checks against the targeted creature for 24 hours.

Special: You can take 10 on a Persuasion check, but you can't take 20.

PILOT (DEX)

Use this skill to operate a vehicle. Basic operation of a vehicle does not require a skill check or special training, but performing evasive manoeuvres and difficult stunts does.

Whenever you make a Pilot check, you must apply the vehicle's size modifier to your check.

Avoid Collision: You can make a DC 15 Pilot check as a reaction to reduce or negate the damage from a collision.

Dogfight: When operating a flying vehicle, you can make a Pilot check as a standard action to engage in a dogfight.

Engage the Enemy (Trained Only): When piloting a vehicle in combat, you can choose to make a Pilot check instead of an Initiative check to determine your place in the initiative order.

Increase Vehicle Speed (Trained Only): You may make a DC 20 Pilot check as a swift action to make your vehicle perform beyond its normal limits. If the check fails, your vehicle's speed does not increase. If you succeed, your vehicle's speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, your vehicle's speed increases by an additional 1 square.

Ram: You can make a Pilot check as part of a full-round action to collide intentionally with a target.

Special: You can take 10 when making a Pilot check except when attempting to increase a vehicle's speed. You can't take 20 on a Pilot check.

RIDE (DEX)

Armour Check Penalty

Use this skill to ride a Chocobo or certain monsters.

Ride Beast: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting a Chocobo or monster is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or convincing a Chocobo or monster to do something unusual also requires a check.

Control Mount in Battle: As a move action, you can attempt to control a Chocobo or monster while in combat. If you fail, you can do nothing else that round. You do not need to roll for riding a Chocobo or monster that has been specifically trained for battle.

Fast Mount or Dismount: You can mount or dismount as a swift action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Guide with Knees: You can react instantly to guide your Chocobo or mountable monster with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Soft Fall: You react instantly when you fall off your Chocobo or mountable monster, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 (for large-sized mounts), 1d8 (for huge-sized mounts), or 1d10 (for gargantuan-sized mounts) points of falling damage.

Stay in Saddle: You can react instantly to try to avoid falling when your Chocobo or mountable monster rears or bolts unexpectedly or when you take damage.

Use Mount as Cover: You can react instantly to drop down and hang alongside your Chocobo or mountable monster, using it as one-half cover. You can't attack while using your Chocobo or mountable monster as cover. If you fail, you don't get the cover benefit.

Special: You can take 10 when making a Ride check, but you can't take 20.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

RIDING TASK	DC
Guide with knees	10
Stay in saddle	10
Cover	15
Soft fall	15
Control mount in battle	20
Fast mount or dismount	20*

**Armour check penalty applies*

TABLE 4-4: MOUNTABLE CREATURES

LARGE-SIZED	HUGE-SIZED	GARGANTUAN-SIZED
Acrophies	Ancient Dragon	Dark Dragon
Bagnarada	Behemoth	Dragon
Chocobo	Rapps	Red Dragon
Cokatolis	Stilva	Schizo
Griffin		

SPELLCASTING (CHA)

Use this skill to cast magic, summons, enemy skill spells, or to focus your energies.

Cast Enemy Skills: As a standard action, you can cast an enemy skill. The DC for the check is determined by the target's Magic Defence.

Cast Magic: As a standard action, you can cast a magic spell. The DC for the check is determined by the target's Magic Defence.

Cast Summons: As a full-round action, you can cast a summon. The DC for the check equals 10 + the caster's character level.

Special: Characters wishing to use magic materia, summon materia, or the enemy skill materia need to be trained in this skill. You cannot take 10 or take 20 when using this skill.

STEALTH (DEX)

Armour Check Penalty

Use this skill to slink past a sentry without being heard, catch your enemy off-guard, snipe from a concealed location, or perform sleight of hand.

Sneak: Your Stealth check sets the DC for Perception checks made to notice you. If an opponent's Perception check succeeds, you are noticed.

Any circumstances that hampers your ability to sneak imposes a -2 penalty on your check, while favourable circumstances grants a +2 bonus. You gain a +5 modifier to your Stealth checks (+10 if you are a small character or +0 if you are a large character).

Conceal Item: As a standard action, you can attempt to conceal an item on your person. The concealed object must be at least one size smaller than you, and you get a modifier on your skill check based on the object's size: One size smaller, -5; two sizes smaller, +0; three times smaller, +5; or four times smaller, +10.

Other characters may notice a concealed object with a successful opposed Perception check. A character gains a +10 circumstance bonus when doing this, and it requires a full-round action.

Create a Diversion to Hide: You can use the Deception skill to help you be stealthy. A successful Deception gives you the momentary diversion you need to attempt a Stealth check even though people are aware of you. While the others turn their attention from you, you can make a Stealth check if you can reach a hiding place of some kind as a move action.

Pick Pocket: With a successful Stealth check, you can pilfer a small, hand-sized object from a target within reach. Your Stealth check is opposed by the target's Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but the target does not notice the effort. If you fail by 5 or more, you are unable to take the item and the target catches you in the act.

Sleight of Hand: You can palm hand-sized objects, perform minor feats of legerdemain, or attempt to perform a minor action without being noticed. All such efforts are opposed by observer's Perception check. Any observer that beats your Stealth check notices the action you attempted, and knows how you did it.

Snipe: After making a ranged attack from hiding, you can try to hide again, you must be at least 2 squares from the target, and you must already have successfully used Stealth to hide from the target. Make a new Stealth check (as normal, but with a -10 penalty) as a move action. If you succeed, you remain hidden; otherwise, your location is revealed.

Special: You can take 10 when making a Stealth check, but you can't take 20.

SURVIVAL (WIS)

Use this skill to hunt and forage, guide a party safely through arid wastelands, identify signs that Chocobos live nearby, or avoid quicksand and other natural hazards.

Basic Survival: Once per day, you can make a DC 15 Survival check to avoid natural hazards and keep yourself safe and fed in the wild for the next 24 hours. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10.

Endure Extreme Temperatures (requires field kit): Once per day, you can make a DC 20 Survival check to ignore the effects of extreme cold/heat for the next 24 hours.

Know Direction: As a full-round action, you can ascertain which direction is north by succeeding on a DC 10 Survival check.

Track (Trained Only): To find tracks or to follow them requires a full-round action and a successful Survival check. The DC of the check depends on the surface and the prevailing circumstances, as given below. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the terrain or prevailing circumstances change.

You move at half normal speed while tracking. You can choose to move your normal speed instead, but you take a -5 penalty on Survival checks made to follow tracks.

SURFACE	DC
Soft ground	10
Firm ground	20
Hard ground	30

Soft Ground: Any surface that holds clear impressions of footprints.

CIRCUMSTANCES	DC MODIFIER
Every 3 chocobos/characters in the group being tracked	-1
Every day since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+5
Poor visibility	+5
Tracked target hides trail (and moves at half speed)	+5
Chocobo being tracked	-5

Firm Ground: Any outdoor surface; or exceptionally soft or dirty indoor surface, that can capture footprints of a creature's passage.

Hard Ground: Any surface that doesn't hold footprints at all.

Special: You can take 10 when making a Survival check. You can take 20 if there is no danger or penalty for failure, but it takes twenty times as long as normal to do so.

SWIM (STR)

Armour Check Penalty

Using this skill allows you to swim, dive, and navigate underwater obstacles, and so on.

Swim: A successful Swim check allows you to swim one-quarter your speed as a move action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and must hold your breath (see the Endurance skill description, above) until you reach the surface by succeeding on a Swim check.

The DC for the Swim check depends on the situation:

SITUATION	DC
Calm water	10
Rough water	15
Stormy water	20

Retry: A new check is allowed the round after a check is failed.

Special: You can take 10 when making a Swim check, but you can't take 20.

TREAT INJURY (WIS)

Use this skill to keep a badly wounded friend from dying, to heal the injured, or to treat a diseased or status-effected character.

First Aid (requires a medical kit): As a full-round action, you can administer first aid to an unconscious or wounded character. If you succeed on a DC 15 Treat Injury check, the character regains a number of hit points equal to its level, +1 for every point by which your check result exceeds the DC. Using a medical kit grants a +2 equipment bonus on your skill check. If the skill check succeeds, the tended character cannot benefit from additional first aid for 24 hours.

You can administer first aid on yourself, but you take a -5 penalty on your Treat Injury check.

Long-Term Care: If you tend to a character for 8 consecutive hours, that character regains hit points to its level in addition to those recovered from natural healing. A character can only benefit from long-term care once in a 24-hour period. You can tend one character at a time if untrained, or up to six simultaneously if trained. You can't give long-term care to yourself.

Heal Damage (requires Potion): You can make a DC 8 Treat Injury check to heal a wounded character. The amount of damage healed equals 1d8 plus the target's Constitution modifier, and using a potion is not only pivotal to healing hit points but you also gain a +2 equipment bonus to the check as well.

Heal Magic Points (requires Ether): You can make a DC 8 Treat Injury check to heal a character's magic points count. The amount of magic points healed equals 1d6 plus the target's Wisdom modifier, and using an ether is not only pivotal to healing magic points but you also gain a +2 equipment bonus to the check as well.

Inject DNA or Genes (Trained Only; requires a medical kit): You can perform a medical on a character to inject alien cells or DNA or mako into that character's body. You need to make a Treat Injury check against the target's Fortitude Defence. If the check succeeds, the cells become a part of the new host. If the check fails, the character gains side-effects (see Chapter 11: JENOVA and the Cetra).

Heal Unconscious Creatures (requires Phoenix Down): You can make a DC 10 Treat Injury check to bring round an unconscious creature (a creature moved to the bottom of the condition track). Using a Phoenix Down grants you a +2 equipment bonus to your Treat Injury check.

Treat Status-Effect (requires Remedy): As a full-round action, you can treat a character that has been infected with a status-ailment. Make a Treat Injury check; if the result equals or exceeds the status-effect's DC (see below), you successfully heal that character of their ailment. You also need to use a Remedy to heal status-effects, and doing so grants you a +2 equipment bonus to your Treat Injury check.

STATUS-EFFECT	DC
Blind	8
Poison	8
Sleep	8
Haste	10
Slow	10
Stop	10
Berserk	15
Silence	15
Zombie	15

Special: You cannot take 10 or 20 when making Treat Injury checks.

TABLE 4-5: COMPUTER ATTITUDE STEPS

ATTITUDE	THE COMPUTER...
Hostile	Treats you as a hostile intruder and attempts to trace your location and isolate your connection
Unfriendly	Treats you as an unauthorised user and blocks your access to its programs and information
Indifferent	Treats you as a guest or visitor and grants you access to non-secretive programs and information (as long as this does not conflict with previous commands)
Friendly	Treats you as an authorised user and grants you access to any program and non-secret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks
Helpful	Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks

USE COMPUTER (INT)

Use this skill to access secured files and defeat security systems.

Access Information (requires computer attitude of indifferent or better): Getting information through a computer requires you to connect to the Worldwide Network and locate the files you seek. Connecting to the network (a full-round action) doesn't require a skill check if you use a computer that's already linked to it. However, establishing a connection to the Worldwide Network using a remote computer requires a DC 10 Use Computer check. You can also get information without connecting to the network if you use a computer whose memory contains that information; the GM decides what information a computer's memory actually holds.

INFORMATION	DC	TIME REQUIRED
General	15	1 minute (10 rounds)
Specific	20	10 minutes
Private	25	1 hour
Secret*	30	1 day (8 hours)

**Secret information can only be accessed on a computer that is helpful toward you*

Disable or Erase Program (Trained Only; requires computer attitude of helpful): You can disable or erase a program on a computer that is helpful toward you (see Table 4-5: Computer Attitude Steps). Disabling or erasing a program takes 10 minutes and requires a DC 15 Use Computer check.

Improve Access (Trained Only): As a full-round action, you can make a Use Computer check to adjust the attitude of a computer in order to gain access to its programs and information. Apply a modifier on the check based on the computer's current attitude toward you: hostile -10, unfriendly -5, indifferent -2, or friendly +0 (see Table 4-5: Computer Attitude Steps). If the check equals or exceeds the computers Will Defence, the computer's attitude shifts one step in your favour. If it fails, the computer's attitude does not change.

Issue Routine Command (requires computer attitude of friendly or better): As a standard action, you can issue a routine command to a computer. Examples include turning a computer on or off, viewing and editing documents or recordings in its memory, printing a hard copy of a document or image on a piece of paper, opening or closing doors that the computer controls, and the like.

Navigate (Trained Only): You can plot a safe course through the atmosphere. Doing so usually requires 1 minute, at the end of which time you must succeed on a Use Computer check. Various factors influence the DC of the check.

Reprogram Machine (Trained Only; requires tool kit): You can make a check to reprogram a machine to obey new orders, copy data stored in its memory banks, change its trained skills, erase memories selectively, or erase its memory entirely. The DC for any of these actions is equal to the machine's Will Defence. Reprogramming a machine takes 10 minutes.

Special: You can take 10 on Use Computer checks. You can take 20 on a Use Computer check except when attempting to improve access.

When a computer is friendly or helpful toward you, you gain an equipment bonus on all Use Computer checks made with that computer equal to its Intelligence bonus.

CHAPTER V –

FEATS



A feat is a special feature that either gives your character a new capability or improves one he or she already has. A character can take any feat as long as the prerequisites are met.

ACQUIRING FEATS

Choose the feats you feel best represent your character's interests and capabilities. Each character gets one feat when the character is created (at 1st level). At 3rd, 6th, 9th, 12th, 15th, and 18th level, characters gain another feat.

Additionally, you get bonus feats provided by Heroic Classes (see Chapter 3: Heroic Classes).

This chapter also describes Materia and Limit feats, Era feats, Machine feats, and Race feats, which, in basic terms, can be gained just like ordinary feats (that is, at 1st, 3rd, 6th, 9th, 12th, 15, and 18th level you can choose to gain a Materia and Limit feat, Era feat, Machine feat, or Race feat, instead of a normal feat (along with the levels in Heroic Classes stating bonus feats)).

TABLE 5-1: FEATS

FEAT	PREREQUISITE	FEAT	PREREQUISITE	FEAT	PREREQUISITE
Accelerated Strike	BAB +6	Extra Rage	Rage race trait	Quadruple Attack	Base attack bonus +16, Double Attack (chosen weapon), proficient with weapon, Triple Attack (chosen weapon)
Acrobatic Strike	Trained in Acrobatics	Far Shot	Point Blank Shot	Quadruple Crit	Triple Crit, proficient with weapon, BAB +12
Advanced Materia Training	Materia Training, trained in Knowledge (world lore) and Spellcasting	Fatal Hit	Strength 13, Dexterity 13	Quick Draw	Base attack bonus +1
Advantageous Attack	BAB +1	Feat of Strength	Strength 15	Rapid Shot	Dex 13, Base attack bonus +1, proficient with weapon
Armour Proficiency	-	Final Slot	DMW, Power Surge, Wisdom 15	Rapid Strike	Str 13, Base attack bonus +1, proficient with weapon
Assured Attack	---	Genetic Surgery	Trained in Treat Injury	Recall	Trained in any one Knowledge skill
Attack Combo (Fire and Strike)	Attack Combo (Melee), Attack Combo (Ranged), BAB +9	Grapple Resistance	---	Running Attack	Dex 13
Attack Combo (Melee)	BAB +3	Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	Scan	Trained in Spellcasting, Libra
Attack Combo (Ranged)	BAB +3	Improved Charge	Dex 13, Dodge, Mobility	Shake It Off	Con 13, trained in Endurance
AVALANCHE Training	Charging Fire	Improved Damage Threshold	---	Shinra Electric Power Company Military Training	---
Brink of Death	---	Improved Defences	---	Skill Challenge: Catastrophic Avoidance	---
Burst Fire	Str 13, Weapon Proficiency (heavy weapons), proficient with weapon	Improved Disarm	Int 13, Melee Defence	Skill Challenge: Last Resort	---
Careful Shot	Point Blank Shot, base attack bonus +2	Informer	Trained in Perception	Skill Challenge: Recovery	---
Charging Fire	Base attack bonus +4	Knock Heads	Dexterity 13, Strength 13, Multi-Grab	Skill Focus	---
Chocobo Rush	Str 13, base attack bonus +1	Linguist	Int 13	Skill Training	---
Cleave	Str 13, Power Attack	Mark of a SOLDIER	Non-Machine, Mako Infusion	Sniper	Point Blank Shot, Precise Shot, base attack bonus +4
Combat Reflexes	-	Martial Arts I	---	Sniper Shot	Proficient with weapon
Conditioning	Strength 13, Constitution 13	Martial Arts II	Martial Arts I, base attack bonus +3	SOLDIER Training	Mark of a SOLDIER
Coordinated Attack	Base attack bonus +2	Martial Arts III	Martial Arts I, Martial Arts II, base attack bonus +6	Surgical Expertise	Trained in Treat Injury
Critical Strike	BAB +9, proficient with weapon, Weapon Focus	Materia Training	-	Tech Specialist	Trained in Mechanics
Crush	Pin, base attack bonus +1	Melee Defence	Int 13	Throw	Trip, base attack bonus +1
Cunning Attack	---	Mighty Swing	Str 13	Toughness	---
Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	Mobility	Dex 13, Dodge	Trip	Base attack bonus +1
DEEPGROUND Military Training	---	Multi-Grab	Dexterity 13	Triple Attack	Base attack bonus +11, Double Attack (chosen weapon), proficient with weapon
Dodge	Dex 13	Overwhelming Attack	---	Triple Crit	Proficient with weapon, base attack bonus +8
Double Attack	Base attack bonus +6, proficient with weapon	Pin	Base attack bonus +1	Vehicular Combat	Trained in Pilot
Dreadful Rage	Rage race trait, base attack bonus +2	Point Blank Shot	-	Weapon Finesse	Base attack bonus +1
Dual Weapon Mastery I	Dex 13, base attack bonus +1	Power Attack	Str 13	Weapon Focus	Proficient with weapon
Dual Weapon Mastery II	Dex 15, base attack bonus +6, Dual Weapon Mastery I	Powerful Charge	Medium- or Large-size, base attack bonus +1	Weapon Proficiency	-
Dual Weapon Mastery III	Dex 17, base attack bonus +11, Dual Weapon Mastery I, Dual Weapon Mastery II	Power Surge	DMW, base attack bonus +7	Whirlwind Attack	Dex 13, Int 13, Melee Defence, base attack bonus +4
Exotic Weapon Proficiency	Base attack bonus +1	Precise Shot	Point Blank Shot	You Can Hear The Cry From The Planet	-

PREREQUISITES

Some feats have prerequisites. A character must have the listed ability score, feat, trained skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite(s).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite. For instance, the prerequisites for the Cleave feat are “Strength 13 and Power Attack.” Any character with a Strength score of 13 or higher and the Power Attack feat meets the prerequisites. You can’t use a feat if you’ve lost a prerequisite. For example, if your Strength drops below 13 for any reason, you can’t use the Power Attack feat until your Strength returns to 13 or higher.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME

A description of what the feat does or represents in plain language, with no game mechanics.

Prerequisite(s): A minimum ability score, another feat or feats, a minimum base attack bonus, and/or a special skill requirement that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

Benefit: What the feat enables you (the character) to do.

Normal: What a character which does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

ACCELERATED STRIKE

Your melee attack is exceptionally quick.

Prerequisites: Base attack bonus +6.

Benefit: Once per encounter, when using only weapons with which you are proficient, you can take a full attack action as a standard action. The effects of this feat do not stack with the effects of the Haste spell.

ACROBATIC STRIKE

Your dextrous manoeuvres and skilled acrobatics allow you to slip past a foe’s defences and deliver an accurate strike against him.

Prerequisite(s): Trained in the Acrobatics skills.

Benefit: If you succeed in tumbling to avoid an attack of opportunity, you gain a +5 bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

SKILL CHALLENGE FEATS

Some of the feats in this chapter interact with the mechanics used for skill challenges that are described in Chapter 4 of the Gamemaster’s Guide. If the Gamemaster does not use skill challenges in the campaign, players should not choose any skill challenge feats for their heroes. If the GM later decides to introduce skill challenges into an on-going campaign, players should have the option of replacing one or more of their current feats with skill challenge feats when appropriate.

ADVANCED MATERIA TRAINING

Your knowledge and understanding of materia allows you to get better results in your spellcasting.

Prerequisites: Materia Training (any one), trained in Knowledge (world lore) and Spellcasting.

Benefit: When you use a piece of materia that requires a Spellcasting check (you must be trained with that type of materia), you can

use the Knowledge (world lore) skill in place of the Spellcasting skill when making the check.

ADVANTAGEOUS ATTACK

You know how to take advantage of slow-moving enemies in combat.

Prerequisite: Base attack bonus +1.

Benefit: When you make a successful attack against an enemy who has not yet acted in combat, you add your full heroic level to damage rolls.

Normal: Typically you add only one-half your heroic level to damage rolls.

ARMOUR PROFICIENCY

You are proficient with a particular type of armour and can wear it without impediment.

Benefit: When you wear a type of armour (light, medium, and heavy), you take no armour check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armour's special equipment bonuses (if any).

Normal: A character who wears armour with which she is not proficient takes a -10 armour check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Athletics, Endurance, Initiative, and Stealth. Additionally, the character gains none of the armour's special equipment bonuses.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of armour.

ASSURED ATTACK

You have become so practised with your attacks that you almost always deal significant damage.

Benefit: Whenever you deal damage to a target with an attack and you roll multiple damage dice, you can reroll the lowest damage die but must keep its second result, even if it is worse.

ATTACK COMBO (FIRE AND STRIKE)

You can make deadly ranged and melee attacks in rapid succession.

Prerequisites: Attack Combo (Melee), Attack Combo (Ranged), base attack bonus +9.

Benefit: If you hit a single target with two consecutive ranged, melee, and/or unarmed attacks during the same turn, any additional ranged, melee, or unarmed attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

ATTACK COMBO (MELEE)

After landing successive blows against a single target, your melee and unarmed attacks become more devastating.

Prerequisites: Base attack bonus +3.

Benefit: If you hit a single target with two consecutive melee and/or unarmed attacks during the same turn, any additional melee or unarmed attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

ATTACK COMBO (RANGED)

Your damage-dealing ability improves after hitting a single target with successive ranged attacks.

Prerequisites: Base attack bonus +3.

Benefit: If you hit a single target with two consecutive ranged attacks during the same turn, any additional ranged attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

AVALANCHE TRAINING

Service in AVALANCHE has given you an advantage in many types of combat.

Prerequisite: Charging Fire.

Benefit: When using the Charging Fire feat, you gain a +2 bonus to a ranged attack made at the end of a charge. As with a normal charge, you still take a -2 penalty to your Reflex Defence, but you also gain a +2 morale bonus to your Will Defence until the beginning of your next turn.

Normal: You gain no bonus to a ranged attack made at the end of a charge with the Charging Fire feat.

BRINK OF DEATH

You can take an enemy to the brink of death without killing him.

Benefit: When you deal sufficient damage on an attack to kill a target, you may instead choose to reduce the target to 0 hit points, leaving it unconscious but alive. Normal rules for being at 0 hit points apply (see Chapter 2: Combat in the Gamemaster's Guide).

BURST FIRE

When using a ranged weapon in autofire mode, you can fire a short burst at a single foe.

Prerequisite(s): Strength 13, Weapon Proficiency (heavy weapons), proficient with weapon.

Benefit: When using a ranged weapon with autofire capability in autofire mode, you may fire a short burst as a single attack against a single target. You take a -5 penalty on the attack roll but deal +2 dice of damage. For example, a weapon that deals 1d12 points of damage deals 3d12 points of damage instead. The effects of this feat do not stack with the extra damage provided by the Deadeye or Rapid Shot feat.

Normal: Autofire uses ten shots, targets a 2-square-by-2-square area, and can't be aimed at a specific target. Without this feat, if you attempt an autofire attack at a specific target, it simply counts as a normal attack and all the extra shots are wasted.

Special: Firing a burst expends five shots and can only be done if the weapon has at least five shots remaining.

CAREFUL SHOT

You are particularly skilled at aiming your attacks.

Prerequisite(s): Point Blank Shot, base attack bonus +2.

Benefit: If you aim before making a ranged attack, you gain a +1 bonus on your attack roll.

CHARGING FIRE

You are able to make ranged attacks while charging.

Prerequisite(s): Base attack bonus +4.

Benefit: When you charge, you may make a ranged attack instead of a melee attack at the end of your movement. Unlike a normal charge, your momentum does not help overcome your target, so you gain no bonus on attack rolls. As with a normal charge, you still take a -2 penalty to your Defence.

Normal: You can make a single melee attack with a +2 bonus on your attack roll at the end of a charge.

CHOCOBO RUSH

You can shove your opponents around the battlefield to gain a tactical advantage.

Prerequisite(s): Strength 13, base attack bonus +1.

Benefit: After making a successful melee attack against an opponent up to one size category larger than you, you can choose to move that opponent 1 square in any direction as a free action. You can't Chocobo rush an opponent that's being grabbed or grappled, and you can't Chocobo rush your opponent into a solid object or another creature's fighting space.

CLEAVE

You can follow through with a powerful melee attack.

Prerequisite(s): Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to reduce its hit points to 0, you get an immediate extra melee attack against another opponent within your reach. You cannot adjust 1 square before making this extra attack. The extra attack is with the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

COMBAT REFLEXES

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: When opponents leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

COORDINATED ATTACK

You are skilled at coordinating your attacks with your allies.

Prerequisite(s): Base attack bonus +2.

Benefit: You are automatically successful when using the aid another action to aid an ally's attack or suppress an enemy as long as the target is adjacent to you or within point blank range.

Normal: You must make an attack roll against a Defence of 10 to gain the benefits of the aid another action.

CONDITIONING

You are in excellent physical condition, enabling you to extend physical activities. You might not have great strength, but you have a lot of stamina.

Prerequisites: Strength 13, Constitution 13.

Benefit: You can reroll any Strength- or Constitution-based skill checks for skills that you are trained in. the result of the reroll must be accepted even if it is worse. Additionally, once per encounter you can add your Strength bonus to your Fortitude Defence as a reaction; this bonus lasts until the beginning of your next turn.

CRITICAL STRIKE

At the cost of speed, you can make a devastating attack.

Prerequisites: Base attack bonus +9, proficient with melee weapon used, Weapon Focus for the melee weapon used.

Benefit: You can take two consecutive swift actions in the same round to increase the critical range of your next melee attack by 1. Thus, if a weapon scores a critical hit on a natural 20, it can score a critical hit on a natural roll of 19 or 20 instead. However, any roll other than a natural 20 is not considered an automatic hit; if you roll a natural 19 and miss the target, you do not score a critical hit. You lose the benefits of Critical Strike if you lose line of sight to your target or if you take any other action before making your attack.

CRUSH

You can deal damage to a creature that you've grappled.

Prerequisite(s): Pin, base attack bonus +1.

Benefit: If you successfully pin an opponent with a grapple attack, you can immediately deal bludgeoning damage to it equal to your unarmed damage or claw damage, whichever is greater.

CUNNING ATTACK

You are skilled at attacking unprepared opponents.

Benefit: You gain a +2 bonus on attack rolls against a flat-footed enemy or one who is denied its Dexterity bonus to Reflex Defence.

DEADEYE

You are skilled at picking off enemies with well-aimed ranged attacks.

Prerequisite(s): Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: If you aim before making a ranged attack and the attack hits, increase the damage you deal by an additional weapon die. For example, if you score a hit with a mako gun using the Deadeye feat, the mako shot deals 2d8 points of damage (instead of the normal 1d8 points).

The effects of this feat do not stack with the extra damage provided by the Burst Fire or Rapid Shot feat.

DEEPGROUND MILITARY TRAINING

You are trained in DEEPGROUND military fighting techniques, giving you an advantage in melee and ranged combat. This training is generally given to members of any DEEPGROUND unit.

Benefit: Once per encounter, as a reaction, when you reduce a target to 0 hit points or deal damage that exceeds the target's damage threshold, you can activate this feat to cause all enemies within 6 squares of that target to take a -2 penalty to defences until the end of your next turn.

This is a mind-affecting effect.

DODGE

You are adept at dodging blows.

Prerequisite(s): Dexterity 13.

Benefit: During your turn, you designate an opponent and receive a +1 dodge bonus to your Reflex Defence against attacks from that opponent. You can select a new opponent on any action.

A situation that makes you lose your Dexterity bonus to Reflex Defence (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DOUBLE ATTACK

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus +6, proficient with chosen weapon.

Benefit: Choose a single exotic weapon or one of the following weapon groups: advanced melee weapons, advanced range weapons, heavy weapons, pistols, rifles, simple weapons. When you use the full attack action, you may make one additional attack when wielding such a weapon; however, you take a -5 penalty on all attack rolls until your next turn because you're trading precision for speed.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times, each time you select this feat, it applies to a different exotic weapon or weapon group.

DREADFUL RAGE

You deal horrendous damage while raging.

Prerequisite(s): Rage race trait, base attack bonus +1.

Benefit: While raging, your rage bonus on melee attack rolls and melee damage rolls increases by +5.

Normal: A character with the rage race trait gains a +2 rage bonus on melee attack rolls and melee damage rolls while raging.

DUAL WEAPON MASTERY I

You are adept at fighting with two weapons and double weapons.

Prerequisite(s): Dexterity 13, base attack bonus +1.

Benefit: When you attack with two weapons or with both ends of a double weapon as a part of a full attack action, you take a -5 penalty (instead of a -10 penalty) on all attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn, you take a -10 penalty on all attack rolls for the round.

DUAL WEAPON MASTERY II

You are a master at fighting with two weapons and double weapons.

Prerequisite(s): Dexterity 15, base attack bonus +6, Dual Weapon Mastery I.

Benefit: When you attack with two weapons or with both ends of a double weapon as a part of a full attack action, you take a -2 penalty (instead of a -10 penalty) on all attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn, you take a -10 penalty on all attack rolls for the round.

DUAL WEAPON MASTERY III

You can wield two weapons or a double weapon without penalty.

Prerequisite(s): Dexterity 17, base attack bonus +11, Dual Weapon Mastery I, Dual Weapon Mastery II.

Benefit: When you attack with two weapons or with both ends of a double weapon as a part of a full attack action, you take no penalty on your attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn, you take a -10 penalty on all attack rolls for the round.

EXOTIC WEAPON PROFICIENCY

Choose an exotic weapon, such as flamethrower. You understand how to use that type of exotic weapon in combat.

Prerequisite(s): Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -5 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon.

EXTRA RAGE

You can fly into a rage more often.

Prerequisite(s): Rage race trait.

Benefit: You can rage one additional time per day.

Special: You can take this feat multiple times; each time you take the feat, you can rage one additional time per day.

FAR SHOT

You are better at shooting distant foes.

Prerequisite(s): Point Blank Shot.

Benefit: When you use a ranged weapon against targets at short, medium, or long range, the range category is considered one less. In other words, you take no penalty on ranged attack rolls against targets at short range, a -2 penalty on ranged attack rolls made against targets at medium range, and a -5 penalty on a ranged attack roll made against targets at long range.

Normal: When making a ranged attack roll, a character takes a -2 penalty against short ranged targets, a -5 penalty against medium-ranged targets, and a -10 penalty against targets at long range.

FATAL HIT

Enemies you take down don't get up again.

Prerequisites: Strength 13, Dexterity 13.

Benefit: When you attack drops a target to 0 hit points, you may choose to automatically kill that enemy even if the damage dealt does not exceed the target's damage threshold.

Normal: A creature that drops to 0 hit points becomes unconscious if the damage dealt does not exceed its damage threshold.

FEAT OF STRENGTH

You draw on inner reserves of physical power to perform great feats of strength, such as lifting heavy objects, leaping great distances, or hauling yourself up a cliff while weighted down by a heavy load.

Prerequisite: Strength 15.

Benefit: Once per encounter as a full-round action, you can take 20 on a single Strength check or Strength-based skill check (you must be trained in the skill), even if you are distracted or threatened.

Normal: You may not take 20 when distracted or threatened, or in a single round.

Special: After using this feat for the first time in a given encounter, you make a DC 15 Endurance check (as a free action). If the check succeeds, you can use this feat once more during the same encounter.

FINAL SLOT

Your chances of achieving better results are far greater than before.

Prerequisite(s): DMW, Power Surge, Wisdom 15.

Benefit: When you reroll the lowest die under the effects of the Power Surge feat, you can keep the better of the two rolls instead.

Normal: You must accept the result of the reroll, even if it is worse.

GENETIC SURGERY

You can perform the surgical procedures necessary to inject genes or DNA into living beings.

Prerequisite(s): Trained in the Treat Injury skill.

Benefits: You can inject DNA, genes, or mako into a living being. The surgical procedure takes 10 minutes of uninterrupted work, after which you must make a DC 20 Treat Injury check. If the check succeeds, the injection is a success and the DNA or genes or mako becomes a part of the new host body. If the check fails, the injection is not done properly and may cause side effects (see Chapter 11: JENOVA and the Cetra).

Special: You can inject DNA, genes, or mako into yourself, but you take a -5 penalty on the Treat Injury skill check. If you have the Surgical Expertise feat, you can complete the injection in 3 minutes instead of 10 minutes.

GRAPPLE RESISTANCE

You make it difficult for enemies to grab or grapple you, or attack objects in your possession.

Benefit: You gain a +5 bonus to your Reflex Defence when an enemy makes a grab or grapple attack against you, and you gain a +5 bonus to all opposed grapple checks. All objects that you are holding or carrying gain a +5 bonus to their Reflex Defence when attacked (see "Attack an Object" on page 18 of the Gamemaster's Guide).

GREAT CLEAVE

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

Prerequisite(s): Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As the Cleave feat, except that you have no limit to the number of times you can use it per round.

IMPROVED CHARGE

You can charge around obstacles.

Prerequisite(s): Dexterity 13, Dodge, Mobility.

Benefit: You can make a charge without having to move in a straight line, and you can alter your direction when making a charge to avoid obstacles. All other charge rules apply.

Normal: A character must charge in an unobstructed straight line.

IMPROVED DAMAGE THRESHOLD

You are harder to take down in a fight.

Benefit: You increase your damage threshold by 5 (see Damage Threshold, Chapter 12: Combat).

Normal: A creature without this feat has a damage threshold equal to its Fortitude Defence plus its size modifier (+5 for Large, +10 for Huge, +20 for Gargantuan, or +50 for Colossal).

Special: You can take this feat more than once, its effects stack. Each time you take this feat, increase your damage threshold by 5.

IMPROVED DEFENCES

You are skilled at fending off attacks of many forms.

Benefit: You gain a +1 bonus to your Reflex Defence, Fortitude Defence, Will Defence, and Magic Defence.

IMPROVED DISARM

You are skilled at disarming opponents in melee combat.

Prerequisite(s): Intelligence 13, Melee Defence.

Benefit: You gain a +5 bonus on any melee attack roll made to disarm an opponent. In addition, if you fail to disarm your opponent, he doesn't get to make a free attack against you.

INFORMER

You are adept at prying into the affairs of others and dealing with those who are most interested in gaining that knowledge.

Prerequisite: Trained in the Perception skill.

Benefit: You can use your Perception modifier instead of your Gather Information modifier when making Gather Information checks. You are considered trained in the Gather Information skill for the purpose of using this feat. If you are entitled to a Gather Information check reroll, you can reroll your Perception check instead (subject to the same circumstances and limitations).

Additionally, when you have favourable conditions for your Gather Information check (such as from operating in your hometown), you reduce by half the time it takes to make a Gather Information check.

KNOCK HEADS

You knock two opponent's heads together in unarmed combat.

Prerequisites: Dexterity 13, Strength 13, Multi-Grab.

Benefit: After successfully using the Multi-Grab feat against two targets that are both adjacent to you and each other, you can immediately knock their heads together, dealing automatic bludgeoning damage to each creature equal to 1d6 plus your Strength modifier. When comparing the damage to each creature's damage threshold, treat their damage thresholds as if they were 5 points lower. Both creatures are still considered grabbed at the end of using this feat.

LINGUIST

You pick up languages quickly and easily.

Prerequisite(s): Intelligence 13.

Benefit: You gain a number of bonus languages equal to 1 plus your Intelligence bonus (minimum of 1). See the sidebar in Chapter 02: Races for a list of common languages.

MARK OF A SOLDIER

Because of the Mako-infusion process, you are capable of achieving more than you would normally.

Prerequisite(s): Cannot be a machine, must be infused with Mako.

Benefit: You gain three extra Mako Points at each level. In addition, whenever you gain a new talent, you have the option of selecting a Mako talent instead. You must meet the prerequisites of the Mako talent to select it (see Mako Talents in Chapter 11: JENOVA and the Cetra).

MARTIAL ARTS I

You are adept at fighting unarmed.

Benefit: Damage dealt by your unarmed attacks increases by one die: 1d4 becomes 1d6, 1d6 becomes 1d8, and 1d8 becomes 1d10. In addition, you gain a +1 dodge bonus to your Reflex Defence. The damage increase stacks with the damage increase you gain as you level-up.

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d4; Medium, 1d6; Large, 1d8.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defence (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MARTIAL ARTS II

You are a master at fighting unarmed.

Prerequisite(s): Martial Arts 1, base attack bonus +3.

Benefit: Damage dealt by your unarmed attacks increases by one die: 1d6 becomes 1d8, 1d8 becomes 1d10, and 1d10 becomes 1d12. In addition, you gain a +1 dodge bonus to your Reflex Defence (which stacks with the dodge bonus granted by the Martial Arts I feat). The damage increase stacks with the damage increase you gain as you level-up.

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d4; Medium, 1d6; Large, 1d8.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defence (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MARTIAL ARTS III

Your martial arts prowess is second to none.

Prerequisite(s): Martial Arts 1, Martial Arts II, base attack bonus +6.

Benefit: Damage dealt by your unarmed attacks increases by one die: 1d8 becomes 2d8, 1d10 becomes 2d10, and 1d12 becomes 2d12. In addition, you gain a +1 dodge bonus to your Reflex Defence (which stacks with the dodge bonus granted by the Martial Arts I and Martial Arts II feats). The damage increase stacks with the damage increase you gain as you level-up.

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d4; Medium, 1d6; Large, 1d8.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defence (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MATERIA TRAINING

You understand and are capable of using a single type of materia.

Benefit: Select one of the following materia types: ability-booster, enemy skill, magic, or summon.

You are able to equip and use any materia within the selected materia type without penalty.

Normal: Without this feat, you endure a -5 penalty to Spellcasting checks when using magic, enemy skill, and summon materia.

Special: You can select this feat multiple times. Each time you do, it applies to a different type of materia.

MELEE DEFENCE

You are trained at using your combat ability for defence as well as offence.

Prerequisite(s): Intelligence 13.

Benefit: When you use a standard action to make a melee attack, you can take a penalty of up to -5 on your attack roll and add the same number (up to +5) as a dodge bonus to your Reflex Defence. This number may not exceed your base attack bonus. The changes to attack rolls and Reflex Defence last until the start of your next turn.

Normal: A character without the Melee Defence feat can fight defensively while using the attack action to take a -5 penalty on his attack roll and gain a +2 dodge bonus to his Reflex Defence.

MIGHTY SWING

You are capable of delivering jarring melee attacks.

Prerequisite(s): Strength 13.

Benefit: You can spend two swift actions in the same round to deal +1 die of damage on your next melee attack in the same round. The effects of this feat do not stack with the extra damage provided by the Rapid Strike feat, nor does its effect stack with the Haste spell.

MOBILITY

You are skilled at moving past opponents and avoiding opportunistic attacks.

Prerequisite(s): Dexterity 13, Dodge.

Benefit: You get a +5 dodge bonus to Reflex Defence against attacks of opportunity caused when you move out of or into a threatened area.

A situation that makes you lose your Dexterity bonus to Reflex Defence (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MULTI-GRAB

You may grab two opponents at once.

Prerequisite: Dexterity 13.

Benefit: As a standard action, you can make a grab attack against two targets adjacent to you (roll a separate attack against each target). You must have two empty hands to use this feat.

OVERWHELMING ATTACK

You know how to get your attacks past enemy defences, making sure they strike true.

Benefit: You must spend two swift actions in the same round to activate this feat. If your target attempts to use a talent, feat, or other ability to negate your attack (such as Block, Deflect, or Vehicular Combat), the target takes a -5 penalty to any attack rolls or skill checks it makes to negate the attack. This effect applies to the next attack you make before the end of the same round.

PIN

You are skilled at immobilising grappled foes.

Prerequisite(s): Base attack bonus +1.

Benefit: If you succeed on a grappling attack and your opponent fails the opposed grapple check, your opponent is automatically pinned until the start of your next turn. A pinned creature can't move or take any actions while pinned, and it loses its Dexterity bonus (if any) to Reflex Defence.

Special: You cannot use the Pin and Trip feats during the same round. You can use the Pin and Crush feat in the same round, however.

POINT BLANK SHOT

You are skilled at making well-placed shots with ranged weapons at point blank range.

Benefit: You get a +1 bonus on attack rolls and damage rolls with ranged weapons against opponents within point blank range.

POWER ATTACK

You can make exceptionally powerful melee attacks.

Prerequisite(s): Strength 13.

Benefit: On your action, before making an attack roll, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until the start of your next turn.

Special: If you attack with a weapon wielded with two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt against an object or vehicle.

POWERFUL CHARGE

You can charge with extra force.

Prerequisite(s): Medium or larger size, base attack bonus +1.

Benefit: When you charge, you gain an additional +2 bonus to your melee attack roll. If your melee attack hits, you deal additional damage equal to one-half your level.

POWER SURGE

You are filled with a new surge of energy.

Prerequisite(s): DMW, base attack bonus +7.

Benefit: Once per encounter, when you roll 3d6 to determine what benefit you receive using the effect of your DMW feat, you can reroll the lowest die, but you must keep the result of the reroll, even if it is worse.

PRECISE SHOT

You are skilled at timing your ranged attacks so that you don't hit your allies by mistake.

Prerequisite(s): Point Blank Shot.

Benefit: You can shoot or throw a ranged weapon at an opponent engaged in melee combat with one or more of your allies without taking the standard -5 penalty.

QUADRUPLE ATTACK

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus +16, Double Attack (chosen weapon), proficient with chosen weapon, Triple Attack (chosen weapon).

Benefit: Choose a single exotic weapon or one of the following weapon groups: advanced weapons, heavy weapons, pistols, rifles, simple weapons, swords. When you use the full attack action, you may make one additional attack when wielding such a weapon; however, you take a -5 penalty on all attack rolls until your next turn because you're trading precision for speed. The extra attack and penalty stack with those of Double Attack and Triple Attack.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times, each time you select this feat, it applies to a different exotic weapon or weapon group.

QUADRUPLE CRIT

Choose one type of weapon, such as a bayonet rifle, katana, or broadsword. You deal more damage on a critical hit with that weapon.

Prerequisite(s): Triple Crit, Proficient with weapon, base attack bonus +12.

Benefit: When you score a critical hit with the selected weapon, you deal quadruple damage. You may select "unarmed attack" as a weapon for purposes of this feat.

Normal: A critical hit normally deals double damage to the target.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different weapon.

QUICK DRAW

You can draw and holster weapons with startling quickness.

Prerequisite(s): Base attack bonus +1.

Benefit: You can draw a weapon as a swift action instead of as a move action.

RAPID SHOT

You can make two quick shots with a ranged weapon as a single attack.

Prerequisite(s): Dexterity 13, base attack bonus +1, proficient with weapon.

Benefit: When using a ranged weapon, you may fire two shots as a single attack against a single target. You take a -2 penalty on your attack roll, but you deal +1 die of damage with a successful attack.

Special: Using this feat fires two shots and can only be done if the weapon has sufficient ammunition remaining. The effects of this feat do not stack with the extra damage provided by the Burst Fire feat or Deadeye feat.

RAPID STRIKE

You can make two quick strikes with a melee weapon as a single attack.

Prerequisite(s): Strength 13, base attack bonus +1, proficient with weapon.

Benefit: When using a melee weapon, you may make two strikes as a single attack against a single target. You take a -2 penalty on your attack roll, but you deal +1 die of damage with a successful attack. The effects of this feat do not stack with extra damage provided by the Mighty Swing feat.

RECALL

You know a lot of details in your area of knowledge, but don't always remember them immediately.

Prerequisite: Trained in at least one Knowledge skill.

Benefit: Once per day, you can reroll any check for a Knowledge skill that you are trained in, keeping the better result.

RUNNING ATTACK

You can move as you attack.

Prerequisite(s): Dexterity 13.

Benefit: When making an attack with a melee or ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SCAN

You can read into your enemies more clearly.

Prerequisite: Libra talent, trained in the Spellcasting skill.

Benefit: You receive a +3 bonus on Spellcasting checks when using the Libra talent.

SHAKE IT OFF

You have learned to shake off debilitating conditions.

Prerequisites: Constitution 13, trained in the Endurance skill.

Benefit: You can spend two swift actions instead of three swift actions to move +1 step along the condition track (see Conditions, page 15 of the Gamemaster's Guide).

Normal: It takes three swift actions to move +1 step along the condition track.

SHINRA ELECTRIC POWER COMPANY MILITARY TRAINING

Service in the Shinra Electric Power Company has honed your toughness.

Benefit: You do not move down the condition track the first time an attack exceeds your damage threshold in an encounter.

SKILL CHALLENGE: CATASTROPHIC AVOIDANCE

Your luck is such that catastrophe occurs less frequently for you when you are engaged in stressful situations.

Benefit: Once per skill challenge that has a chance of catastrophic failure, this failure occurs only if you fail a skill check by 15 or more. In addition, when a catastrophic failure occurs, you accrue one failure in the skill challenge, not two.

Special: This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 3 of the Gamemaster's Guide.

SKILL CHALLENGE: LAST RESORT

When failure threatens, you throw everything you have at the skill challenge to prevent disaster.

Benefit: Once per skill challenge, when you or an ally accrues a third failure (which would normally end the skill challenge), you or the ally can reroll the attempt, keeping the better result.

Special: This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 3 of the Gamemaster's Guide.

SKILL CHALLENGE: RECOVERY

You can snatch victory from the jaws of defeat when involved in a skill challenge.

Benefit: Once per skill challenge, you treat the challenge as if it had the recovery effect, even if it does not have that effect.

Special: This feat is allowed only in campaigns that use the skill challenge rules described in Chapter 3 of the Gamemaster's Guide.

SKILL FOCUS

One of your skills is particularly well honed.

Benefit: You gain a +5 competence bonus on skill checks made with one trained skill of your choice.

Special: This feat may be selected multiple times. Its effects do not stack. Each time you take this feat, it applies to a different trained skill.

SKILL TRAINING

You are considered trained in a new skill.

Benefit: Choose one untrained skill from your list of class skills. You become trained in that skill.

Special: This feat may be selected multiple times, each time you take this feat; it applies to a different class skill.

SNIPER

You are particularly adept at hitting the right target in a crowd.

Prerequisite(s): Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: You always ignore soft cover (that is, cover provided by a character, monster, or vehicle) when you make a ranged attack.

Normal: You can ignore cover if you aim before making a ranged attack.

TABLE 5-3: TECH SPECIALIST MODIFICATIONS

Armour Trait	Benefit
Agile Armour	Increases the armour's maximum Dexterity bonus by 1.
Fortifying Armour	Increases the armour's equipment bonus to Fortitude Defence by 1.
Protective Armour	Increases the armour's armour bonus to Reflex Defence by 1.
Device Trait	Benefit
Enhanced Strength	Increase the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.
Vehicle Trait	Benefit
Enhanced Dexterity	Increase the vehicle's Dexterity score by 2.
Improved Speed	Increase the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increase the vehicle's shield rating by 5.
Weapon Trait	Benefit
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode.

TECH SPECIALIST

You can make custom modifications to weapons, armour, devices, and vehicles so that they can function beyond their normal specifications.

Prerequisite(s): Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armour, weapon, or vehicle so that it gains a special trait. Specific traits are given on the table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armour, weapon, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armour, weapon, or vehicle you wish to modify or 1,000 gil, whichever is more. Completing the modification requires 1

SNIPER SHOT

You make a precision attack at the expense of your own defence.

Prerequisite: Proficient with ranged weapon used (other than heavy weapons).

Benefit: When wielding only weapons with which you are proficient, you can gain a +2 bonus on your ranged attack, but you take a -5 penalty to Reflex Defence until the beginning of your next turn.

Special: This feat cannot be used with vehicle weapons or heavy weapons.

SOLDIER TRAINING

You learn one or more extraordinary powers (see Extraordinary Powers, Chapter 11: JENOVA and the Cetra).

Prerequisites: Mark of a SOLDIER, trained in the Spellcasting skill.

Benefit: You add to your Extraordinary Power suite a number of extraordinary powers equal to 1 + your Wisdom modifier (minimum of 1). You can add the same power more than once.

Special: You can take this feat more than once, each time you take this feat, you add to your Extraordinary Power suite a number of extraordinary powers equal to your Wisdom modifier.

If your Wisdom modifier permanently increases, you immediately gain a number of Extraordinary Powers equal to the number of SOLDIER Training feats you have taken.

SURGICAL EXPERTISE

You can perform skilful surgical procedures quickly.

Prerequisite(s): Trained in the Treat Injury skill.

Benefit: You can perform surgery in 10 minutes.

Normal: Performing surgery typically takes 1 hour.

day per 1,000 gil of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all gil spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of the modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including gil wasted on failed modification attempts).

THROW

You can throw a creature that you've grappled.

Prerequisite(s): Trip, base attack bonus +1.

Benefit: If you successfully trip an opponent with a grapple attack, the opponent falls prone in any unoccupied space you desire up to 1 square beyond your reach and takes bludgeoning damage equal to your unarmed attack damage. A thrown opponent is no longer considered grappled.

TOUGHNESS

You are tougher than normal.

Benefit: You gain an additional 5 hit points.

Special: You may select this feat multiple times. Each time you do, you gain an additional 5 hit points.

TRIP

You are skilled at tripping grappled foes.

Prerequisite(s): Base attack bonus +1.

Benefit: If you succeed on a grappling attack and your opponent fails the opposed grapple check, it falls prone in its space and is no longer considered grappled.

A prone opponent takes a -5 penalty on melee attacks rolls. Melee attacks made against a prone target gain a +5 bonus, while ranged attacks made against a prone target a -5 penalty.

Special: You cannot use the Pin and Trip feats during the same round.

TRIPLE ATTACK

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus +11, Double Attack (chosen weapon), proficient with chosen weapon.

Benefit: Choose a single exotic weapon or one of the following weapon groups: advanced weapons, heavy weapons, pistols, rifles, simple weapons, swords. When you use the full attack action, you may make one additional attack when wielding such a weapon; however, you take a -5 penalty on all attack rolls until your next turn because you're trading precision for speed. The extra attack and penalty stack with those of Double Attack.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times, each time you select this feat, it applies to a different exotic weapon or weapon group.

TRIPLE CRIT

Choose one type of weapon, such as a bayonet rifle, katana, or broadsword. You deal more damage on a critical hit with that weapon.

Prerequisite(s): Proficient with weapon, base attack bonus +8.

Benefit: When you score a critical hit with the selected weapon, you deal triple damage. You may select "unarmed attack" as a weapon for purposes of this feat.

Normal: A critical hit normally deals double damage to the target.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different weapon.

VEHICULAR COMBAT

You can avoid attacks made against your vehicle.

Prerequisite(s): Trained in the Pilot skill.

Benefit: Once per round (as a reaction), when you are piloting a ground vehicle or an air vehicle, you may negate a weapon hit by making a successful Pilot check. The DC of the skill check is equal to the result of the attack roll you wish to negate.

In addition, while you are piloting a vehicle, you are considered proficient with pilot-operated vehicle weapons.

WEAPON FINESSE

You are especially skilled at using weapons one that can benefit as much from Dexterity as from Strength.

Prerequisite(s): Base attack bonus +1.

Benefit: When using a light melee weapon or a broadsword, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

WEAPON FOCUS

Choose a single exotic weapon or weapon group with which you are proficient. You are especially good at using these weapons. You can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisite(s): Proficient with selected exotic weapon or weapon group.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected exotic weapon or weapon group.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new exotic weapon or weapon group.

WEAPON PROFICIENCY

You are proficient with a particular kind of weaponry.

Benefit: Choose one of the following weapon groups: advanced weapons, heavy weapons, pistols, rifles, simple weapons, and swords. You are proficient with all weapons of the selected group.

Normal: If you wield a weapon with which you are not proficient, you take a -5 penalty to your attack rolls.

Special: You gain this feat multiple times. Each time you take the feat, it applies to a different weapon group. You cannot take exotic weapons as a weapon group; instead, you must select the Exotic Weapon Proficiency feat to gain proficiency with a specific exotic weapon (such as the flamethrower).

WHIRLWIND ATTACK

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisite(s): Dexterity 13, Intelligence 13, Melee Defence, base attack bonus +4

Benefit: As a full-round action, you can make an area attack with your melee weapon, striking every opponent within your reach. This whirlwind attack uses the area attack rules; you make one attack roll and apply the result to every target in range.

YOU CAN HEAR THE CRY FROM THE PLANET

You have a particularly strong connection to the lifestream.

Benefit: When you spend a Mako Point to adjust the result of an attack roll, skill check, or ability check, you roll d8s rather than d6s.

MATERIA AND LIMIT FEATS

This section describes Limit and Materia feats. Limit feats require that you have at least 1 Limit Break from any of the limit trees described in Chapter 08 and most Materia feats require that you have the Materia Training feat stated in its prerequisites.

Monsters cannot gain Materia feats or Limit feats at the stated levels in which they gain a bonus feat (see the Monster Manual for more details).

TABLE 5-2: MATERIA AND LIMIT FEATS

FEATS	PREREQUISITES
Anger of the Land	Materia Training (magic)
D.M.W	Wis 15, 2 limit breaks
Diamond Dust	Materia Training (magic)
Extended Effect	-
Gaia's Breath	Materia Training (magic)
Gauge Burst	BAB +12, Wis 16
Hellfire	Materia Training (magic)
Judgement Bolt	Materia Training (magic)
Limit Block	BAB +7, Combat Reflexes
Limit Deflect	BAB +12, Combat Reflexes, Limit Block
Limit Null	BAB +12, trained in the Initiative skill
Limit Rush	BAB +9, Dex 15
Materia Boost	Trained in the Spellcasting skill, heroic level 3
Materia Fusion	SOLDIER 1 st Class
Tsunami	Materia Training (magic)
W-Magic	BAB +6, Int 16
W-Summon	BAB +12, Int 17

ANGER OF THE LAND

You are adept at wielding earth.

Prerequisite(s): Materia Training (magic).

Benefit: You gain a +2 bonus on all Spellcasting checks and damage rolls when using earth-based spells and summons (spells and summons with multiple elements are not included).

DIAMOND DUST

You are adept at wielding ice.

Prerequisite(s): Materia Training (magic).

Benefit: You gain a +2 bonus on all Spellcasting checks and damage rolls when using ice-based spells and summons (spells and summons with multiple elements are not included).

D.M.W

You gain additional combat abilities through your strong connection with your allies.

Prerequisite(s): Wisdom 15, 2 Limit Break techniques.

Benefit: Select a Limit Break an ally has that you don't. As long as you meet the Limit Break's prerequisites (if any) you can use that Limit Break instead of your own. You can use this Limit Break a number of times per day equal to your Wisdom modifier.

Normal: You can only use the Limit Breaks you have selected yourself.

Special: You may select this feat multiple times (to a maximum of 6). Each time you do, it applies to a different Limit Break you have not learnt, but an ally of yours has learned. Each time you select a Limit Break through this feat, it becomes unavailable when you learn a Limit Break through level-up. The Digital Mind Wave feat grants other bonuses as well as that stated above (see Chapter Eight for more details).

EXTENDED EFFECT

Your status-effects last longer than normal.

Benefit: When rolling to find out how long a status-effect lasts for, apply a +2 competence bonus to the roll. This feat doesn't apply to the death and death sentence status-effects.

GAIA'S BREATH

You are adept at wielding wind.

Prerequisite(s): Materia Training (magic).

Benefit: You gain a +2 bonus on all Spellcasting checks and damage rolls when using wind-based spells and summons (spells and summons with multiple elements are not included).

GAUGE BURST

You take less time to reach your limit.

Prerequisite(s): BAB +12, Wisdom 16.

Benefit: You can use a limit break when you have been attacked a number of times equal to one-half your Wisdom score, rounded down (the normal rules on how the limit bar is filled up still applies).

Normal: You can only use a limit break when you have been attacked a number of times equal to your Wisdom score.

HELLFIRE

You are adept at wielding fire.

Prerequisite(s): Materia Training (magic).

Benefit: You gain a +2 bonus on all Spellcasting checks and damage rolls when using fire-based spells and summons (spells and summons with multiple elements are not included).

JUDGEMENT BOLT

You are adept at wielding thunder.

Prerequisite(s): Materia Training (magic).

Benefit: You gain a +2 bonus on all Spellcasting checks and damage rolls when using thunder-based spells and summons (spells and summons with multiple elements are not included).

LIMIT BLOCK

You are quick to react to a sudden attack.

Prerequisite(s): BAB +7, Combat Reflexes.

Benefit: Once per day, you can make a Reflex Defence save against a target that attacks you with a limit break that has "automatic hit" in its description. You make the save against DC 25. If your check equals or exceeds the DC, you take no damage and the target's limit attack becomes an automatic fail.

Normal: You cannot block a limit attack that has "automatic hit" in its description.

LIMIT DEFLECT

You make a quick attack after a swift block.

Prerequisite(s): BAB +12, Combat Reflexes, Limit Block.

Benefit: If you successfully block a target's limit attack against you, you can immediately follow up with a limit attack of your own against that same target, regardless of whether or not your limit bar equals or exceeds your Wisdom score. The target cannot use the effects of Limit Block and Limit Deflect in retaliation to your own limit attack, if they have them.

Normal: You can only block a target's limit attack against you. The target's turn immediately ends.

LIMIT NULL

You have learnt to stop an opponent's attack before they even got the chance to unleash it.

Prerequisite(s): BAB +12, trained in the Initiative skill.

Benefit: By sacrificing half your current hit points, you can instantly negate the activation of a target's limit break. You can do this a number of times per day equal to your Wisdom modifier but only once during a single encounter.

LIMIT RUSH

You make quick attacks faster than normal.

Prerequisite(s): BAB +9, Dexterity 15.

Benefit: You can use a limit attack as a standard action instead of a full-round action.

Normal: All limit breaks require a full-round action to complete.

MATERIA BOOST

You are adept at using materia.

Prerequisite(s): Trained in the Spellcasting skill, heroic level 3.

Benefit: You gain a bonus equal to one-half your Wisdom score (rounded-down) to all Spellcasting checks made when using magic materia; summon materia, and the enemy skill materia.

MATERIA FUSION

You are capable of creating new materia from old ones.

Prerequisite(s): SOLDIER 1st Class.

Benefit: You gain the ability to fuse two materia together to create a new materia that is otherwise unavailable to anyone else (see Chapter 7: Materia, for more details).

Normal: Without this feat you are only able to access the materia that are sold on the market.

TSUNAMI

You are adept at wielding water.

Prerequisite(s): Materia Training (magic).

Benefit: You gain a +2 bonus on all Spellcasting checks and damage rolls when using the Leviathan materia.

W-MAGIC

You gain more out of casting magic.

Prerequisite(s): BAB +6, Intelligence 16.

Benefit: You can cast two spells in the same round as a standard action. The additional spell suffers a -4 penalty on its Spellcasting check.

Normal: You can only cast one spell per round as a standard action.

W-SUMMON

You gain more out of casting summons.

Prerequisite(s): BAB +12, Intelligence 17.

Benefit: You can cast an additional summon per day, however you suffer a -5 penalty to your Spellcasting check if you do so.

RACE FEATS

This section introduces new feats, called race feats, to the game. In essence, a race feat rewards you for choosing a race (instead of playing as a mechanical hero) by enhancing something that your race already does well. This section provides three race feats for each race. You can take any or all of these feats for your character. No race feats are considered bonus feats for any class.

ABSORB ELEMENT

Ice magic restores you, no longer hindering you.

Prerequisite: Golem race.

Benefit: You now absorb ice-based spells instead of receiving half damage.

ANTI-ENCUMBRANCE

You are not weighed down due to your size.

Prerequisite: Grim race.

Benefit: Your lifting and carrying capacity is that of a Medium-size character.

TABLE 5-3: RACE FEATS

FEAT	PREREQUISITE	FEAT	PREREQUISITE
Materia Mastery	Cetra	Fists of Fury	Magnade
Planetary Blood	Cetra	Half Element	Magnade
Wise Words	Cetra	Tamer	Magnade
Eyes of a Hawk	Gi-Na-Ka	Improved Natural Damage	Moogles
Forest Stalker	Gi-Na-Ka	Keen Flyer	Moogles
Primitive Warrior	Gi-Na-Ka	Racer	Moogles
Argumentative	Goblin	Blue Cone	Sahagin
Punch Bag	Goblin	Spearheaded	Sahagin
Soft Sensation	Goblin	Withdraw	Sahagin
Absorb Element	Golem	Bright Eyes	Tonberry
High Striker	Golem	Chef's Knife	Tonberry
Tolerance	Golem	Everyone's Sorrow	Tonberry
Anti-Encumbrance	Grim	Double Act	Vajradhara
Magical Resilience	Grim	Mighty Roar	Vajradhara
Mystical Rod	Grim, trained in Spellcasting	Weapon Mastery	Vajradhara
Reunion	Human, <i>clone</i> sub-race	Astro-Blaze	Wolfion
Steady Transition	Human, <i>mutant</i> sub-race	Cosmo Sanctuary	Wolfion, heroic level 7
Stronger Genes	Human, <i>copy</i> sub-race	Rage Awakened	Wolfion

ARGUMENTATIVE

Although you are quite short, you are most certainly capable of defending yourself in a heated argument.

Prerequisite: Goblin race.

Benefit: Whenever you spend a Mako Point to add to a Persuasion check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

ASTRO-BLAZE

You leave a burning sensation in an enemy after attacking them.

Prerequisite: Wolfion race.

Benefit: Once per encounter, you can inflict an additional 1d8 points of fire damage to a single enemy target that you have also selected as a melee attack target during that round of combat. You must be within 1-square from that target.

BLUE CONE

You hit more enemies with your water attack.

Prerequisite: Sahagin race.

Benefit: Whenever you use the Water Gun race ability towards a group of enemies, you now target all enemies within a 10-square radius instead of a 6-square radius.

BRIGHT EYES

You can see things more clearly than others of your race.

Prerequisite: Tonberry race.

Benefit: You can now perceive colours in total darkness.

CHEF'S KNIFE

You have mastered the use of your favoured weapon.

Prerequisite: Tonberry race.

Benefit: The damage you inflict with a knife increases by +1 die. Additionally, you also receive a +2 race bonus to all melee attack rolls when using a knife.

COSMO SANCTUARY

You recover more than others of your race.

Prerequisite: Wolfion race, heroic level 7.

Benefit: You can regain double the hit points through natural healing (see Natural Healing, page 15 of the *Gamemaster's Guide*, for more information).

DOUBLE ACT

You can attack your enemies more than others of your race.

Prerequisite: Vajradhara race.

Benefit: You gain one additional attack with your weapon using your full base attack bonus. This additional attack stacks with the additional attack granted by the Double Attack, Triple Attack, and Quadruple Attack feats.

EVERYONE'S SORROW

You draw on the emotions of your allies.

Prerequisite: Tonberry race.

Benefit: You gain an additional +1 bonus to damage rolls for every ally that is currently participating in the encounter. The effects of this feat stack with the effects described in the Everyone's Grudge race ability.

EYES OF A HAWK

You have spent so much time within the Ancient forest that you can see clearer, even in total darkness.

Prerequisite: Gi-Na-Ka race.

Benefit: You gain darkvision, ignoring concealment (including total concealment) from darkness. You cannot perceive colours in total darkness, however.

FISTS OF FURY

You know how to use your hands in dire situations.

Prerequisite: Magnade race.

Benefit: You receive a +2 bonus to all attack rolls and damage rolls made with unarmed strikes.

FOREST STALKER

You are one of the most skilled hunters among your race and have learned to move through the forest with nary a whisper.

Prerequisite: Gi-Na-Ka race.

Benefit: Whenever you reroll a Stealth check, you always keep the better result; even if you have multiple reroll abilities.

HALF ELEMENT

What once hindered you now doesn't affect you as much.

Prerequisite: Magnade race.

Benefit: You now receive normal damage from fire- and gravity-based elemental spells instead of double damage.

HIGH STRIKER

Your punches hit harder than others of your race.

Prerequisite: Golem race.

Benefit: You are considered Large-size when dealing damage with an unarmed strike.

IMPROVED NATURAL DAMAGE

You deal more damage with your claws better than others of your race.

Prerequisite: Moogle race.

Benefit: Your claw damage increases from 1d4 to 1d6.

KEEN FLYER

You cover longer distances when you fly.

Prerequisite: Moogle race.

Benefit: Your fly speed increases by 2 squares.

MAGICAL RESILIENCE

You resist magic better than others of your race.

Prerequisite: Grim race.

Benefit: During the calculation stage of magic damage dealt to you, treat your Magic Defence as though it were 5 points higher.

MATERIA MASTERY

For someone who has ties to the Lifestream, you can use its knowledge to a level of sincere greatness.

Prerequisite: Cetra race.

Benefit: You can reroll any Spellcasting check made to use the Cast Magic aspect of the skill, keeping the better of the two rolls.

MIGHTY ROAR

You strike fear into the hearts of your enemies.

Prerequisite: Vajradhara race.

Benefit: At the start of the encounter, you make a Charisma check against the Will Defence of all enemy targets participating in combat. If the check fails, nothing happens. If the check succeeds, enemy targets receive a -2 penalty to all attack rolls and skill checks that target you for the remainder of the encounter. This is a mind-affecting fear effect.

MYSTICAL ROD

You have unlocked the secrets of your race's favoured weapon.

Prerequisite: Grim race; trained in the Spellcasting skill.

Benefit: When you cast magic against a target (or targets), you can apply your Strength modifier to your Spellcasting check (if any).

PLANETARY BLOOD

The Lifestream flows through you more so than any other member of your race.

Prerequisite: Cetra race.

Benefit: The DC for finding out future information through the *Planetary Whisper* race trait is reduced from 20 to 15.

PRIMITIVE WARRIOR

You have learned to make the most of primitive weapons and can wield them with deadly results.

Prerequisite: Gi-Na-Ka race.

Benefit: You deal an additional +1 die of damage with any simple melee weapons.

PUNCH BAG

Your temper gets the better of you, but you have learnt quicker than other members of your race how to put that temper to better use.

Prerequisite: Goblin race.

Benefit: The bonus to unarmed damage rolls provided by the Goblin Punch race trait increases from +2 to +5.

RACER

You are more gifted with Chocobos than others of your race.

Prerequisite: Moogle race.

Benefit: You receive a +3 race bonus to Ride checks when riding Chocobos. You also receive a +1 bonus to all dice rolls made during a Chocobo race.

RAGE AWAKENED

You can release the animal within to enhance your fighting prowess.

Prerequisite: Wolfion race.

Benefit: Once per encounter, as a full-round action, you can attack each enemy target that is within a 6-square radius from you only once. You receive a +3 race bonus to the attack roll and damage roll, and you apply damage calculation normally.

REUNION

JENOVA's call is much stronger than you can imagine.

Prerequisites: Human race, *clone* sub-race.

Benefit: The bonus to Perception checks made to sense and find JENOVA increases to +5.

SOFT SENSATION

You may send others off to sleep; now you can send them off even longer.

Prerequisite: Goblin race.

Benefit: When you use the Sleepel race ability, you use a d6 instead of a d4 to determine how long the target stays asleep for.

SPEARHEADED

You have honed your skills with your chosen weapon better than others of your race.

Prerequisite: Sahagin race.

Benefit: You receive a +3 race bonus to all attack rolls and damage rolls made with either the spear or the trident.

STEADY TRANSITION

Just because you're genetically mutated, doesn't mean you are weaker to hit.

Prerequisites: Human race, *mutant* sub-race.

Benefit: Each time you gain a new level, you receive the hit point die associated with the class you gained the level in, instead of the Mutant monster species' hit point die.

STRONGER GENES

Through science, your biggest weakness no longer affects you.

Prerequisites: Human race, *copy* sub-race.

Benefit: Thanks to the extraordinary breakthrough in genetic science, you no longer receive the effects of the degradation process.

TAMER

You have mastered your natural ability of manipulating the wildlife.

Prerequisite: Magnade race.

Benefit: You can reroll any Ride checks made to ride animal-type monsters of Large-size or bigger, keeping the better of the two rolls.

TOLERANCE

You resist diseases and weather better than others of your race.

Prerequisite: Golem race.

Benefit: When resisting extreme temperatures and illnesses, your Fortitude Defence is considered 5 points higher during calculation.

WEAPON MASTERY

You are a master of war and are capable of delivering accurate blows to your foes.

Prerequisite: Vajradhara race.

Benefit: You can reroll any melee attack roll, keeping the better of the two rolls.

WISE WORDS

You can grab other's attention with your words more so than any other member of your race.

Prerequisite: Cetra race.

Benefit: You gain a +3 race bonus on all Persuasion checks made when using the Intimidate aspect of the skill.

WITHDRAW

You are gifted at using the shell on your back to provide you with extra protection.

Prerequisite: Sahagin race.

Benefit: As a full-round action, you can withdraw into your shell as a defence mechanism, providing you with a +4 temporary bonus to all Defences while you remain withdrawn. This ability only lasts for a number of rounds equal to $1d3 + \text{your Dexterity modifier}$. Additionally, you can choose to come out of your shell on your turn as a full-round action before the allocated number of rounds expires.

Special: You can do this a number of times per day equal to $1 + \text{your Dexterity modifier}$.

"I-I-I feel lighter...Maybe I'm losing weight, all that dilly-dallying"

- Cloud Strife

TABLE 5-4: MACHINE FEATS

FEAT	PREREQUISITES	FEAT	PREREQUISITES
Aiming Accuracy	Machine, Point Blank Shot, Precise Shot, proficient with weapon	Pincer	Machine, equipped with claw or hand appendage, BAB +1, Pin, Crush
Damage Conversion	Machine, Dex 13	Pinpoint Accuracy	Machine, Aiming Accuracy, Point Blank Shot, Precise Shot, proficient with weapon
Mechanical Martial Arts	Machine, Martial Arts I, BAB +1	Slammer	Machine, equipped with at least two suitable appendages, Str 13
Multi-Targeting	Machine, Int 13, proficient with weapon	Turn and Burn	Machine, equipped with hovering, flying, wheeled, or tracked locomotion, Dex 13

MACHINE FEATS

The feats described in this section are available in any era but are only available to mechanical heroes.

AIMING ACCURACY

When you have time to analyse your shot, your shooting accuracy has a precision that only a machine can achieve.

Prerequisite(s): Machine, Point Blank Shot, Precise Shot, proficient with weapon.

Benefit: If you aim at a target as a full-round action (instead of two swift actions), you gain a +5 bonus to your next attack made in the following round against that target. The target must remain in your line of sight.

DAMAGE CONVERSION

You can make last-minute moves to take hits on more durable portions of your chassis and/or armour, altering the damage dealt to you.

Prerequisite(s): Machine, Dexterity 13.

Benefit: When you take damage from an attack against you (other than an area attack, or an attack that deals magic damage) and that damage equals or exceeds your damage threshold, you can take an additional 10 points of damage instead of moving down the condition track. Each subsequent time you use this feat in a single encounter, the additional damage you take increases by 5 points.

MECHANICAL MARTIAL ARTS

You know how to inflict pain using your metal appendages when fighting in unarmed combat against organic enemies.

Prerequisite(s): Machine, Martial Arts I, base attack bonus +1.

Benefit: When you successfully damage an enemy with an unarmed attack, the enemy takes a -5 penalty to all melee attack rolls and damage rolls until the start of your next turn.

Special: If you strike an organic enemy while using this feat during an attack of opportunity, the penalty lasts until the start of the enemy's next turn.

MULTI-TARGETING

Your targeting system allows you to track multiple targets over time, negating cover bonuses.

Prerequisite(s): Machine, Intelligence 13, proficient with weapon.

Benefit: You can use swift actions across more than one round to aim at a target. You can attack different targets prior to the completion of your aim action. If the subject of your aim is out of your line of sight for any reason, you lose your aim and must start again.

Normal: You must normally use two consecutive swift actions in the same round to aim (see page 20 of the *Gamemaster's Guide*).

PINCER

You use your mechanical strength to restrain and damage enemies.

Prerequisite(s): Machine, equipped with claw or hand appendage, base attack bonus +1, Pin, Crush.

Benefit: When you successfully Pin an enemy, you can maintain the Pin beyond 1 round and can make subsequent grapple checks against the pinned enemy as a swift action. You can apply the Crush feat whenever your subsequent checks are successful.

Normal: Grapple checks are normally a standard action. The Pin feat must usually be rerolled each round as a new grapple check.

PINPOINT ACCURACY

This improved version of the Aiming Accuracy feat moves your enemy -1 step on the condition track.

Prerequisite(s): Machine, Aiming Accuracy, Point Blank Shot, Precise Shot, proficient with weapon.

Benefit: When using the Aiming Accuracy feat, a target you damage cannot take the recover action until the end of its next turn.

SLAMMER

You clap two hands, claws, or appendages together, delivering a crushing blow to an enemy.

Prerequisite(s): Machine, equipped with at least two suitable appendages, Strength 13.

Benefit: As a standard action, you slam two of your appendages together from either side of an enemy, crushing your target between them. Make a melee attack. If the attack is successful, you deal unarmed damage with double your Strength bonus. If you also exceed the target's damage threshold, it has a persistent condition that can be removed only with 8 hours of rest or a DC 20 Treat Injury check.

Special: If you also have the Crush feat, increase your unarmed damage by 1 die when using Slammer.

TURN AND BURN

You can retreat from enemies with additional speed and agility.

Prerequisite(s): Machine, equipped with hovering, flying, wheeled, or tracked locomotion, Dexterity 13.

Benefit: When using the withdraw action, you can move up to 2 squares to escape threatened squares without provoking an attack of opportunity, and you can move your speed. You can spend a Mako Point as a reaction to an enemy ending its movement adjacent to you to withdraw.

Normal: When using the withdraw action, you can normally move only 1 square to escape a threatened square without provoking an attack of opportunity and can move only up to half your speed.

TABLE 5-5: ERA FEATS

FEAT	PREREQUISITES	FEAT	PREREQUISITES
Advent: Auto-Limit	BAB +7	Crisis: Minerva's Gift	---
Advent: Divinity I	Con 13, heroic level 7	Crisis: Those Who Fight	Heroic level 7
Advent: Divinity II	Con 15, heroic level 12	Crisis: Those Who Fight Further	Those Who Fight, heroic level 12
Advent: Longing	Dex 15, Point Blank Shot, Precise Shot	Dirge: Counteroffensive	Dex 15, BAB +9
Advent: One-Winged Angel	---	Dirge: Darkness	Wis 17, Souleater, heroic level 12
Advent: What I Cherish	Auto-Limit, BAB +12	Dirge: Fearful Happenings	Cha 15, trained in Persuasion
Crisis: Core Shot	Point Blank Shot, BAB +7	Dirge: Deft Charge	---
Crisis: Hidden Strike	Mighty Swing, Strength 15, heroic level 9	Dirge: Silent Edge	---
Crisis: Leaping Slash	Str 15, BAB +8, trained in Acrobatics	Dirge: Terminus	Proficient with weapon, BAB +7

ERA FEATS

The following section describes new feats specifically for a particular campaign setting.

Advent: Feats that start with the word "Advent" means they can only be selected by players if the campaign is set during the events of the On the Way to a Smile novella series, the Lateral Biography Turks: The Kids Are Alright novel, and the film Advent Children.

Crisis: Feats that start with the word "Crisis" means they can only be selected by players if the campaign is set during the events of Before Crisis and Crisis Core.

Dirge: Feats that start with the word "Dirge" means they can only be selected by players if the campaign is set during the events of Dirge of Cerberus.

ADVENT: AUTO-LIMIT

You have a short temper and, as such, can unleash terrible amounts of power quickly.

Prerequisite: Base attack bonus +7.

Benefit: Whenever you spend a Mako Point to improve the result of a roll, you gain a number of points in your limit gauge equal to the result of the extra die that was rolled by the Mako Point.

Normal: Once per encounter, you can spend a Mako Point to add one point in your limit gauge.

ADVENT: DIVINITY I

Someone above is watching over you, and you are given a new lease of life because of it.

Prerequisite(s): Constitution 13, heroic level 7.

Benefit: When your hit points are reduced to less than one-third of its total score due to an enemy attack, you gain additional hit points equal to your level x two. Any damage received must first be subtracted from the additional hit points, and any additional hit points remaining at the end of the encounter are removed.

Special: The additional hit points gained from both Divinity I and Divinity II do not stack with each other, nor do they stack with any talent or ability that grants you additional hit points.

ADVENT: DIVINITY II

Heaven's eyes are more focused on you than any other individual.

Prerequisite(s): Constitution 15, Divinity I, heroic level 12.

Benefit: When your hit points are reduced to less than one-third of its total score due to an enemy attack, you gain additional hit points equal to your level x three. Any damage received must first be subtracted from the additional hit points, and any additional hit points remaining at the end of the encounter are removed.

Special: The additional hit points gained from both Divinity I and Divinity II do not stack with each other, nor do they stack with any talent or ability that grants you additional hit points.

ADVENT: LONGING

The accuracy of your shot is more attuned.

Prerequisite(s): Dexterity 15, Point Blank Shot, Precise Shot.

Benefit: When you shoot or throw your ranged weapon against a target in long range, you treat the target as though it were in close range position. In addition, you also gain a +2 accuracy bonus to your ranged attack roll.

ADVENT: ONE-WINGED ANGEL

You show your foes no mercy and that you never back down when danger is high.

Benefit: You cannot be pushed down the condition track if an attack equals or exceeds your damage threshold by less than 5. You do, however, go down the condition track if an attack exceeds your damage threshold by 5 or more.

Normal: You are pushed down the condition track if an attack equals or exceeds your damage threshold.

ADVENT: WHAT I CHERISH

As you remember and reflect on what you truly cherish, you push yourself to great heights to protect it; expending everything you have for a single, meaningful act to turn the tide.

Prerequisites: Auto-limit, base attack bonus +12

Benefit: By expending all of your remaining Mako Points, you gain a number of points in your limit gauge equal to your Wisdom modifier + the number of Mako Points expended. After a number of minutes equal to the limit gauge filled by this feat, your limit gauge drops to 0. If this fills your limit gauge enough for you to use a limit break, you may immediately perform it by expending every point in the gauge you have.

CRISIS: CORE SHOT

You can cut in with an attack when your foe isn't prepared for it.

Prerequisite(s): Point Blank Shot, base attack bonus +7.

Benefit: Whenever a target within line of sight of you takes a swift action to reload his weapon or ready an action, you can make an additional attack of opportunity against the same target with your ranged weapon.

Normal: You can only make one attack of opportunity.

CRISIS: HIDDEN STRIKE

You have mastered the art of jarring melee attacks.

Prerequisite(s): Mighty Swing, Strength 15, heroic level 9.

Benefit: You can spend three swift actions in the same round to deal +2 die of damage on your next melee attack in the same round. The effects of this feat do not stack with the extra damage provided by the Rapid Strike feat, nor does its effect stack with the Haste spell.

Normal: Without this feat, you can only spend two swift actions in the same round to deal +1 die of damage, so long as you have the Mighty Swing feat.

CRISIS: LEAPING SLASH

You can lunge yourself at your foes and unleash a deadly attack.

Prerequisite(s): Strength 15, base attack bonus +8, trained in the Acrobatics skill.

Benefit: Once per encounter, you can make an Acrobatics check in place of your melee attack roll against a target that is beyond your range but within your line of sight. If the check equals or exceeds the target's Reflex Defence, you inflict damage as normal, and you can move half your speed in the direction of the target as a swift action.

Special: For every point you exceed the target's Reflex Defence, you receive a +1 bonus to damage.

CRISIS: MINERVA'S GIFT

You can cast more spells than normal.

Benefit: You gain an additional 3 magic points.

Special: You may select this feat multiple times. Each time you do, you gain an additional 3 magic points.

CRISIS: THOSE WHO FIGHT

Your variation in your abilities allows you to make a more precise attack.

Prerequisite: Heroic level 7.

Benefit: Once per encounter, you can substitute your Strength modifier to attack rolls with another ability modifier that is higher.

CRISIS: THOSE WHO FIGHT FURTHER

You have mastered the variation in your abilities.

Prerequisite(s): Those Who Fight, heroic level 12.

Benefit: You can substitute your Strength modifier to attack rolls with another ability modifier that is higher twice in a single encounter. In addition, you gain a +2 bonus to damage rolls if the attack is successful.

DIRGE: COUNTEROFFENSIVE

You can retaliate to certain attacks quicker than others.

Prerequisite(s): Dexterity 15, base attack bonus +9.

Benefit: Once per encounter, if a target makes a successful ranged attack against you, you can immediately make an attack of opportunity against the same target with your ranged weapon.

Special: The effects of this feat stack with the effects of the Counter materia (see Ability-Booster Materia in Chapter 7, for more information).

DIRGE: DARKNESS

You can transfer your energy into one, significant, deadly blow.

Prerequisite(s): Wisdom 17, Souleater talent, heroic level 12.

Benefit: Once per day, by expending all but one-tenth of your hit points (rounded-down) and spending a Mako Point, you can deal an additional +3 die of damage on your next attack. The target of this attack must be within 6 squares of your position.

DIRGE: FEARFUL HAPPENINGS

You know how to impose fear into the minds of your foes.

Prerequisite: Wisdom 15, trained in the Persuasion skill.

Benefit: Once per encounter, as a standard action, you can make a number of targets within a 6-square radius from you, equal to your Wisdom modifier, become afraid of you by making a successful Persuasion check to each target's Will Defence. Once afraid, the targets are pushed -1 step along the condition track. This is a persistent condition and a mind-affecting fear affect.

Special: If the check beats the target's Will Defence by 5 or more, you push them a further -1 step along the condition track, and they suffer a -2 fear penalty to attack rolls made against you.

DIRGE: DEFT CHARGE

When you charge, it is merely part of a larger attack pattern that you continue to execute.

Benefit: After you charge, you can take swift actions, reactions, and free actions before your turn ends.

Normal: Without this feat, charging ends your turn immediately after the attack is resolved.

DIRGE: SILENT EDGE

You have developed an innate ability to sense when things are going badly, and thus can prepare yourself for the worst.

Benefit: You can always take a move action during a surprise round, even if you are surprised. If you are not surprised, you can take this move action in addition to any other actions you are normally allowed to take in the surprise round.

DIRGE: TERMINUS

You are adept at throwing specific weapons.

Prerequisite(s): Proficient with weapon, base attack bonus +7.

Benefit: Select a thrown weapon with which you are proficient in (dynamite, grenade, knife, or shuriken). You gain an additional +1 die of damage on successful attack rolls made to use such weapon.

Special: If you aim before throwing your weapon (see Aim on page 29 of the *Gamemaster's Guide*), you receive a +2 accuracy bonus to your attack roll.

CHAPTER VI – ORGANISATIONS



One way or another, all heroic characters belong to a faction; working or fighting for a cause they feel strongly about.

Below is a detailed list of all organisations seen within The Compilation of Final Fantasy VII, as well as ideas of how to join them and game rules for Rank. (Note; just because the following organisations are all that is shown within the series, it doesn't stop the GM to create unique organisations to use for his or her campaign.)

RANK POINTS

In the *Final Fantasy VII Roleplaying Game*, some of the benefit of good relations and fame within an organisation is represented by a character's Reputation bonus. A positive Reputation grants a bonus on skill checks involving interaction with other characters (Deception, Persuasion, and Gather Information). This bonus can become a penalty in some situations, when the character is better known for disreputable deeds than for good ones.

Rank Points, on the other hand, determines how strongly affiliated a character is with a given faction or organisation. The higher the Rank Points with a given faction, the more trust and aid that faction affords the character. Rank Points and Reputation are related in terms of effect. The following system explains how to award and apply Rank Points.

REPUTATION BONUS

A character's Reputation bonus starts at +0 at 1st level. If a character commits an act of extreme heroism (such as saving someone from falling out of a high-storey window) or an act of extreme evil (such as killing an innocent person who is unarmed), the GM awards her with a +1 bonus to Reputation. The bonuses stack with each act of extreme heroism or evil committed, however the GM cannot award the character a reputation bonus higher than one-half her character level in a single adventure.

GAINING RANK

A character gains a point of Rank whenever she completes an adventure. The player can apply that point of Rank to any of the factions with which she interacted positively during the adventure. A character's Rank Point score for any given faction can never exceed +5. Each player needs to keep track of his Rank Points for each faction with which he has Rank.

Rank works the same as, and stacks with, Reputation. Whenever a character interacts with a member of a faction with whom he has Rank, and would normally get to add his Reputation bonus to a roll, he can also add his Rank Point score.

CONFLICTING RANKS

Characters can develop Rank Points for more than one faction – and sometimes these Rank Points conflict. What happens when a character has, for example, both Shinra and AVALANCHE Rank Points? When the GM judges that a conflict of interest exists – for example, the character is negotiating with Shinra to buy weapons, which may or may not be intended for AVALANCHE – apply the appropriate Rank as a bonus and the conflicting Rank as a penalty. In effect, the difference between the two set of Rank Points is the total modifier.

LOSING RANK

Rank Points are not permanent, like Reputation bonuses are. Characters can lose Rank Points with a faction in two different ways: by overtly working against the faction, or by neglecting the faction.

Betrayal: When a character works against a faction with whom she has Rank, at the end of the adventure she automatically loses a point of Rank with that faction.

This Rank Point loss is cumulative. A character who actively opposes a faction multiple times in the same adventure can lose multiple Rank Points. Rank scores can never drop below zero, however.

Neglect: When a character stops working with a faction, the faction begins to lose interest in working with the character. Every time a character advances a level, the player rolls a d20 for each faction and adds the character's Rank score for that faction. The player does not roll for the highest-rated one. The character's highest Rank score sets the DC. (If two or more scores are tied for highest, the player chooses which sets the DC; the player must then roll for the others.) If the check fails, the character loses a point of Rank for that faction.

HIGHEST RANK SCORE	DC
1-2	5
3-4	10
5	15

JOINING A FACTION

A character can officially join a faction or organisation. Doing so usually requires the organisation's approval, and such approval often only follows a period of observation or test of loyalty. No faction or organisation asks for a minimum Rank Point score requirement, however joining an organisation grants players with certain benefits.

AVALANCHE

Both organisations of AVALANCHE (old and new) believe that Shinra's actions are harmful to the Planet, and that continued harvest of Mako energy will eventually destroy the world. They are believers in the Lifestream; that all life on the Planet is derived from the Mako that rivers beneath the Planet. By sucking the Lifestream out, the Planet is slowly being eaten away until eventually the world will be barren and incapable of sustaining life. To this end, they believe that Shinra must be stopped by force.

Opposing Organisation: Shinra Electric Power Company (during the Sons of JENOVA and Meteorfall eras)

Benefits for joining the organisation: Accessories are now sold at one-half (rounded down) their original price (see Chapter 10: Equipment, for more information).

DEEPGROUND

The Deepground facility underneath Midgar was built at the same time the Shinra Headquarters was built in 1976. At this time, the facility was merely a medical lab for wounded SOLDIER members, and to house Mako Reactor 0 to power the facility and the Shinra building above it. When Genesis Rhapsodos was born, his potential sparked a series of increasingly extreme and immoral experiments using his genes in Deepground. In 1985, Rosso was born as the first child infused with Genesis' genes. Inspired by this success, the scientists pushed further and incorporated other research into their own.

Opposing Organisation: Wutai Empire (during the Sons of JENOVA era) and the World Regenesis Organisation (during The Awakening era)

Benefits for joining the organisation: Survival gear is now sold at one-half (rounded down) their original price (see Chapter 10: Equipment, for more information).

FORT CONDOR RESISTANCE

The Fort Condor Resistance (or FCR for short) is a small faction who believe that Shinra's actions are wrong and that they, like AVALANCHE, have the necessary skills to stop them at all cost. When Shinra decided to invade the resistance's hideout at Fort Condor in order to gain the materia located in the mako reactor perched on top of the hill, they quickly rose funding and support to face Shinra head on, and became victorious in the battle that followed.

Opposing Organisation: Shinra Electric Power Company (during the Meteorfall era) and DEEPGROUND (during The Awakening era)

Benefits for joining the organisation: Medical gear is now sold at one-half (rounded down) their original price (see Chapter 10: Equipment, for more information).

SHINRA ELECTRIC POWER COMPANY

Shinra was originally a small weapons manufacturer known as the Shinra Manufacturing Works. When they discovered how to refine Lifestream into Mako energy as an electrical energy source, they exploded in power. The company spread power to the entire world, setting up Mako Reactors, quietly taking over every aspect of the Planet. With their ever-increasing finances, they began expanding into many areas, including space exploration, weapon development, etc. As people became more dependent on Shinra's power and supplies, President Shinra, company owner and leader, became the de facto President over much of the world.

Starting its own private army, using Mako energy to power the elite SOLDIER unit and funding an undercover corps called the Turks, Shinra ruled with an iron fist. They even began performing human experiments to create super-soldiers.

Special Requirement: In order for characters to enter the SOLDIER division they must first gain the Mark of a SOLDIER feat before 3rd level.

Opposing Organisation: AVALANCHE and Wutai Empire (during the Sons of JENOVA era), Fort Condor Resistance (during the Meteorfall era), and DEEPGROUND (during The Awakening era).

Benefits for joining the organisation: Materia is now sold at one-half (rounded down) their original price (see Chapter 7: Materia, for more information).

WORLD REGENESIS ORGANISATION

The WRO was founded by former Shinra employee Reeve Tuesti sometime soon after *Final Fantasy VII*. It can be assumed that the origins started with those who worked to evacuate Midgar alongside Vincent Valentine and Yuffie Kisaragi.

As its name suggests, the WRO was created to restore the world after the damage caused by Shinra. They form a transitional government to keep stability, along with a volunteer army to help protect against any threats to the Planet.

Opposing Organisation: DEEPGROUND (during The Awakening era)

Benefits for joining the organisation: Armour is now sold at one-half (rounded down) their original price (see Chapter 10: Equipment, for more information).

WUTAI EMPIRE

The Wutai Empire was the last free nation on the planet before the war with The Shinra Electric Power Company began. The Crescent Unit is the elite force in the Wutai arsenal. The polar opposite to Shinra's SOLDIER division in all but one respect, they defend their homeland with honour and dignity. The Wutai government believe in peace negotiations above all else to solve conflicts and only result to violence if the occasion calls on it.

The nation's chosen deity, Leviathan, looks upon the Crescent Unit as Wutai's greatest champions of upholding their liberty and respect.

Opposing Organisation: Shinra Electric Power Company

Benefits for joining the organisation: Weapons are now sold at one-half (rounded down) their original price (see Chapter 10: Equipment, for more information).

CHAPTER VII –

MATERIA



Materia is crystallised Mako. Metaphysically, Materia calls upon the Lifestream's wisdom in order to manipulate nature itself. This manifests as the phenomenon of magic for most Materia, although other Materia pieces enhance the user's abilities. Unless one is descended from the Cetra, Materia is the only way normal humans can use magic at all.

Materia is able to occur naturally at "Mako Springs," places where the Lifestream leaks through the Planet's surface and condenses. However, this is a rare occurrence, taking centuries for the Mako to crystallise into Materia.

Though the process varies from game to game, Materia can level up, increasing its powers further. In *Final Fantasy VII* Materia learned new abilities as it levelled up and when mastered spawned a copy of itself. In all other games in the *Compilation*, Materia pieces are linked only to a single ability that becomes more potent as the Materia gains power: in *Crisis Core* Materia gives higher stat boosts as it levels up, while in *Before Crisis* Materia has a higher chance of effecting the user's weapon and/or armour as it increases in level.

The Materia system used for the d20 book tries to incorporate all of these systems together.

TYPES OF MATERIA

Materia is divided by its colour, and each colour represents a particular knowledge a materia holds.

The types of materia are as follows:

GREEN: Magic Materia. Each green Materia holds one particular magic spell.

RED: Summon Materia. Each red Materia holds one particular summon monster.

YELLOW: Enemy Skill Materia. An Enemy Skill Materia allows you to use some monster abilities.

BLUE: Ability-Booster Materia. Each blue Materia holds an ability otherwise inaccessible to players.

USING MATERIA

Other than ability-booster materia, you use materia by first making sure the materia you want to use is equipped (see Table 7-1: Materia Equipping Properties for details on how many materia can be equipped to your person), then you make a Spellcasting check against a target's Magic Defence. The formula for the check is calculated as follows:

Spellcasting Check = $1d20 + \text{one-half your character level} + 5 + \text{Charisma Modifier} + \text{miscellaneous bonuses}$

Casting a magic spell or using an enemy skill is a standard action. Casting a summon requires a full-round action. You must be trained in the Spellcasting skill and have the associated Materia Training feat in order to use a type of materia (to use magic materia, for example, you must have the Materia Training (magic) feat). Table 7-3: MP Cost details how much Magic Points does each spell and summon cost to cast.

EQUIPPING MATERIA

Table 7-1: Materia Equipping Properties shows how many materia can be equipped to your weapons and armour in terms of your heroic level. You can equip or unequip materia either between adventures or during adventures. Equipping and/or un-equipping materia during an encounter costs a move action.

TABLE 7-1: MATERIA EQUIPPING PROPERTIES

LEVEL	WEAPON 1	WEAPON 2	ARMOUR
1 st	1	1	1
2 nd	1	1	1
3 rd	1	1	2
4 th	2	1	2
5 th	2	2	2
6 th	2	2	2
7 th	3	2	3
8 th	3	2	3
9 th	3	3	3
10 th	4	3	4
11 th	4	3	4
12 th	4	3	4
13 th	5	4	4
14 th	5	4	5
15 th	5	4	5
16 th	6	4	5
17 th	6	5	6
18 th	6	5	6
19 th	7	5	6
20 th	7	5	6

“The knowledge and wisdom of the Ancients is said to be held within the lifestream. That wisdom then reacts between us and the planet...calling up materia”

-Sephiroth on the matter of natural materia

MATERIA BONUSES AND PENALTIES

When you equip either a magic or summon materia, it provides certain bonuses and penalties. Table 7-2: Materia Bonuses and Penalties describe these in detail. As multiple magic and/or summon materia are equipped, these bonuses and penalties stack with each other.

MAGIC

Since Shinra engineered Mako into materia, magic has been widely used by those within the ranks of SOLDIER, Deepground, and independent factions. Magic materia is further divided into elemental, non-elemental, healing, status-effect, and protective categories.

MAGIC DESCRIPTIONS

Here is the format for magic descriptions.

SPELL NAME

A description of what the spell does in plain language, with no game mechanics.

Cost: How much the Materia costs to purchase (members of SOLDIER can purchase Materia at half-price).

Type: What type the spell is:

Elemental, Non-Elemental, Healing, Status-Effect, or Protective.

Effect: The amount of damage the spell inflicts, the amount of HP the spell heals, what status-effect the spell removes, or what protection the spell installs is mentioned here. You can only target one enemy/ally that is within your line of sight, unless stated otherwise.

Special: Any other game rule information that is not presented above will be here.

TABLE 7-2: MATERIA BONUSES AND PENALTIES

MATERIA	WEAPON		ARMOUR	
	BONUS TO MAGIC DEFENCE	PENALTY TO WEAPON ATTACK ROLL	BONUS TO MAGIC DEFENCE	PENALTY TO REFLEX DEFENCE
Magic	+1	-1	+1	-1
Summon	+2	-2	+2	-2

TABLE 7-3: MP COST

MAGIC			
3	6	9	12
Bio	Demi	Barrier	Full Cure
Blind	Dispel	Death	Shield
Blizzard	Drain	Flare	Ultima
Cure	Haste	Mbarrier	
Esuna	Regen	Quake	
Fire	Silence	Revive	
Thunder	Slow	Tornado	
	Stop	Zombie	
SUMMONS			
6	12	18	24
Choco/Mog	Alexander	Bahamut SIN	Bahamut Fury
Ifrit	Bahamut	Hades	Bahamut Zero
Ramuh	Odin	Kjata	Phoenix
Shiva	Titan	Leviathan	
	Typoon	Neo Bahamut	
ENEMY SKILL			
4	8	12	16
Aqualung	Angel Whisper	?????	Death Sentence
Beta	Flamethrower	Big Guard	LV5 Death
Chocobuckle	Frog Song	Dragon Force	Pandora's Box
Magic Hammer	Magic Breath	Laser	Shadow Flare
	Matra Magic	LV4 Suicide	
	Trine	White Wind	

BARRIER

You are surrounded by a beam of light, protecting you from weapon damage.

Cost: 2,000 Gil.

Type: Protective.

Effect: For a number of rounds equal to 1d6, all weapon damage received is halved (rounded down).

Special: By spending an additional 3 Magic Points you can apply a +2 bonus to the die result.

BIO

You infect a target with a virus that causes him to gradually lose HP.

Cost: 600 Gil.

Type: Status-effect (poison).

Effect: A single target within line of sight of you receives 2d6 points of damage to their hit points (the target's Constitution modifier applies). If the Spellcasting check exceeds the target's Magic Defence by 5 or more, the target becomes infected and is moved -1 step along the condition track. The target also receives 1d6 points of secondary damage to their hit points every round after infection.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the primary and secondary damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

BLIND

You cause a target to lose their eyesight.

Cost: 300 Gil.

Type: Status-Effect.

Effect: A single target within line of sight of you is inflicted with the *Blind* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide).

BLIZZARD

You launch a ball of ice at a target.

Cost: 400 Gil.

Type: Elemental (ice).

Effect: A single target within line of sight of you receives 1d10 points of ice damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

CURE

You are healed of damage that was inflicted upon you.

Cost: 500 Gil.

Type: Healing.

Effect: You/one target within line of sight of you restore 1d8 points of hit points. The target's Constitution modifier applies. If the target of this spell has been pushed down the condition track, he is also moved +1 up the condition track as well.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level) to increase the amount of hit points the spell restores. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the healing roll by +1 die.

DEATH

You force a target to become unconscious.

Cost: 1.200 Gil.

Type: Status-Effect.

Effect: One target within your line of sight is instantly moved to the bottom of the condition track and is unconscious (the target doesn't actually die). The target cannot move back up the condition track until a phoenix down (or the Revive spell) has been used to revive him.

Special: You suffer a -2 accuracy penalty to Spellcasting checks to cast this spell for every character level the target is higher than your character level.

DEMI

You force a target to become physically weaker.

Cost: 700 Gil.

Type: Elemental (gravity).

Effect: A single target within line of sight of you loses one-quarter of his/her current hit points (round-down).

DISPEL

You remove all protective spells currently in place on a target.

Cost: 900 Gil.

Type: Healing.

Effect: *Mbarrier, barrier, and/or shield* are removed from you/one target within your line of sight.

DRAIN

You decrease your foes' health in order to restore yours.

Cost: 800 Gil.

Type: Healing.

Effect: You drain 2d8 points of hit points from a single target within line of sight of you and the same amount replenishes your own hit points.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

ESUNA

You are healed of some status-effects.

Cost: 900 Gil.

Type: Healing.

Effect: Blind, poison, slow, stop, and/or silence are removed from you/ one target within your line of sight.

FIRE

You launch a fireball at your foes.

Cost: 400 Gil.

Type: Elemental (fire).

Effect: A single target within line of sight of you receives 1d10 points of fire damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

FLARE

You launch a stream of cataclysmic fire at your foes.

Cost: 1,500 Gil.

Type: Non-Elemental.

Effect: A single target within line of sight of you receives 2d12 points of damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 5 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +2 die.

FULL CURE

You are restored to full health and are status-ailment-free.

Cost: 5,000 Gil.

Type: Healing.

Effect: All hit points are restored, and all status-effects (excluding *unconscious*) are removed from you/one target within your line of sight. If the target of this spell has been pushed down the condition track, all debilitating conditions affecting the target are removed and the target is in a normal state (see Conditions in Chapter 1 of the Gamemaster's Guide).

HASTE

You become faster than normal.

Cost: 800 Gil.

Type: Status-Effect.

Effect: You infect a single target within your line of sight with the *haste* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide).

Special: The effects of this spell do not stack with the effects of any of the SOLDIER techniques or Extraordinary Powers.

MBARRIER

You are surrounded by a beam of light, protecting you from magic/summon damage.

Cost: 2,000 Gil.

Type: Protective.

Effect: For a number of rounds equal to 1d6, all magic/summon damage received is halved (rounded down).

Special: By spending an additional 1 Magic Point you can apply a +2 bonus to the die result.

QUAKE

You send a tremor in the ground, causing it to crack and send your foes rocketing sky high.

Cost: 700 Gil.

Type: Elemental (earth).

Effect: A single target within line of sight of you receives 1d12 points of earth damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

REGEN

Your health improves overtime.

Cost: 600 Gil.

Type: Healing.

Effect: You or one target within your line of sight restores 1d10 points of HP for a number of rounds equal to 1d8.

Special: By spending an additional 3 Magic Points you can apply a +2 bonus to the die result when determining how long the spell remains in effect.

REVIVE

Your fallen allies are reborn.

Cost: 1,000 Gil.

Type: Healing.

Effect: You remove the *unconscious* status-effect on a single target within your line of sight and they move +3 step along the condition track.

Special: By spending an additional 6 Magic Points, the target moves to the top of the condition track.

SHIELD

You are surrounded by a beam of light, protecting you from weapon and magic/summon damage.

Cost: 5,000 Gil.

Type: Protective.

Effect: For a number of rounds equal to 1d8, all weapon and magic/summon damage received is reduced to 0.

Special: By spending an additional 6 Magic Point you can apply a +2 bonus to the die result.

SILENCE

Your foes are unable to cast magic/summons.

Cost: 700 Gil.

Type: Status-Effect.

Effect: You infect a target within line of sight of you with the *silence* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide).

SLOW

Your foes are not as fast as normal.

Cost: 700 Gil.

Type: Status-Effect.

Effect: You infect a target within line of sight of you with the *slow* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide).

STOP

Your foes are frozen in time.

Cost: 700 Gil.

Type: Status-Effect.

Effect: You infect a target within line of sight of you with the *stop* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide).

THUNDER

You launch an energy ball at a target.

Cost: 400 Gil.

Type: Elemental (thunder).

Effect: You inflict 1d10 points of thunder damage on a single target within line of sight of you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

TORNADO

You send a large gust of wind towards your foes.

Cost: 900 Gil.

Type: Elemental (wind).

Effect: You inflict 2d10 points of wind damage on a single target within line of sight of you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 5 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +2 die.

ULTIMA

You cause a nuclear explosion, inflicting a target with serious damage.

Cost: 10,000 Gil.

Type: Non-Elemental.

Effect: You inflict 4d12 points of damage on a single target within line of sight of you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 9 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +3 die.

ZOMBIE

You inflict a target with a disease so strange it causes them to be hurt by medicine.

Cost: 1,450 Gil.

Type: Status-Effect.

Effect: You inflict a target within line of sight of you with the *zombie* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide).

TABLE 7-4: SUMMON MONSTER EXPERIENCE AND LEVEL DEPENDENT BENEFITS

SUMMON MONSTER LEVEL	XP	USES PER DAY*
1 st	0	1
2 nd	0	1
3 rd	0	1
4 th	0	1
5 th	200	1
6 th	500	2
7 th	1,000	2
8 th	2,500	2
9 th	5,000	2
10 th	10,000	2
11 th	15,000	3
12 th	20,000	3
13 th	25,000	3
14 th	30,000	3
15 th	35,000	3
16 th	40,000	4
17 th	45,000	4
18 th	50,000	4
19 th	55,000	4
20 th	60,000	4

*This column indicates the number of times a summon monster can be used per day.

Summon monsters do not use Table 3-1: Experience and Level Dependent Benefits (page 19) to determine how much XP is needed to increase in level. Instead, refer to table 7-4: Summon Monster Experience and Level Dependent Benefits, for this information. See the Monster Manual, for more details on what benefits summon monsters receives each time they increase in level.

ALEXANDER

Huge Summon 4

Init +7; Senses low-light vision; Perception +10

Defences Ref 16, Fort 23, Will 19, Mag 18

HP 133; **Magic** 32; **Threshold** 23; Elemental Weakness (thunder); Spell Resistance (Holy; absorb)

Speed 8 squares (ground), 4 squares (fly; clumsy)

Melee Slam +14 (2d6+12)

Ranged Rifle-Arm +4 (2d8+2)

Ranged Holy Judgement* +4 (2d10+2; holy)

Base Atk +4; **Grp** +14

Abilities Str 30, Dex 10, Con 25, Int 10, Wis 17, Cha 15

Feats Skill Focus (Spellcasting)

Skills Endurance +14, Initiative +7, Perception +10, Spellcasting +12

Spells: Blind

*Holy Judgement is a special ability that shoots a beam of iridescent light towards all enemy targets within an 8-square radius from Alexander.

CL 4



SUMMONS

Unlike magic materia, summon materia cannot be purchased. Instead, they are found either in materia caves or won through completing certain adventures (usually ones that involve facing the summon monster itself in battle); set at the GM's discretion. This is due to the fact that all summon materia are natural materia and not manufactured.

All summonings take a full-round action. Once a summon monster is successfully cast, the summon monster arrives on the battlefield and will fight alongside you and your allies. The summon monster will remain on the battlefield until both you and your allies win the encounter, the summon monster's hit points are reduced to 0, or if the caster becomes unconscious or dies.

Because it takes sincere concentration in order to keep the summon monster on the battlefield, the caster is denied its Dexterity bonus to Reflex Defence while the summon monster remains on the battlefield.

Whenever a summon monster uses their special ability (i.e. Ifrit using his Hellfire ability), the attack is made against all affecting target's Reflex Defence. If the attack succeeds, the target takes full damage. If the attack fails, the target takes half damage (targets with the Evasion talent takes half damage on a successful check and no damage on a failed check). Each time the summon monster levels up; they receive an additional +1 bonus to their special attack's attack roll.

SUMMON MONSTER STATS

The following section describes the summon monsters' stats. Every time a particular summon monster participates in battle it gains XP equal to 50 x one-half its level (rounded down).

BAHAMUT

CL 4

Gargantuan Summon 4

Init +7; Senses darkvision; Perception +10

Defences Ref 14, Fort 28, Will 19, Mag 18

HP 198; Magic 32; Threshold 28

Elemental Weakness (holy)

Speed 12 squares (ground), 8 squares (fly; perfect)

Melee Claw +19 (3d8+15) or

Melee Slam +19 (2d8+15)

Ranged Mega Flare* +4 (2d12; non-elemental)

Base Atk +4; Grp +19

Abilities Str 40, Dex 10, Con 35, Int 10, Wis 17, Cha 15

Special Qualities Terrifying Presence

Feats Skill Focus (Spellcasting)

Skills Initiative +7, Perception +10, Spellcasting +12

Spells: flare, thunder

*Mega Flare is a special ability that Bahamut launches from its mouth to all enemy targets within an 8-square radius from his position.



BAHAMUT FURY

CL 4

Gargantuan Summon 4

Init +8; Senses darkvision; Perception +10

Defences Ref 15 (flat-footed 14), Fort 28, Will 19, Mag 17

HP 232; Magic 32; Threshold 28

Elemental Weakness (holy)

Speed 12 squares (ground), 8 squares (fly; perfect)

Melee Claw +19 (3d8+15) or

Melee Slam +19 (2d8+15)

Ranged Exa Flare* +5 (6d12+1; non-elemental)

Base Atk +4; Grp +19

Abilities Str 40, Dex 12, Con 35, Int 9, Wis 17, Cha 15

Special Qualities Terrifying Presence

Feats Skill Focus (Spellcasting)

Skills Initiative +8, Perception +10, Spellcasting +12

Spells: flare, thunder

*Exa Flare is a special ability that Bahamut FURY launches from its mouth to all enemy targets within an 8-square radius from his position.



BAHAMUT SIN

CL 4

Gargantuan Summon 4

Init +7; Senses darkvision; Perception +10

Defences Ref 14, Fort 28, Will 19, Mag 18

HP 223; Magic 32; Threshold 28

Elemental Weakness (holy)

Speed 12 squares (ground), 8 squares (fly; perfect)

Melee Claw +19 (3d8+15) or

Melee Slam +19 (2d8+15)

Ranged Tremor Flare* +4 (5d12; non-elemental)

Base Atk +4; Grp +19

Abilities Str 40, Dex 10, Con 35, Int 11, Wis 17, Cha 15

Special Qualities Terrifying Presence

Feats Skill Focus (Spellcasting)

Skills Initiative +7, Perception +10, Spellcasting +12

Spells: flare, thunder

*Tremor Flare is a special ability that Bahamut SIN launches from its mouth to all enemy targets within an 8-square radius from his position.



BAHAMUT ZERO**CL 4**

Gargantuan Summon 4

Init +8; Senses darkvision; Perception +10**Defences** Ref 15 (flat-footed 14), Fort 28, Will 19, Mag 17**HP 215; Magic 32; Threshold 28****Elemental Weakness (holy)****Speed** 12 squares (ground), 8 squares (fly; perfect)**Melee** Claw +19 (3d8+15) or**Melee** Slam +19 (2d8+15)**Ranged** Tera Flare* +5 (4d12+1; non-elemental)**Base Atk +4; Grp +19****Abilities** Str 40, Dex 12, Con 35, Int 9, Wis 17, Cha 15**Special Qualities** Terrifying Presence**Feats** Skill Focus (Spellcasting)**Skills** Initiative +8, Perception +10, Spellcasting +12**Spells:** flare, thunder

*Tera Flare is a special ability that Bahamut ZERO launches from its mouth to all enemy targets within an 8-square radius from his position.

**CHOCO/MOG****CL 4**

Medium-size Summon 4

Init +9; Senses Perception +10**Defences** Ref 20 (flat-footed 18), Fort 19, Will 19, Mag 18**HP 67; Magic 32; Threshold 19****Elemental Weakness (poison)****Speed** 6 squares**Melee** Slam +7 (1d8+3; confu*)**Ranged** none**Base Atk +4; Grp +7****Abilities** Str 16, Dex 15, Con 17, Int 10, Wis 17, Cha 12**Special Qualities** Trample – the chocobo is trained by the mounted moogle to trample enemies of medium-size or smaller, dealing 3d6+3 points of damage, or half if a Reflex save (DC 17) is successful.**Feats** Toughness (+15)**Skills** Endurance +10, Initiative +9, Perception +10,

Survival +10

Spells: none

*Confu is a unique status-effect that causes the infected creature to only attack the nearest target, whether ally or enemy, for a number of rounds equal 1d4. The target only becomes infected if Choco/Mog's attack roll succeeds the target's Reflex Defence by 5 or more.

**HADES****CL 4**

Large Summon 4

Init +8; Senses darkvision; Perception +11**Defences** Ref 19 (flat-footed 18), Fort 20, Will 20, Mag 18**HP 77; Magic 32; Threshold 20****Elemental Weakness (holy)****Speed** 8 squares**Melee** Slam +9 (2d4+5)**Ranged** none**Base Atk +4; Grp +9****Abilities** Str 20, Dex 12, Con 19, Int 10, Wis 18, Cha 15**Special Qualities** Spell Resistance (death, no effect; death sentence, no effect; poison, no effect), Terrifying Presence

Feats Skill Focus (Spellcasting)
Skills Initiative +8, Perception +11, Spellcasting +12
Spells: blind, poison, silence, slow

IFRIT

CL 4

Huge Summon 4
Init +3; Senses low-light vision; Perception +10
Defences Ref 17 (flat-footed 16), Fort 23, Will 19, Mag 17
HP 130; **Magic** 32; **Threshold** 23
Elemental Weakness (water)
Speed 10 squares
Melee Claw +14 (3d6+10) or
Melee Slam +14 (2d6+10)
Ranged Hellfire* +5 (1d12+1; fire)
Base Atk +4; Grp +14
Abilities Str 30, Dex 12, Con 25, Int 9, Wis 17, Cha 15
Special Qualities Terrifying Presence
Feats Skill Focus (Spellcasting)
Skills Jump +17, Perception +10, Spellcasting +12
Spells: fire, flare
*Hellfire is a special ability where Ifrit rushes a single target within line of sight in a ball of fire.



KJATA

CL 4

Huge Summon 4
Init +7; Senses blindsight; Perception +10
Defences Ref 16, Fort 23, Will 19, Mag 17
HP 102; **Magic** 32; **Threshold** 23
Elemental Weakness (gravity)
Speed 10 squares
Melee Gore +14 (3d6+10)
Ranged none
Base Atk +4; Grp +14
Abilities Str 30, Dex 10, Con 26, Int 10, Wis 17, Cha 15
Special Qualities +2 species bonus on Initiative checks,
 Spell Resistance (death; no effect)
Feats Skill Focus (Spellcasting)
Skills Initiative +7, Perception +10, Spellcasting +12
Spells: blizzard, fire, quake, thunder



LEVIATHAN

CL 4

Gargantuan Aquatic Summon 4
Init +8; Senses low-light vision; Perception +11
Defences Ref 15 (flat-footed 14), Fort 29, Will 20, Mag 17
HP 167; **Magic** 32; **Threshold** 29
Elemental Weakness (thunder)
Speed 12 squares (ground), 10 squares (swim)
Melee Slam +19 (2d8+15)
Ranged Tsunami* +5 (1d12+1; water)
Base Atk +4; Grp +19
Abilities Str 40, Dex 12, Con 36, Int 9, Wis 18, Cha 15
Special Qualities Breathe Underwater, spell resistance
 (silence; no effect)
Feats Skill Focus (Spellcasting)
Skills Initiative +8, Perception +11, Spellcasting +12,
 Swim +22



Spells: blind, slow, stop

*Tsunami is a special ability that Leviathan uses to cause a massive tidal wave to flood all enemy targets within a 6-square radius from her.

NEO BAHAMUT

CL 4

Gargantuan Summon 4

Init +8; Senses darkvision; Perception +11

Defences Ref 15 (flat-footed 14), Fort 29, Will 20, Mag 17

HP 206; Magic 32; Threshold 29

Elemental Weakness (holy)

Speed 12 squares (ground), 8 squares (fly; perfect)

Melee Claw +19 (3d8+15) or

Melee Slam +19 (2d8+15)

Ranged Giga Flare* +5 (3d12+1; non-elemental)

Base Atk +4; Grp +19

Abilities Str 40, Dex 12, Con 36, Int 9, Wis 18, Cha 15

Special Qualities Terrifying Presence

Feats Skill Focus (Spellcasting)

Skills Initiative +8, Perception +11, Spellcasting +12

Spells: flare, thunder

*Giga Flare is a special ability that Bahamut launches from its mouth to all enemy targets within an 8-square radius from his position.



ODIN

CL 4

Huge Summon 4

Init +10; Senses Perception +16

Defences Ref 16, Fort 23, Will 25, Mag 21

HP 148; Magic 32; Threshold 23

Speed 10 squares

Melee Zantetsuken* +14 (*instant death*) or

Melee Sword Slash +14 (2d10+10)

Ranged none

Base Atk +4; Grp +14

Abilities Str 30, Dex 11, Con 25, Int 16, Wis 28, Cha 12

Special Qualities: Trample – *Odin has trained his horse to*

trample enemies of huge-size or smaller, dealing

3d6+10 points of damage, or half if a Reflex save (DC 17) is successful.

Skills Initiative +10, Jump +17, Perception +16

Feats Skill Focus (Initiative)

*Zantetsuken is a special ability that allows Odin to inflict the *Instant Death* status effect to all enemy targets within line of sight of him. The attack roll must succeed the targets' Reflex Defence by 5 or more in order to succumb to "death" (0 hit points). The attack is considered a miss in all other aspects of the attack roll. Monsters or characters who are immune to instant death are not affected by Zantetsuken, and the attack instantly fails.



PHOENIX

CL 4

Colossal Summon 4

Init +6; Senses Perception +10

Defences Ref 13, Fort 33, Will 20, Mag 17

HP 301; Magic 32; Threshold 33

Elemental Weakness (water)

Speed 10 squares (fly; good)

Melee Gore +24 (5d6+20)

Ranged Eternal Flame* +3 (2d12-1; fire; Crit 17-20)

Base Atk +4; Grp +24



Abilities Str 50, Dex 8, Con 45, Int 10, Wis 17, Cha 16

Special Qualities Terrifying Presence, spell resistance (fire; absorb), +4 species bonus to Reflex Defence

Feats Skill Focus (Spellcasting)

Skills Initiative +6, Perception +10, Spellcasting +13

Spells: cure, fire, flare

*Eternal Flame is a special ability that emits a stream of fire at all enemy targets within an 8-square radius from Phoenix. Any allies within the same radius, with 0 hit points, regain hit points equal to the damage dealt to enemy targets by Eternal Flame. This ability threatens a critical hit on a natural 17, 18, 19, or 20.

RAMUH

CL 4

Huge Summon 4

Init +8; **Senses** Perception +16

Defences Ref 17 (flat-footed 16), Fort 25, Will 25, Mag 21

HP 147; **Magic** 32; **Threshold** 25

Elemental Weakness (earth)

Speed 10 squares

Melee Slam +16 (2d6+12)

Ranged Judgement Bolt* +5 (1d12+1; thunder)

Base Atk +4; **Grp** +16

Abilities Str 35, Dex 12, Con 28, Int 16, Wis 28, Cha 16

Feats Skill Focus (Spellcasting)

Skills Initiative +8, Perception +16, Spellcasting +13

Spells: cure, silence, thunder

*Judgement Bolt is a special ability that allows Ramuh to cast a black cloud over all enemy targets within a 6-square radius from him and send down a rain of thunder upon them.



SHIVA

CL 4

Huge Summon 4

Init +11; **Senses** Perception +19

Defences Ref 17 (flat-footed 16), Fort 23, Will 21, Mag 20

HP 131; **Magic** 32; **Threshold** 23

Elemental Weakness (fire)

Speed 10 squares

Melee Slam +15 (2d6+11)

Ranged Diamond Dust* +5 (1d12+1; ice)

Base Atk +4; **Grp** +15

Abilities Str 32, Dex 12, Con 24, Int 15, Wis 20, Cha 15

Feats Skill Focus (Spellcasting)

Skills Initiative +8, Perception +12, Spellcasting +12

Spells: blizzard, cure, slow

*Diamond Dust is a special ability that allows Shiva to breathe ice cold wind at a single target within line of sight of her.



TITAN

CL 4

Gargantuan Summon 4

Init +3; **Senses** Perception +11

Defences Ref 15 (flat-footed 14), Fort 29, Will 20, Mag 17

HP 160; **Magic** 32; **Threshold** 29

Elemental Weakness (ice)

Speed 12 squares

Melee Slam +19 (2d8+15)

Ranged Anger of the Land* +5 (1d10+1; earth)

Base Atk +4; **Grp** +19

Abilities Str 40, Dex 12, Con 36, Int 9, Wis 18, Cha 15



Special Qualities spell resistance (zombie; no effect)

Feats Skill Focus (Spellcasting)

Skills Climb +22, Perception +11, Spellcasting +12

Spells: blind, quake, stop

*Anger of the Land is a special ability that allows Titan to lift up the ground in front of him and throw it on top of all enemy targets within line of sight of him.

TYPOON

CL 4

Large Summon 4

Init +8; **Senses** darkvision; Perception +11

Defences Ref 19 (flat-footed 18), Fort 20, Will 20, Mag 18

HP 79; **Magic** 32; **Threshold** 20

Elemental Weakness (holy)

Speed 8 squares

Melee Gore +9 (2d8+5)

Ranged Gaia's Breath* +5 (1d10+1; wind)

Base Atk +4; **Grp** +9

Abilities Str 20, Dex 12, Con 19, Int 10, Wis 18, Cha 15

Special Qualities Spell Resistance (death, no effect; death

sentence, no effect; poison, no effect), Terrifying

Presence

Feats Skill Focus (Spellcasting)

Skills Initiative +8, Perception +11, Spellcasting +12

Spells: cure, silence, tornado

*Gaia's Breath is a special ability that allows Typoon to shoot a strong gale of wind at a single enemy target within line of sight of him.



KNIGHTS OF THE ROUND

Bonuses and Penalties: +5 to Magic Defence/-5 to attack rolls (weapon) or -5 to Reflex Defence (armour).

The Knights of the Round summon is a unique materia in that the summon doesn't stay on the battlefield until the caster becomes unconscious, the encounter ends, or if the summon becomes unconscious, nor can the summon level up. Instead, as a full-round action, 13 knights appear one after the other and deals damage to all enemy targets in a 4 square radius from the caster. The damage is 13d8, and the caster's Spellcasting check has to exceed all affecting targets' Reflex Defence otherwise the summoning is considered an automatic fail.

ENEMY SKILL

Enemy skill materia allows the equipped character to learn spells that are otherwise only available to monsters. Enemy skill materia costs 2,000 gil and they contain no enemy skills. In order to learn enemy skill abilities, the character equipped with the enemy skill materia must make a Spellcasting check against a monster target's Will Defence. If the target has no enemy skill abilities, the check fails instantly. If the target possesses an enemy skill ability, and the check equals or exceeds the target's Will Defence, the character learns the enemy skill ability and can begin using it on his next turn if he so wishes (if the check result is less than the target's Will Defence then nothing happens and the player's turn ends immediately).

Once an enemy skill materia has learned an enemy skill ability, it remains forever within the knowledge of that particular materia orb. In other words, it becomes a part of the enemy skill set of the enemy skill materia and it cannot be cleansed or erased from the materia's memory.

Certain enemy skill abilities allow you to spend additional Magic Points to increase its effects.

ENEMY SKILL DESCRIPTIONS

Here is the format for enemy skill descriptions.

ENEMY SKILL NAME

Type: What type the enemy skill is: Elemental, Non-Elemental, Healing, Status-Effect, or Protective.

Effect: The amount of damage the enemy skill inflicts, the amount of HP the spell heals, what status-effect the enemy skill removes, or what protection the enemy skill installs is mentioned here. You can only target one enemy/ally that is within your line of sight, unless stated otherwise.

Special: Any other game rule information that is not presented above will be here.

?????

Type: Non-Elemental.

Effect: You deal damage to a single target within line of sight of you equal to your current hit points plus your character level.

Special: By spending an additional 9 Magic Points you instead deal damage equal to $2 \times$ your current hit points plus your character level.

ANGEL WHISPER

Type: Healing.

Effect: All status-effects, except *unconscious*, that are currently in place on all allies within a 6-square radius from you are removed.

AQUALUNG

Type: Elemental (water).

Effect: You deal $2d8$ points of water damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier \times one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

BETA

Type: Elemental (fire).

Effect: You deal $2d10$ points of fire damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier \times one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

BIG GUARD

Type: Protective.

Effect: For a number of rounds equal to $1d4$, all weapon and magic/summon damage received is reduced to 0 and you are infected with the *haste* status-effect (see Status Effects in Chapter 1 of the Gamemaster's Guide, for more details).

Special: By spending an additional 6 Magic Points you can apply a +2 bonus to the die result.

CHOCOBUCKLE

Type: Non-Elemental.

Effect: You deal $1d12$ points of non-elemental damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier \times one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

DEATH SENTENCE

Type: Status-Effect.

Effect: Select an enemy target within your line of sight. That target automatically drops to the bottom of the condition track in $1d6$ rounds.

Special: This is a persistent condition that can only be removed by the effects of the Full Cure spell.

DRAGON FORCE

Type: Protective.

Effect: You grant a single ally within line of sight of you a +3 temporary bonus to all his Defences. The bonus remains in effect for a number of rounds equal to 1d4.

FLAMETHROWER

Type: Elemental (fire).

Effect: You deal 2d12 points of fire damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

FROG SONG

Type: Status-Effect.

Effect: One target within your line of sight is infected with the *Small* Status-Effect.

Special: This is a persistent condition that can only be removed by the effects of the Full Cure spell or if the target becomes unconscious.

LASER

Type: Status-Effect.

Effect: All targets within an 8-square radius from you are pushed -2 steps along the condition track. This is a persistent condition that can only be removed by having at least 8 consecutive hours of rest.

LV4 SUICIDE

Type: Status-Effect.

Effect: For a number of rounds, equal to 1d6, after casting this enemy skill, you automatically roll a critical hit against one enemy target of its choice whose level is a multiple of 4 (4th, 8th, 12th, 16th, and 20th).

Special: The spell automatically fails if the selected target's level is not a multiple of 4.

LV5 DEATH

Type: Status-Effect.

Effect: One enemy target within your line of sight, whose character level is a multiple of 5 (5th, 10th, 15th, or 20th) is moved to the bottom of the condition track and is unconscious/disabled.

Special: The spell automatically fails if the selected target's level is not a multiple of 5.

MAGIC BREATH

Type: Elemental (fire/ice/thunder).

Effect: You deal 2d10 points of elemental damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

MAGIC HAMMER

Type: Status-Effect.

Effect: You drain 1d6 Magic Points from each enemy target within a 6-square radius from you. The drained Magic Points are then divided up between you and all allies currently participating in combat (rounded down).

Special: The Magic Points received by this enemy skill cannot exceed your total number of Magic Points. You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x

one-half your character level, rounded down) to increase the drain amount. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the MP drain by +1 die.

MATRA MAGIC

Type: Non-Elemental.

Effect: You deal 2d8 points of non-elemental damage to all targets within an 8-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

PANDORAS BOX

Type: Non-Elemental.

Effect: You deal 3d10 points of non-elemental damage to all targets within a 10-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

TABLE 7-5: ABILITY-BOOSTER MATERIAS AND THEIR PROPERTIES

Name	Effect	Bonus At Each 3 rd Level
Added Cut	Must be equipped to weapon. Once per encounter, the equipped character can use an equipped magic materia as a swift action after a successful attack.	One additional usage per encounter.
All	All magic materia equipped can now hit all enemy targets within a 6-square radius from you. This materia only affects magic materia that, under normal circumstances, target one enemy within the caster's line of sight.	---
Charisma Plus	+1 bonus on all Charisma checks and Charisma-based skill checks.	Additional +1 bonus.
Constitution Plus	+1 bonus on all Constitution checks and Constitution-based skill checks.	Additional +1 bonus.
Counter	While this materia is equipped, as a reaction, you can attack the target that had made a successful attack against you a number of times per encounter equal to your Wisdom modifier.	---
Dexterity Plus	+1 bonus on all Dexterity checks and Dexterity-based skill checks.	Additional +1 bonus.
Dualcast	Allows the equipped character to cast two magic spells in one round once per encounter as a full-round action.	One additional usage per encounter.
Elemental Ward	You receive no damage when a target inflicts elemental damage to you while you have materia equipped that contains the same element as the damage type (excluding enemy skill abilities).	---
HP Plus	The equipped character gains an additional 10 hit points.	Additional 10 hit points.
Intelligence Plus	+1 bonus on all Intelligence checks and Intelligence-based skill checks.	Additional +1 bonus.
MP Plus	The equipped character gains an additional 2 Magic Points.	Additional 2 Magic Points.
Magic Counter	While this materia is equipped, as a reaction, you can attack the target that had made a successful attack against you with a magic materia you have equipped.	---
Strength Plus	+1 bonus on all Strength checks and Strength-based skill checks.	Additional +1 bonus.
Wisdom Plus	+1 bonus on all Wisdom checks and Wisdom-based skill checks.	Additional +1 bonus.

SHADOW FLARE

Type: Non-Elemental.

Effect: You deal 2d12 points of non-elemental damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

TRINE

Type: Elemental (thunder).

Effect: You deal 2d12 points of thunder damage to all targets within a 6-square radius from you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

WHITE WIND

Type: Healing.

Effect: You restore hit points to all allies within a 6-square radius from you equal to your current hit points plus your character level.

Special: By spending an additional 6 Magic Points you instead restore hit points to your allies equal to 2 x your current hit points plus your character level.

ABILITY-BOOSTER

Ability-Booster materia provides additional increases to ability checks and skill checks otherwise not gained through other means. Table 7-5: Ability-Booster Materias and their Properties detail all Ability-Booster materia in the game and their effects. Each ability-booster materia costs 700 gil to purchase.

The effects of an ability-booster materia increase when the equipped character reaches 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th level).

TABLE 7-6: MATERIA FUSION

1 st MATERIA	2 nd MATERIA	MATERIA CREATED	DC CHECK
Tornado	Counter	Assault Twister	10
Blizzard	Added Cut	Blizzard Blade	10
Cure	Added Cut	Cure Blade	15
Blizzard	Dualcast	Dark Blizzard	10
Fire	Dualcast	Dark Fire	10
Thunder	Dualcast	Dark Thunder	10
Drain	Added Cut	Drain Blade	15
Fire	Added Cut	Fire Blade	10
Tri Blizzard	Ultima	Hell Blizzard	20
Tri Fire	Ultima	Hell Fire	20
Tri Thunder	Ultima	Hell Thunder	20
Bio	Added Cut	Poison Blade	15
Silence	Added Cut	Silence Blade	20
Thunder	Added Cut	Thunder Blade	10
Dark Blizzard	Death	Tri Blizzard	15
Dark Fire	Death	Tri Fire	15
Dark Thunder	Death	Tri Thunder	15
Death	Dispel	Vital Slash	20
Barrier	Mbarrier	Wall	20

materia orbs ready, you roll a d20 and apply your SOLDIER 1st Class level to the result (the DC for the roll is listed in Table 7-6). If the check equals or exceeds the DC, you have created the new materia successfully, and the materia used in the fusion are discarded. If the check fails, the materia used in the fusion are still discarded however no new materia is created.

MATERIA FUSION

Members of SOLDIER 1st Class have access to this ability in which they can fuse together two materia to create a new materia.

First, you must make sure that you have the two materia required to create the desired materia. Table 7-6: Materia Fusion, lists all new materia created through the materia fusion process along with the two materia required to make each one.

When you have the two

FUSION MAGIC MATERIA

The following section details all new magic materia that a character can gain through Materia Fusion.

DARK BLIZZARD

You launch a ball of black ice at a target.

MP Cost: 4

Type: Elemental (ice).

Effect: A single target within line of sight of you receives 2d10 points of ice damage. If the Spellcasting check succeeds by 5 or more, the spell also inflicts the *blind* status-effect.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

DARK FIRE

You launch a large blue-flamed fireball at a target.

MP Cost: 4

Type: Elemental (fire).

Effect: A single target within line of sight of you receives 2d10 points of fire damage. If the Spellcasting check succeeds by 5 or more, the spell also inflicts the *berserk* status-effect.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

DARK THUNDER

You launch a large dark energy ball at a target. .

MP Cost: 4

Type: Elemental (thunder).

Effect: You inflict 2d10 points of thunder damage on a single target within line of sight of you. If the Spellcasting check succeeds by 5 or more, the spell also inflicts the *paralysis* status-effect.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

HELL BLIZZARD

You launch numerous balls of ice at a target.

MP Cost: 8

Type: Elemental (ice).

Effect: A single target within line of sight of you receives 4d10 points of ice damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

HELL FIRE

You launch numerous fireballs at a target.

MP Cost: 8

Type: Elemental (fire).

Effect: A single target within line of sight of you receives 4d10 points of fire damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

HELL THUNDER

You launch numerous energy balls at a target. .

MP Cost: 8

Type: Elemental (thunder).

Effect: You inflict 4d10 points of thunder damage on a single target within line of sight of you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

TRI BLIZZARD

You launch three balls of ice at a target.

MP Cost: 12

Type: Elemental (ice).

Effect: A single target within line of sight of you receives 3d10 points of ice damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

TRI FIRE

You launch three fireballs at a target.

MP Cost: 12

Type: Elemental (fire).

Effect: A single target within line of sight of you receives 3d10 points of fire damage.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

TRI THUNDER

You launch three energy balls at a target..

MP Cost: 12

Type: Elemental (thunder).

Effect: You inflict 3d10 points of thunder damage on a single target within line of sight of you.

Special: You can spend a number of additional Magic Points (to a maximum equal to your Wisdom modifier x one-half your character level, rounded down) to increase the damage of the spell. For every 3 Magic Points spent after the initial Magic Point expenditure, you increase the damage by +1 die.

WALL

You are guarded by any attack that comes your way.

MP Cost: 16

Type: Protective.

Effect: Any attack (weapon, unarmed, natural, spell, or summon attack) against you instantly fails for 1d4 rounds.

Special: By spending an additional 6 Magic Points you receive a +2 bonus to the die roll when determining how long the spell remains affective.

FUSION ABILITY-BOOSTER MATERIA

The following section details all new ability-booster materia that a character can gain through Materia Fusion.

TABLE 7-7: NEW ABILITY-BOOSTER MATERIA AND THEIR PROPERTIES

NAME	EFFECT	MP COST	BONUS EVERY 3 rd CHARACTER LEVEL	MP INCREASE EVERY 3 rd CHARACTER LEVEL
Assault Twister	Once per encounter, you can attack multiple targets that are adjacent to you with a single melee attack.	9	One additional usage per encounter.	+3
Blizzard Blade	You deal an additional 1d8 points of ice damage on top of your normal melee damage.	3	Ice damage increases by +1 die.	+2
Cure Blade	With every successful melee attack, the damage roll heals the target's hit points instead of reducing it. Please note that the effects of this materia on undead creatures, or creatures infected with the <i>zombie</i> status-effect, will hurt them instead of healing them.	6	---	---
Drain Blade	With every successful melee attack you absorb half the damage inflicted on the target.	9	---	---
Fire Blade	You deal an additional 1d8 points of fire damage on top of your normal melee damage.	3	Fire damage increases by +1 die.	+2
Poison Blade	You deal an additional 1d8 points of poison damage on top of your normal melee damage.	3	Poison damage increases by +1 die.	+2
Silence Blade	You inflict the <i>silence</i> status-effect with every successful melee attack.	6	---	---
Thunder Blade	You deal an additional 1d8 points of thunder damage on top of your normal melee damage.	9	Thunder damage increases by +1 die.	+3
Vital Slash	Once per encounter, you can find the vital point in a single target and deal triple damage on a successful melee attack.	6	One additional usage per encounter.	+3

CHAPTER VIII –

LIMIT BREAKS



In the *Compilation of Final Fantasy VII*, Limit Breaks come in all shapes and forms, but they all come down to the same description: Limit Breaks are special combat abilities that personify the character.

In this chapter we provide a detail list of all Limit Breaks within the world of Final Fantasy VII, along with the means of how to gain them, what damage they do, how it would be performed in visual terms, and how it will be accomplished through game mechanics.

Characters can only gain limit breaks at the stated levels shown on Table 3-1: Experience and Level Dependent Benefits (Page 19). Only heroic characters can gain limit breaks and you may select any limit break from any of the Limit Trees presented in this chapter, so long as you meet the prerequisites. Human characters can gain a bonus limit break at 1st level.

A character that chooses not to gain limit breaks at the stated levels (that is, a character who decides to gain a bonus feat instead of a limit break), will benefit from the alternative (see Reaching Your Limit without Limit Breaks, below).

All limit breaks are full-round actions and any limit break that deal damage ignore the target's damage reduction (if any).

USING LIMIT BREAKS

A character can only use a limit break during combat and once their Limit Bar equals or exceeds their Wisdom score. Every time a character is hit by an attack and crosses off a box in their limit bar represents that character's heightened emotions, and once their emotions gets the better of them, they are capable of unleashing all sorts of physical and mental abuse.

The Limit Bar is shown on the character sheet as a large box made up of smaller boxes numbered 1 to 30. Each time an opponent attacks you with a weapon, natural weapon, or an unarmed strike; you cross one box off (if you are dealt magic damage cross off two boxes, if you are dealt damage by a summon monster's special ability cross off three boxes). Once you crossed off a number of boxes equal or exceeding your Wisdom

score, you can choose to use a limit break that you have gained thus far. After using a limit break, the limit bar is reduced to 0. (NOTE: even failed attacks cause one box to be crossed off of your limit bar.)

For example, Yuffie, a level 7 character with a Wisdom score of 14 and 13 bars crossed off her Limit Bar (*example 1*), has just been attacked by a Behemoth with gore damage and so she crosses off another number on her Limit Bar (*example 2*); giving her a total of 14 bars. In her next turn, she can use a limit break from those gained thus far and decides to use her Greased Lightning limit break, which will drop her Limit Bar from 14 to 0 (*example 3*).

EXAMPLE 1 (BEFORE DAMAGE BY OPPONENT)

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

EXAMPLE 2 (BEFORE LIMIT BREAK USAGE)

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

EXAMPLE 3 (AFTER LIMIT BREAK USAGE)

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

LIMIT TREES

The following section describes all the limit trees you can choose from when you gain a limit break at 2nd, 4th, 7th, 10th, 13th, 16th, and 19th level. You must meet the prerequisites of the chosen limit break (if any) before selecting it. Most limit trees have prerequisites that must be met before you can select a limit break from it.

DEMONIC LIMIT TREE

Your monstrous emotions get the better of you.

Prerequisites: Must have been injected with a highly concentrated dose of mako (see Chapter 11: JENOVA and the Cetra for details).

Transform: You can transform into a monstrous form of your own making. Creating the monster is similar to character creation, except you are free to invent a number of unique weapons and special abilities equal to your Charisma modifier. The GM will create the damage rolls/DC checks. You don't, however, use any of the heroic classes for the monster's creation; instead you use either the Aberration or Mutant monster types as described in the *Monster Manual*.

You can select this limit break multiple times (to a maximum of four). Each time you do, you create a new monstrous form.

DRAGOON LIMIT TREE

You are highly skilled with jump attacks and melee brawling.

Prerequisites: Trained in the Jump skill, minimum Strength score of 12.

Big Brawl: You make a number of attacks equivalent to your base attack bonus against all enemy targets within an 8-square radius from you. The attacks are rolled as normal and you can divide the number of

attacks between the targets as you see fit. The attacks after the first suffers a -3 penalty to damage and an additional -1 penalty to all subsequent attack rolls until the end of the limit break.

Boost Jump: You vault into the air and crash into one enemy target that is in your line of sight, dealing your weapon's damage as though it were a normal attack. The attack is considered an automatic hit and the damage increases by 1d8 points for every heroic level you have.

Dragon: You summon a Dragon to attack an enemy target that is within your line of sight. The dragon deals 3d6 points of claw damage, and for every point of damage you restore the same amount to your hit points. The damage increases by +1 die every two levels after gaining this limit break.

Dragon Dive: You make a number of attacks equivalent to one-half your base attack bonus (rounded-down) on all enemy targets within a 6-square radius from you. The attacks that hit are considered critical hits and you can divide the number of attacks between each target to how you see fit.

Prerequisites: Boost Jump, heroic level 11.

Hyper Jump: You leap into the air and land in an unoccupied square, driving your melee weapon into the ground which causes a shockwave that hits all opponent targets in a 6-square radius from your drop point. The distance you can move is equivalent to your speed and the attack deals a critical hit to all opponent targets within range.

Prerequisites: Boost Jump, heroic level 4.

FURY LIMIT TREE

The moon aids you as your rage within rises to the surface.

Prerequisites: Must be a member of the Wolfion race, minimum Dexterity score of 14.

Blood Fang: You charge at a single enemy within line of sight of you, dealing 1d12 points of damage. The damage increases by +1 die for every two levels gained after selecting this limit break, and you also regain lost hit points and Mako Points equal to one-half the damage roll (rounded-down).

Prerequisites: Sled Fang, heroic level 4.

Cosmo Memory: Make a Spellcasting check and compare the result to every enemy target's Magic Defence that are currently active in combat. If the check is successful, you summon a huge ball of fire out from the sky, which explode and engulfs the enemy targets with super-heated plasma; dealing $1d12 \times$ your heroic level damage to each target's hit points.

Prerequisites: Sled Fang, heroic level 19.

Howling Moon: You become enraged. You benefit from your rage ability without suffering the penalties afterwards. You also automatically cast *haste* on yourself, regardless of whether or not you have the associated materia equipped, and you do not spend the MP cost.

Prerequisites: Sled Fang, heroic level 11.

Sled Fang: You charge at a single enemy within line of sight of you, dealing 1d8 points of damage. The damage increases by +1 die for every two levels gained after selecting this limit break.

GAMBLER LIMIT TREE

You take chances and risk luck to gain desirable ends.

Dice: You automatically deal 4d6 points of damage to a single target within line of sight of you.

You can select this limit break multiple times. Each time you do, the damage increases by 1d6.

Slots: Roll three "d6" dice and compare the result with the list below:

- 1/1/1 - You and all allies restore all lost hit points and Mako Points. Any status-effects inflicted are instantly removed.
- 2/2/2 - All enemy targets within a 6-square radius from you are attacked. The attack is considered a critical hit for purposes of this limit break.
- 3/3/3 - You attack a target within line of sight of you with a randomly determined spell. Roll a d6. If you roll a 1, you cast fire; if you roll a 2, you cast blizzard; if you roll a 3, you cast thunder; if you roll a 4, you cast poison; rolling a 5 means you cast quake, and rolling a 6 means you cast flare.
- 4/4/3 – Your hit points are reduced to 0 and you die. GAME OVER for your character.
- 4/4/4 - Your ally's current HP and MP are halved. You gain all experience points associated with the current encounter.
- 5/5/5 - All attack rolls made by you and your allies are considered critical hits for the remainder of the encounter.
- 6/6/6 - Instant victory. All enemy targets' HP is reduced to 0 and are unconscious.

Note: Any other combination of numbers results in a fail and your turn ends immediately.

Prerequisites: Dice, heroic level 7.

GEOMANCER LIMIT TREE

You are one with the planet, drawing from its energies to assist you and your allies.

Prerequisites: Must be a member of the Cetra race, minimum Wisdom score of 14.

Breath of the Earth: All allies within a 6-square radius from you are automatically cured of the following status-effects (if applicable): *blind*, *haste*, *poison*, *silence*, *sleep*, *slow*, *stop*, and *zombie*. Any persistent conditions are also removed

Prerequisites: Healing Wind, heroic level 4.

Fury Brand: By sacrificing your own limit attack, you can instantly fill all allies' limit bars to their required level for them to use a limit break in their next turn. The allies must be within line of sight of you in order to benefit from this spell.

Prerequisites: Seal Evil, heroic level 7

Great Gospel: After a quick prayer to the planet, your allies benefit from those presented in the Pulse of Life limit break, except now ANY negative status-effect or illness are automatically removed (unconscious allies are revived and fully restored), and they become invulnerable to any attacks or spell/summon attacks for 1d6 rounds. You must reduce your own hit points and Mako Points by half (rounded down) in order for your allies to benefit from this limit break.

Prerequisites: Healing Wind, heroic level 19.

Healing Wind: You heal 1d10 points to your and all allies' hit points (your Constitution modifier applies). For each two levels gained after selecting this limit break, the healing amount increases by +1 die.

Planet Protector: All allies within line of sight of you become invulnerable to attacks and spells/summon attacks for 1d4 rounds (attacks and spell/summon attacks automatically fail when invulnerable).

Prerequisites: Healing Wind, heroic level 11.

Pulse of Life: After a quick prayer to the planet, all allies within an 8-square radius from you are cured of any of the status-effects mentioned in the Breath of the Earth limit break (if applicable; see above), restore any hit points lost, and restore any Mako Points lost. You must reduce your own hit points and Mako Points by half (rounded down) in order for your allies to benefit from this limit break.

Prerequisites: Seal Evil, heroic level 15.

Seal Evil: Make a Spellcasting check and compare the result to each enemy targets' Magic Defence. The targets have to be within a 6-square radius from you in order to be affected by this limit break. If the check succeeds, you cast the Stop and Silence spells on them, regardless of whether you have the associated materia equipped or not, and you don't pay the MP cost.

MONK LIMIT TREE

You are well versed in the art of hand-to-hand combat.

The limit breaks in this tree stack with each other. Once your limit bar equals or exceeds your Wisdom score, you reduce your limit bar by 2 (instead of reducing the limit bar to 0). If your limit bar still equals or exceeds your Wisdom score, you can immediately use another limit break that you have selected from this tree, which further reduces the limit bar by 2. Your turn immediately ends once your limit bar is reduced to below your Wisdom score (when this happens, you must reduce your limit bar to 0).

Prerequisite: Martial Arts I feat.

Beat Rush: You unleash a series of four unarmed attacks against a single target within line of sight of you. The attacks are considered critical hits for purposes of this limit break.

Dolphin Blow: You deal an unarmed attack against a single target within your line of sight. Roll a d10 and compare the result below:

- 1 - Attack fails. Your turn ends immediately.
- 2/3/4 - Normal attack (target's Reflex Defence sets the DC check).
- 5/6/7/8 - Normal attack (target's Reflex Defence sets the DC check). Deal an additional 3d10 points of water damage.
- 9/10 - Critical Hit against target. Deal an additional 5d10 points of water damage.

Prerequisites: Beat Rush, heroic level 11.

Final Heaven: You punch a single target within your line of sight so hard, the force of it is similar to that of a nuclear explosion; dealing 20d12 points of damage (your Strength score applies).

Prerequisites: 5 Monk limit breaks, Martial Arts III feat, heroic level 19.

Hammerblow: You roll an unarmed attack against a single target within your line of sight. If the attack roll exceeds the target's Reflex Defence, the target is automatically removed from the encounter and is considered unconscious.

Meteodrive: You pick up a single target within your line of sight and deliver a backdrop, inflicting a number of points of damage equivalent to your unarmed damage roll x 3.

Prerequisites: Martial Arts II feat, 2 Monk limit Breaks.

Meteor Strike: You grab a single target within line of sight of you, jump into the air before slamming them back to the ground. The damage dealt by this limit break is equivalent to a number of d10 dice times your level (a 15th level character, for example, deals 15d10 points of damage).

Prerequisites: 3 Monk limit breaks.

Rush Assault: You deal a series of 8 unarmed attacks against a single target within your line of sight. The attacks are considered critical hits for the purpose of this limit break.

Somersault: You attack a single target within your line of sight with a flipping kick. Your unarmed attack is considered a critical hit for purposes of this limit break.

Waterkick: As you high-kick a single target within your line of sight, you deal an additional 3d8 points of water damage to the target as well. The unarmed attack is considered a critical hit and you deal an additional 1d8 points of water damage every second level gained after acquiring this limit break.

Prerequisites: Beat Rush, heroic level 4.

NINJA LIMIT TREE

You are highly trained in quick attacks and manoeuvres.

Prerequisites: Weapon Proficiency (simple weapons), Sneak Attack talent.

Bloodfest: You attack all enemy targets within an 8-square radius from you 10 times. The attacks are considered critical hits and you choose how many attacks affect which targets.

Prerequisites: Greased Lightning, heroic level 7.

Doom of the Living: You either attack all enemy targets within an 8-square radius or a single target within your line of sight. You make a number of attacks equal to one-half your base attack bonus. All attacks are considered critical hits for purposes of this limit break, and you choose how many attacks hit each target if you decide to hit multiple targets.

Prerequisites: Greased Lightning, heroic level 15.

Greased Lightning: You attack a single target within an 8-square radius from you. The attack is considered a critical hit for purposes of this limit break, and you deal quadruple damage instead of the normal double damage.

Landscape: You throw your weapon along the ground, causing a large tremor that deals damage equal to 3d8 x one-half your heroic level to a single target within your line of sight. If you are using the shuriken weapon, the damage is inflicted to all enemy targets within a 6-square radius from the main target.

Prerequisites: Greased Lightning, heroic level 4.

RANGER LIMIT TREE

You are a master of the gun and some throwing weapons.

Prerequisites: Weapon Proficiency (pistols), Weapon Proficiency (simple weapons)

Big Shot: You fire a large ball of energy at a single target within line of sight of you. The attack is considered a critical hit for purposes of this limit break.

Catastrophe: You inflict plasma damage with your gun to all enemy targets within a 6-square radius from you. The attack is considered a critical hit and you deal max damage times four (instead of the normal times two) to each target within radius.

Prerequisites: 3 Ranger Limit Breaks, heroic level 19.

Dynamite: You make an area attack with a dynamite. You can throw the dynamite into any unoccupied square, ignoring any penalties that may apply. The attack is considered a critical hit and you deal an additional 1d8 points of damage to each target within radius for each heroic level you've gained thus far.

Grenade Bomb: You make an area attack with a grenade. You can throw the grenade into any unoccupied square, ignoring any penalties that normally apply. The attack is considered a critical hit and deals triple max damage (instead of double) to all in the grenade's blast radius for purposes of this limit break.

Prerequisites: Big Shot, heroic level 4.

Mindblow: You deplete one target's MP that is within line of sight of you by 2d4 points. The MP damage increases by 1d4 for each level you've gained thus far.

Ungarmax: You fire with your gun at all enemy targets within a 6-square radius from you, dealing triple max damage to each as though you rolled a critical hit.

Prerequisites: Big Shot, heroic level 15.

SPELLCASTER LIMIT TREE

You are a master of the magic arts.

All Creation: You blast all enemy targets participating in combat with a huge beam of iridescent light, dealing 8d10 points of damage to each. One-quarter of your heroic level (rounded-down) multiplies.

Prerequisites: two Spellcaster limit breaks, heroic level 19.

Clear Tranquil: You heal hit points equal to 3d12 (x your Intelligence modifier) to you and all allies within a 5-square radius from you.

Earth Rave: You automatically hit each enemy target that are within an 8-square radius from you with the fire, blizzard, thunder, quake, and poison spells (the secondary effect of the poison spell does not apply).

Prerequisites: two Spellcaster limit breaks, heroic level 15.

Finishing Touch: You create a giant whirlwind that causes all enemy targets within an 8-square radius from you to be sent up into the air before crashing down to the ground, dealing 8d12 points of damage to each affecting target.

Prerequisites: Meteorain, heroic level 15.

Gauntlet: You summon a large vortex beneath all enemy targets within an 8-square radius from you, dealing 5d10 x one-half your heroic level (rounded-down) points of damage to each target.

Prerequisites: Clear Tranquil, heroic level 11.

Lunatic High: Roll 1d20 and apply your heroic level and Intelligence modifier, comparing the result against DC 15. If the result equals or exceeds the check, you and all allies are affected with the Haste status-effect. Roll a d6 to determine how long the effect lasts for.

Meteorain: You leap into the air and launch several comets at all enemy targets within an 8-square radius from you, dealing 1d12 x your heroic level to each foe.

Prerequisite: Heroic level 11.

Stardust Ray: You summon a cluster of stars to attack either a single target or all enemy targets within a 6-square radius from you, dealing 5d10 x one-half your heroic level points of damage to the target(s).

Prerequisites: Lunatic High, heroic level 7.

SWORD ART LIMIT TREE

You are gifted in the ways of using a blade.

Prerequisite: You must be wielding a sword when activating any of these limit breaks.

Blade Beam: You shoot a wave of energy from your sword and deal 3d12 points of damage to a single target within line of sight of you. Any targets within a 6-square radius from the main target receive 1d12 points of damage each. The damage increases by 1 die every second level after gaining this limit break.

Prerequisites: Braver, Heroic level 4.

Braver: You make an automatic critical hit against one target within line of sight of you, ignoring any damage reduction that target might have.

Climhazzard: You skewer a single target within line of sight of you. The attack is considered a critical hit for purposes of this limit break and you deal an additional 1d6 points of damage for every heroic level you possess.

Prerequisites: 2 Sword Art limit breaks, heroic level 7.

Cross-Slash: You make an attack against a single target within line of sight of you. The attack is considered a critical hit for purposes of this limit break and you are considered to have the Triple Attack feat, regardless of whether you have it or not. If the target still has hit points after the attack, the target is knocked prone for the next round of combat.

Octaslash: You make two full attacks against a single target within your line of sight. You are considered to have the Quadruple Attack feat, regardless of whether you have it not, and the attacks are considered a critical hit.

Prerequisites: Braver, heroic level 11.

Omnislash: You make three full attacks against a single target within line of sight of you (or multiple enemy targets within a 6-square radius from you). The attacks are considered critical hits for purposes of this

limit break, and you are considered to have the Quadruple Attack and Triple Crit feats, regardless of whether you have them or not.

Prerequisites: 3 Sword Art limit breaks, heroic level 19.

VEHICLE STRIKE LIMIT TREE

You use a vehicle's weapons as though they're your own.

Satellite Beam: You call on assistance from a vehicle to attack all enemy targets within a 10-square radius from you, ignoring any range penalties that may apply. The vehicle weapon must be either laser beam or mako beam.

Prerequisites: Vehicular Combat feat, heroic level 11.

Vehicle Assault: You call upon a vehicle that you normally pilot to attack all enemy targets within a 12-square radius from you, ignoring any range penalties that may apply. The vehicle weapon must be either a torpedo, missile, or assault gun.

Prerequisites: Vehicular Combat feat, heroic level 19.

REACHING YOUR LIMIT WITHOUT LIMIT BREAKS

A character that chooses to gain a bonus feat instead of a limit break at each of the stated levels will benefit from the alternative. Once a character reaches his limit but has no limit breaks to use in their next turn will gain a bonus to attack rolls and damage rolls equal to their character level. The attack must be used on your next turn after reaching your limit otherwise the opportunity is lost, and your limit bar will drop to 0 at the end of your turn.

DIGITAL MIND WAVE (D.M.W.)

The D.M.W. feat allows the player to use additional limit breaks he hasn't gained by drawing on the strong emotions he has with his allies (see Chapter Four for more details). It also grants the player with additional abilities, which are described below.

At the start of the player's turn during combat (the player who has this feat), he must roll 3d6 and compare the result with the table below. Please note that selecting the D.M.W. feat multiple times does not affect the die result in any way. Selecting the feat multiple times allows you to gain an additional limit break from one of your allies' pool of limit breaks (see Chapter 5: Feats, for more information). The result grants a benefit that remains in effect until the start of the player's next turn (the table below describes all possible benefits granted by the die result).

RESULT	BENEFIT
3	Spells and Summons (excluding enemy skill spells) do not cost Magic Points to use.
4	Gain temporary hit points equal to 10 plus your character level. Any leftover temporary hit points remaining at the start of your next turn are instantly removed, and any damage received by enemy targets is first deducted from the temporary hit points.
5	All status-effects casted on you are instantly removed.
6	You receive a bonus to attack and damage rolls equal to $2 + \text{one-half your character level}$ (rounded down).
7-14	Nothing happens.
15	Gain temporary magic points equal to 2 plus your character level. Any leftover temporary magic points remaining at the start of your next turn are instantly removed.
16	You receive no damage from attacks and half damage from spell damage (rounded down).
17	You cannot be pushed along the condition track, regardless of what talent or ability that may be used to do so.
18	Spells deal double damage or heal double hit points (whichever is applicable).

CHAPTER IX –

HEROIC TRAITS



What does your character look like? How old is he (or she)? What sort of impression does he make? What led him to become an adventurer?

This chapter covers a miscellany of topics that apply to your character. It helps you establish your character's identity and place on the planet and make him or her more lifelike – like a main character in a Final Fantasy game or film. For many players, this is the true expression of role-playing: defining the character that you are going to play.

When you first play a character, it's fine to leave some of the details sketchy. Over time, as adventures play out, you'll get a better sense of who you want your character to be. You'll develop your character's details much the way an author develops a character over several chapters in a novel or over several novels in a series.

DETAILS

This section offers advice as you determine details about your character, including his or her age, appearance, and personality. Start with some idea about your character's background and personality, and use that idea to develop the details that bring your character to life.

AGE

Your character's age is pretty much up to you (subject to the Gamemaster's approval). A character reaches 1st level in Heroic Classes at the point when he or she steps out of mundane life and into the drama of the story, either by choice or through circumstances beyond the character's control. That could be as a young adult for a

SOLDIER, as an 18-year-old adult (such as the case of Zack Fair), or as an even older character, depending on your character concept.

TABLE 9-1: AGE BY RACE

RACE	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Human	1-11 years	12-15 years	16-40 years	41-59 years	60-79 years	80+ years
Cetra	1-10 years	11-17 years	18-40 years	41-54 years	55-79 years	80+ years
Gi'Na'Ka	1-26 years	27-44 years	45-80 years	81-109 years	110-149 years	150+ years
Goblin	1-9 years	10-13 years	14-29 years	30-44 years	45-59 years	60+ years
Golem	1-9 years	10-200 years	201-999 years	1,000-1,999 years	2,000-3,999 years	4,000+ years
Grim	1-6 years	7-10 years	11-39 years	40-59 years	60-79 years	80+ years
Magnade	1-7 years	8-20 years	21-30 years	31-45 years	46-64 years	65+ years
Moogle	1-9 years	10-15 years	16-35 years	36-41 years	42-49 years	50+ years
Remnant*	---	---	---	---	---	---
Sahagin	1-12 years	13-15 years	16-35 years	36-49 years	50-69 years	70+ years
Tonberry	1-13 years	14-18 years	19-44 years	45-70 years	71-89 years	90+ years
Vajradhara	1-23 years	24-39 years	40-79 years	80-119 years	120-169 years	170+ years
Wolfion	1-14 years	15-39 years	40-400 years	401-550 years	551-799 years	800+ years

*Remnants are considered Ageless and are not affected by aging effects.

Table 9-1: Age by Race gives you age ranges for the various races presented in Chapter 2: Races. The ages presented for each race is associated with how that race ages in their years, not the planet's years (similar to how a dog ages 7 years for every 1 human year). As your hero ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase, as shown in Table 9-2: Aging Effects. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

TABLE 9-2: AGING EFFECTS

Child	-3 to Str and Con; -1 to Dex, Int, Wis, Cha
Young Adult	-1 to Str, Con, Dex, Int, Wis, and Cha
Adult	No modifier
Middle age	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	-2 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable	-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

First, generate your ability scores as defined in Chapter 1. Then, once your starting age is determined, apply the modifiers shown on Table 9-2: Aging Effects. Note that the methods described for determining ability scores yield the scores of an adult character. For example, when a character reaches middle age, her Strength, Dexterity, and Constitution scores each drop 1 point, while her Intelligence, Wisdom, and Charisma scores each increase by 1 point. When she becomes old, her physical ability scores all drop an additional 2 points, while her mental ability scores increase by 1 again. So far she has lost a total of 3 points from her Strength, Dexterity, and Constitution scores and gained a total of 2 points to her Intelligence, Wisdom, and Charisma scores due to aging.

NOTE ON DYING: REMNANTS

Remnants have a unique way of dying. Unlike other races that simply fall to the ground, and become rigid and lifeless, Remnants' body tissue and organs vaporise into a green, gassy substance, which is then absorbed back into the lifestream. The best examples of this are the deaths of Kadaj, Loz, and Yazoo at the end of the film *Advent Children*.

HEIGHT AND WEIGHT

Table 9-3: Height and Weight presents average heights and weights for the different races presented in Chapter 2: Races (page 10). Your character may be of average height and weight, or you can make your character lighter, heavier, shorter, or taller. Think about what your character's abilities might say about her

height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy.

PERSONALITY

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Your character's hometown is a good place to start when thinking about personality, but it's a bad place to stop. Make your character different from every other character.

Personality is a summary of how your character usually acts. Make sure it's interesting and fun for you to play. Give your character good points and bad points. Think about his code of ethics. Will your character do anything for the right price, or is there a line he just won't cross? Is your character cheerful or dour, optimistic or pessimistic, honourable or dishonourable? These are just some of the factors that could go into your character's personality.

A handy trick for making an interesting personality for your character is including some sort of conflict in his nature.

Your character's personality can change over time. Just because you've written some personality notes on your character sheet doesn't mean you can't let your character grow and develop the way real people do.

TABLE 9-3: HEIGHT AND WEIGHT

RACE	AVERAGE HEIGHT	AVERAGE WEIGHT
Human, male	1.8 m	75 kg
Human, female	1.6 m	55 kg
Cetra, male	1.8 m	75 kg
Cetra, female	1.6 m	55 kg
Gi'Na'Ka	2.1 m	80 kg
Goblin, male	0.9 m	40 kg
Goblin, female	0.8 m	30 kg
Golem, male	2 m	140 kg
Golem, female	1.8 m	120 kg
Grim, male	1 m	60 kg
Grim, female	0.9 m	50 kg
Magnade, male	1.9 m	85 kg
Magnade, female	1.6 m	65 kg
Moogle, male	0.7 m	35 kg
Moogle, female	0.6 m	25 kg
Remnant	1.9 m	75 kg
Sahagin, male	1.7 m	70 kg
Sahagin, female	1.5 m	50 kg
Tonberry, male	0.8 m	40 kg
Tonberry, female	0.7 m	35 kg
Vajradhara	2.9 m	147 kg
Wolfion, male	1.8 m	70 kg
Wolfion, female	1.7 m	60 kg

BACKGROUND

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

How did she decide to become a hero?

How did she acquire Heroic Classes?

Where did she get her starting equipment?

Did she assemble it piece by piece over time? Was it a parting gift from a parent or mentor? Do any items have special significance to her?

What's the worst thing that's ever happened to her?

What's the best thing that's ever happened to her?

Does she stay in contact with her family?

What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character's background simple. Has she travelled around the world a lot? What's her home town like? What does she think of Shinra? Does she know any of the other players' characters from before the campaign started? If not, what's her connection to the rest of the team?

GOALS

Your character might have a number of objectives that he or she hopes to accomplish. These are the things that motivate your character. Does he seek wealth or love? Revenge or Power? That's up to you and your GM.

Goals can be immediate or long-term. They can also change during play, and new goals can be added all the time. Think of goals as what's motivating your character right now, though some long-term goals might fade to the background until circumstances warrant.

DIFFICULTIES

Every hero has their issues. Be it a well-kept secret from their past or an allergy of some type, difficulties help define a character and give them more depth. Difficulties are completely optional and can only be selected at 1st level. Players can only select up to two of the following difficulties for their character and in doing so is granted a bonus feat or talent per difficulty (selected from the character's starting class' list of bonus feats or talent trees).

TABLE 9-4: DIFFICULTIES

DIFFICULTY	PENALTY
Absent-Minded	The character takes a -2 penalty on all Intelligence-based ability and skill checks.
Addiction	If the dependent item is unavailable, the character must make a Will check every hour without the dependent item, or go down -1 step along the condition track. This is a persistent condition that cannot be removed unless the character receives the dependent item.
Allergy	Choose something the character is allergic to and treat it as the <i>poison</i> status-effect.
Amnesia	The character cannot remember his personal history. The afflicted character cannot use any prior contacts and takes a -4 penalty to all Knowledge (social sciences) checks.
Amorous	Characters with this difficulty suffer a -4 penalty to all mind-affecting abilities from members of a chosen gender.
Anger Management	The character is aggressive and loses his temper easily. He must make a Will check. If the check fails, the character acts as if under the influence of the rage ability (see Wolfion race traits) and the <i>confu</i> status-effect for the same number of rounds equal to the difference in the failed check.
Bad Luck	The character suffers a -1 penalty to all Defences.
Broke	The character's starting gil is decreased by three-quarters.
Coward	The character suffers a -4 penalty to all Persuasion checks. Anytime he is faced with danger, he must make a Will check. If the check fails, the character is pushed -1 step along the condition track for a number of rounds equal to the total hit dice.
Crude	The character suffers a -2 penalty on Charisma-based ability and skill checks.
Dark Secret ¹	The character suffers from something detrimental in his past. Every time the character gains a level, he must make a Reputation check (DC 10 + Reputation). If the check fails, the Dark Secret is uncovered.
Deaf	A deafened hero cannot perceive anything with his auditory sense. The character automatically fails Perception checks based on sound and takes a -4 penalty on Perception checks.
Dull Senses	The character suffers a -4 penalty to initiative checks.
Hunted	Heroes with this Difficulty have someone (or something) after them, to do them harm. Every time the character gains a level, he must make a Reputation check (DC 10 + Reputation) to see if the hunter has found him.
Illiterate	This unfortunate hero cannot read and cannot use any ability that requires the ability to read.
Infamy ²	The character's Reputation increases by +4, but in a bad way.
Kleptomaniac	The character just cannot seem to keep his hands off other people's stuff. You must make a Will check each day. If the check fails, The character must steal something of value that day.
Klutz	The character takes a -2 penalty on Dexterity-based ability and skill checks.
Liar	The character can't tell the truth about anything. He takes a -1 penalty on Charisma-based abilities and skill checks and his Reputation decreases by 2
Lightweight	The character takes a -2 penalty on Strength based ability and skill checks.
Low Pain Threshold	The character suffers a -5 penalty to his damage threshold.
Mute	The afflicted hero cannot speak or use his vocal abilities in any way. He cannot use any ability that requires verbal communication.
Obsessed	The character cannot stop thinking about something and/or someone. Each day, he must make a Will check. If the check fails, the character must stop whatever he is doing and find the object of his desire. Until he has found the object, he loses all concentration on other situations and becomes flat-footed.
Paranoid	The character believes, irrationally, that something or someone is out to get him. The character suffers a -2 penalty on Will checks and -1 penalty on Charisma-based skill checks.
Phobia	Something frightens the character. If he encounters or experiences the Phobia, he must make a Will check or go down -1 step along the condition track. This persistent condition lasts until the object of the phobia is no longer observed by the character.
Socially Awkward	The character suffers a -2 penalty on Charisma-based ability and skill checks and his Reputation decreases by 1.
Unattractive	The character is physically unattractive and has a -8 penalty to all Charisma-based checks when someone can see him.
Weak Stomach	The character suffers a -2 penalty on Constitution-based ability and skill checks.

1) The GM must approve the conditions, effects and cause of the Dark Secret. For example, a good resource is a quick web search for "dark secret examples".

2) Your organisation dislikes you and will not work with you.

CHAPTER X -

EQUIPMENT



In a world of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this chapter are available through legitimate arms and equipment traders.

MONEY

The world economy turns on the wealth and products of many towns and cities. Throughout the history of the planet, money has gone by the same name throughout: Gil. During the time of Shinra's collapse, and the rise of the WRO, Gil had fluctuated everywhere; causing all goods and commodities to increase and decrease very rapidly. The Banker's Guild, a sub-division of Shinra Finance and later a sector within the WRO, controls the world's money.

CARRYING GIL

The most common methods for keeping track of your Gil are the gil card. This device contain the owner's banking details, and securely monitor the amount of Gil available to the owner; tracking any transactions made using the device.

WEALTH BEYOND GIL

The Banker's Guild regulates trade. Charters and licenses are granted, cargo is regularly inspected, trade routes are established, and port fees are posted. In general, small cargo ships might come to the attention of local ports and the occasional inspection squad, but independent traders are otherwise given a lot of freedom when they conduct their business.

Table 10-1: Trade Goods gives baseline prices for fairly broad categories of goods. The Gamemaster can get more specific, add or remove items depending on supply and demand in the campaign, and adjust prices to reflect such fluctuations in the market. Also, prices can vary greatly in different countries.

TABLE 10-1: TRADE GOODS

COMMODITY	COST (gil)
Food, common (1kg)	10
Food, quality (1kg)	50
Food, exotic (1kg)	100
Fuel, 1 litre	200
Mako, 1 litre	1,000
Materia, manufactured (1kg)	^a
Materia, natural (1kg)	x3 ^a
Metal, common (1 metric ton)	1,250
Metal, semi-precious (1kg)	400
Metal, precious (1kg)	5,000
Textiles, common (1kg)	50
Textiles, quality (1kg)	125
Textiles, exotic (1kg)	250
Water, 1 litre	35

^{a)} For individual materia prices, see Chapter 7: *Materia* for more information. Natural materia costs 3 times that of the average cost of manufactured materia.

and obtaining it has few if any additional requirements.

Restricted: Only specifically qualified individuals or organisations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organisations. A military rating is essentially the same as restricted, except that manufacturers and dealers are generally under tight scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

“Use brings about wear, tear and rust...and that’s a real waste”

- Angeal Hewley

GETTING A LICENSE

To get a license, you must pay a fee required to file the application. The amount of the fee is a percentage of the object's normal cost, as listed in Table 10-2: Restricted Objects. Once you've paid the fee, make a Knowledge (bureaucracy) check against the DC listed in the Skill DC column. You can't take 10 or take 20 on this check. On a success, your license is approved and will be available to you in a number of days as listed in the "Time Required" column. On a failure, you spend a number of days as listed in the "Time Required" column, but you are not granted the license and your application fee is lost. You may try again as often as you like if you have the time and Gil to do so.

SELLING ITEMS

Sometimes you'll come into possession of an item that you don't want. We're not talking about commodities here. Commodities are valuable goods that can easily be exchanged almost like cash. We're talking about individual items from the lists presented later in this chapter. In general, a merchant will buy used equipment at half its listed price. If you have a pistol and want to upgrade to a shotgun, you can sell the smaller pistol for half price.

RESTRICTED ITEMS

Some objects require licenses to own or operate, or are restricted to qualifying organisations or individuals. In such cases, a character must pay a license fee to own the object legally. A license fee is a separate expense, purchased in addition to the object to which it applies.

The four restriction ratings are as follows:

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive,

Whether you succeed or fail on your Knowledge (bureaucracy) check your request is recorded in public records. The more restricted the license, the more in-depth the background check required, and this leaves an increasingly detailed electronic trail for others to follow.

TABLE 10-2: RESTRICTED OBJECTS

RESTRICTION RATING	LICENSE FEE ¹	BLACK MARKET COST	SKILL DC	TIME REQUIRED
Licensed	5%	X2	10	1 day
Restricted	10%	X3	15	2 days
Military	15%	X4	20	5 days
Illegal	20%	X5	25	10 days

¹ The license fee is given as a percentage of the licensed object's base cost.

You can choose to secure a license through illicit means. If you want to bribe an official, make a Persuasion check instead of a Knowledge (bureaucracy) check. If you want to fabricate a false identity or steal another person's identity, make a Deception check instead of a Knowledge (bureaucracy) check. If either of these checks fails by 5 or more, the local authorities are alerted to your activities.

WEAPONS

The planet is a dangerous place. Most people have access to some kind of weapon, and those who travel around often carry a gun or some other weapon as a means of defence. A weapon's legality depends on where you are. No one would look twice at a character with a knife or gun in the Midgar slums. The same character would do well to conceal it while visiting the gambler's paradise that is Gold Saucer.

WEAPON GROUPS

Discriminating combatants choose their weapons very carefully. However, a character who knows how to load and fire a pistol can handle a mako gun just as expertly. Thus, weapons are categorised based on their form and function, and a character who takes the appropriate Weapon Proficiency feat is considered skilled with all of the weapons in that group. Exotic weapons, such as the rapier or flamethrower are exceptions: An exotic weapon is unique in form and function, and requires special training (that is, the Exotic Weapon Proficiency feat) to wield potentially.

ADVANCED WEAPONS

The most common advanced weapon is the mako gun. A mako gun shoots balls of plasma energy, which causes severe radiation damage as well as several ailments. Advanced weapons include the axe-blaster, halberd, EM sabre, electromagnetic rod, and mako gun.

EXOTIC WEAPONS

Unlike other weapon groups, you must select the Exotic Weapon Proficiency feat each time you want to learn how to use a different exotic weapon. Exotic weapons include the flamethrower, gunblade, rune blade, and trident.

HEAVY WEAPONS

Large, powerful weapons that usually require a brace or tripod to operate fall under the category of heavy weapons, as do even larger weapons mounted to vehicles. Heavy weapons include the grenade launcher, heavy cannon, and missile launcher.

PISTOLS

Pistols are ranged weapons that can be fired with one hand. Types of pistols include the heavy pistol and shotgun.

RIFLES

Rifles deal more damage and have a greater range than pistols, but you take a -5 penalty on attack rolls if you wield the rifle with one hand (regardless of the weapon's size relative to you). Weapons in this group include the assault rifle, bayonet rifle, and sporting rifle.

SIMPLE WEAPONS

Simple weapons include weapons that require no specific training to use, such as the club, combat gloves, dynamite, full-metal staff, grenade, knife, kunai, spear, nail bat, nunchaku, and shuriken.

SWORDS

Swords are less common than pistols or rifles; however they deal more damage when wielded properly. Weapons in this group include the broadsword, greatsword, katana, and longsword.

WEAPON SIZES

The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use.

Light: If the weapon's size is smaller than your size (a medium character using a small weapon, such as a club) then the weapon is light. Light weapons can be used while grappling, and light melee weapons can be used with the Weapon Finesse feat.

One-Handed: If the weapon's size category is the same as your size (a medium character using a medium weapon, such as a long-barrel pistol), then the weapon is one-handed.

Two-Handed: If the weapon's size category one step larger than your size (a medium character using a large weapon, such as a grenade launcher), then the weapon requires two hands to use (and sometimes a special mount such as a tripod).

Too Large to Use: If the weapon's size category is two or more steps larger than your size (a small character using a large weapon, such as a rocket launcher), the weapon is too large to use. The exceptions to this are vehicle-mounted weapons, which are housed in a unit that aids in their use.

WEAPON QUALITIES

When you choose a weapon for your character, refer to Table 10-3: Melee Weapons and Table 10-4: Ranged Weapons for details about the various weapon types. The weapon qualities on these tables are explained below:

Weapon Group: A weapon's group tells you which Weapon Proficiency feat you need to be considered proficient with the weapon. If you don't have the appropriate feat, you take a -5 penalty on attacks made with the weapon.

Size: The weapon's size (see Weapon Sizes, above).

Cost: The weapon's cost in Gil.

Damage: The base damage the weapon deals with each hit. Melee weapons also add the wielder's Strength bonus to damage, or twice the wielder's Strength bonus when wielding in two hands.

Stun Damage: If the weapon has a stun setting, its stun damage is listed here. Ranged weapons set to stun have a maximum range of 6 squares unless noted otherwise.

Rate of Fire: Ranged weapons have either a single shot setting (S) or an autofire setting (A). A few weapons have both settings and can be set to either single shot mode or autofire mode as a swift action. Only ranged weapons that hold multiple shots of ammunition can have an autofire setting.

Weight: The weapon's weight in kilograms.

Damage Type: The type of damage a weapon deals. Some creatures and objects take more or less damage from weapons that deal a certain type of damage. Some weapons deal more than one type of damage, depending on how the weapon is used.

Availability: Some weapons have limited availability, as noted below.

Licensed, Restricted, Military, or Illegal: Ownership of the weapon is limited to certain individuals.

MELEE WEAPONS

Used in close combat, melee weapons usually deal bludgeoning, slashing, or piercing damage, depending on the weapon's design. Some combine powered components to augment the user's own strength. Many types of melee weapons are widely available and have few governmental or legal restrictions. Civilians, law enforcement agents, and military personnel alike carry these items.

A character's Strength modifier is always applied to a melee weapon's attack roll and damage roll.

MELEE WEAPON DESCRIPTIONS

The various types of melee weapons presented in Table 10-3: Melee Weapons are described below.

TABLE 10-3: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Electromagnetic Rod	150	1d8	1d4	0.6 kg	Bludgeoning	License
Medium						
EM Sabre	550	2d6	1d6	1.2 kg	Energy	Restricted
Halberd	350	1d10/1d8	-	3 kg	Bludgeoning/Piercing	Military
EXOTIC WEAPONS		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
Medium						
Trident	350	2d8	-	1.3 kg	Piercing	License
Large						
Gunblade (sword)	825	1d10	-	3.2 kg	Slashing	Military
Rune Blade	400	1d12	-	3 kg	Slashing/Piercing	Restricted
SIMPLE WEAPONS		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
Tiny						
Knife ¹	75	1d6	-	0.1 kg	Slashing/Piercing	-
Kunai ¹	125	1d8	-	0.3 kg	Slashing/Piercing	-
Rod	100	1d4	-	0.4 kg	Bludgeoning	-
Small						
Club/Baton	100	1d8	-	1 kg	Bludgeoning	-
Nail Bat	75	1d10	-	1 kg	Bludgeoning	-
Medium						
Nunchaku	125	1d8	-	1.2 kg	Bludgeoning	Licence
Spear ¹	100	1d8	-	1.1 kg	Piercing	-
Large						
Full-Metal Staff	175	1d6	-	1.8 kg	Bludgeoning	-
SWORDS		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
Medium						
Katana	550	1d12	-	2 kg	Slashing	License
Longsword	450	1d10	-	3 kg	Slashing/Piercing	License
Large						
Broadsword	400	1d10	-	6 kg	Slashing/Piercing	Military
Greataxe	500	2d8	-	5 kg	Slashing/Piercing	Licence
UNARMED		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
		COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE
Unarmed, small character	-	1d3 ²	-	-	Bludgeoning	-
Combat Gloves	75	+1	-	0.4 kg	Bludgeoning	-
Dual Hound	200	+3	1d4+3	1 kg	Bludgeoning	Restricted
Unarmed, medium character	-	1d4 ²	-	-	Bludgeoning	-
Combat Gloves	175	+2	-	0.5 kg	Bludgeoning	-
Dual Hound	300	+5	1d6+5	1.2 kg	Bludgeoning	Restricted
Unarmed, large character	-	1d6 ²	-	-	Bludgeoning	-
Combat Gloves	275	+3	-	0.6 kg	Bludgeoning	-
Dual Hound	400	+7	1d8+7	1.4 kg	Bludgeoning	Restricted

¹ Can be thrown.

² Unarmed strikes deal non-lethal damage.

“...Only Sephiroth can use that sword”

- Cloud Strife

BROADSWORD

Also known as the SOLDIER sword or hardedge, the broadsword is the standard-issue weapon to all SOLDIER 2nd and 3rd class members.

CLUB/BATON

Powered by the wielder's brute strength, clubs break an opponent's bones, or worse. They are the favoured weapons of thugs. Batons (a variation of the club) are used by police forces in relatively peaceful communities or by Shinra security guards.



COMBAT GLOVES

A pair of padded gloves provides extra hitting power thanks to their weight and the materials used to construct them. Anyone who expects to get into a fistfight or a brawl probably wants to wear combat gloves. They provide either a +1, +2, or +3 bonus to damage on a successful unarmed attack, depending on your size. Wearing combat gloves also changes the damage type of unarmed strikes from non-lethal to lethal.

Combat gloves are two sizes smaller than their wearer (for example, a pair of combat gloves designed for a Medium-sized character is Tiny). Because of how they are worn, combat gloves can't be disarmed or dropped.

DUAL HOUND

The dual hound, otherwise known as a pile bunker, is an advanced weapon that gives your unarmed attack an added boost, depending on your size. It also provides stun damage, as it has two tranquiliser canisters loaded on its plate, which a button must be pressed on the palm that will fire the canisters

into the target upon close contact. Wearing dual hounds also changes the damage type of unarmed strikes from non-lethal to lethal.

The dual hound needs two tranquiliser canisters to operate and takes a full-round action to replace them.

EM SABRE

An EM sabre is a weapon similar to the nunchaku, except the two blades are connected by a 2mm cable that has an electric current passing through it that gives the two blades its power. The current is activated by the pressing of a switch on one of the blades (as a move action) and makes the blades light up with an orange glow. If desired, the blades can be set to stun its target instead, but this can only be done if the electric current is switched on.

An EM sabre is a double weapon. You can attack with both blades as a full-round action, but both attack rolls take a -10 penalty; certain feats can reduce these penalties.

ELECTROMAGNETIC ROD

An Electromagnetic rod is a weapon forged by Shinra's Weapons Development department. The tip has an electromagnetic pulse generator that discharges upon impact, allowing it to deal blunt-force wounds. If desired, the pulse can be set to stun its target instead. The rod is made of a resilient metal alloy that gives it DR 20; this damage reduction applies even against ranged attacks.

Electromagnetic rods are not common except among Shinra employees. Reno of the Turks, in particular, wields one.

An electromagnetic rod requires one battery pack to operate, and replacing the battery pack takes a standard action.

FULL-METAL STAFF

The full-metal staff is made of metal alloy. A user can strike with either end of the full-metal staff, taking full advantage of any openings in an opponent's defences.

Full-metal staffs are a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a -10 penalty; certain feats can reduce these penalties.

GREATSWORD

Of all the swords available on the market, the greatsword is by far the biggest and heaviest of the bunch. This weapon is impossible to hold single-handedly; unless, of course, you are a member of SOLDIER.

GUNBLADE

The gunblade is a strange weapon that consists of a long-barrel pistol with a sharp blade running along the top of the barrel. They come in two models; the one described above, and the other being that of a twin-bladed sword that has a gun mechanism attached underneath one of the blades.

The gun barrel itself is quite large and uses shells instead of bullets, and can have up to 8 shells loaded at a single time. It requires a full-round action to reload the gunblade and the shells cost 400 gil per pack of 8.

A gunblade is a double weapon. You can attack with both the sword and gun (model 1); or both ends of the twin-blade or use one blade and the gun (model 2) as a full-round action, but both attack rolls take a -10 penalty; certain feats can reduce these penalties. If you wield two of the model 1 gunblade, you can only use either the blades or the guns as a full-round action, or the blade from one and the gun from the other, whichever applies to the fight at hand.

HALBERD

The weapon forged by Wutaian blacksmiths and used by their forces, the halberd is made of solid metal and consists of a long pole with a razor-sharp axe mounted on the top. The axe alone deals 1d10 points of slashing damage with the pole-end dealing 1d8 points of piercing damage.

Instead of a sharp point at end of the pole, some halberds have a gun mechanism attached, which is similar to that of a machine gun, dealing 1d8 points of piercing damage.

A halberd is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a -10 penalty; certain feats can reduce these penalties.

KATANA

A katana, also known as a samurai sword, is a close-range weapon ideal for slashing targets rather than piercing them. Katanas are known for their thin yet lengthy blades and excellent accuracy.

KNIFE

While many weapons rely on highly advanced technology, knives still see wide use. A knife is completely silent and serves well in close-combat skirmishes.

KUNAI

A kunai, otherwise known as a ninja dagger or long knife, is an excellent little weapon for close-range combat, as well as for throwing.

LONGSWORD

A slightly lighter version of the greatsword, the longsword has a slightly longer blade than the broadsword but has a tiny bit less accuracy than the katana; making it the more average, if not efficient, member of all the swords.

NAIL BAT

A bat with nails sticking out at the top, this weapon can deal serious damage through the wielder's brute strength.

NUNCHAKU

The nunchaku is a light, easy-to-use weapon that pacts a heavy punch when it hits a target. The weapon consists of two short metal poles attached either end of a long steel chain.

ROD

The rod is a tiny version of the full-metal staff, with the exception that it has a glowing green orb attached to the top. It provides the wielder with a +2 equipment bonus to Spellcasting checks and Magic Defence.

RUNE BLADE

The rune blade is similar in appearance to the longsword; however it bears the runic markings of the Cetra language. No one knows what the writings say or mean, though it is said the weapon itself has a hidden ability.

SPEAR

The Spear is a long metal pole with a sharp end fashioned from stone. Spears can be used as thrown weapons.

TRIDENT

The trident is a cousin of the spear, except it has a three-pronged head instead of the single sharp end made of stone. Tridents can be used as thrown weapons.

RANGED WEAPONS

At any given time, many manufacturers are creating and marketing a wide array of ranged weapons. These weapons run the gamut from small, concealable handheld weapons to tripod-mounted cannons that require a small crew to operate.

WEAPON RANGES

All ranged weapons apply the wielder's Dexterity modifier to the attack roll. Ranged attacks made at point blank range suffer no penalty. However, ranged attacks made at short, medium, or long range take a penalty on the attack roll, as shown in Table 10-4: Weapon Ranges.

Improvised Throw Weapons: While some weapons are meant to be thrown, it is physically possible to throw almost any weapon of your size and less. You take a -5 penalty on an attack roll made with an improvised thrown weapon. In addition, unless the weapon is light, the improvised thrown weapon is treated as inaccurate.

“Cloud, is this where someone died?”
“No...This is where a hero began his journey”

- Denzel and Cloud

TABLE 10-4: WEAPON RANGES

TYPE OF RANGED WEAPON	POINT BLANK (NO PENALTY)	SHORT (-2 PENALTY)	MEDIUM (-5 PENALTY)	LONG (-10 PENALTY)
Heavy Weapons	0-12 squares	13-25 squares	26-35 squares	36-50 squares
Pistols	0-6 squares	7-9 squares	10-12 squares	13-15 squares
Rifles	0-8 squares	9-11 squares	12-15 squares	16-20 squares
Simple Weapons	0-4 squares	5-6 squares	7-8 squares	9-10 squares
Thrown Weapons ¹	0-6 squares	7-8 squares	9-10 squares	11-12 squares

¹ Includes grenades and thrown melee weapons such as spears and knives.

RANGED WEAPON DESCRIPTIONS

The various types of ranged weapons presented in Table 10-5: Ranged Weapons are described below.

ASSAULT RIFLE

The larger cousin of the handgun, it doesn't need a battery pack; instead, it takes clips, and each clip holds 20 bullets. Clips cost 30 gil and weigh 0.2 kg.

BAYONET RIFLE

Same as an assault rifle, only with the added feature of a bayonet mounted on. You can use both aspects of this weapon as a full-round action, at the cost of a -10 penalty on attack rolls. The damage inflicted by the bayonet is 1d6.

TABLE 10-5: RANGED WEAPONS

ADVANCED RANGED WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Beam Gun	350	1d8	-	S	0.7 kg	Energy	Military
Mako Gun	250	2d6	1d4	S	0.6 kg	Energy	Illegal
EXOTIC WEAPONS							
HEAVY WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Flamethrower	800	3d6	-	S	4 kg	Fire	Military
Large							
Gunblade (gun)	3	1d8	-	S	3 kg	Piercing	Military
PISTOLS							
PISTOLS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Double-Barrel Pistol	400	2d6	-	S/A	1.4 kg	Piercing	License
Handgun	175	1d6	-	S	0.6 kg	Piercing	License
Long-Barrel Pistol	250	1d10	-	S	1.1 kg	Piercing	License
Medium							
Shotgun	300	2d8	-	S	1.2 kg	Piercing	License
RIFLES							
RIFLES	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Assault Rifle	500	2d8	-	S/A	3 kg	Piercing	Military
Bayonet Rifle	600	2d8/1d6	-	S/A	3.2 kg	Piercing	License
Machine Gun	700	3d6	-	S/A	2.7 kg	Piercing	License
SIMPLE WEAPONS							
SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Tiny							
Grenade ¹	100	3d8	-	S	0.5 kg	Slashing	-
Small							
Dynamite ¹	75	2d8	-	S	1 kg	Slashing	-
Molotov Cocktail	125	SPECIAL	-	S	1.2 kg	Fire	Illegal
Medium							
Shuriken ²	100	1d10	-	-	1.8 kg	Slashing	-

¹ Area attack weapon (see Chapter 12: Combat).

² For purposes of range treat as thrown weapon if thrown by hand.

3 See the Gunblade entry on Table 10-3: Melee Weapons.

BEAM CANNON

The beam cannon is a much larger version of the beam gun and is similar to a grenade launcher in that it is meant to be shoulder-mounted. It can take up to five energy capsules, which are loaded into the weapon and each shot of laser uses up one-third of a single capsule (a beam gun with three energy capsules can fire 15 rounds before it needs to be reloaded, which requires a move action).

Energy capsules weight 0.1 kg and costs 100 gil.

BEAM GUN

The beam gun was created by Shinra's Weapons Development Department. It can take up to three energy capsules, which are loaded into the weapon and each shot of laser uses up one-third of a single capsule (a beam gun with three energy capsules can fire 9 rounds before it needs to be reloaded, which requires a move action).

Energy capsules weight 0.1 kg and costs 150 gil.

DOUBLE-BARREL PISTOL

Similar to a handgun, except it has two barrels instead of one. Because of this, you use up twice as much of your ammunition quicker than you would any other ranged weapon (a handgun allows 10 shots before needing to reload, a DB pistol allows 5 shots).

DYNAMITE

Dynamites unleash plastic shrapnel with explosive force, slicing up anyone within the 2-square burst radius. It is designed to explode on contact after it is thrown; dealing damage in the same turn it is hurled.

A dynamite attack is an area effect weapon, make a single attack roll and compare it to the Reflex Defence of every target within the blast radius. A successful attack deals full damage to the target; if the attack misses, the target takes half damage instead. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses.

FLAMETHROWER

The flamethrower is a ranged weapon that shoots a cone of burning chemicals 6 squares long and 6 squares wide at the terminus. Make a single attack roll and compare it to the Reflex Defence of every target within this area. A successful attack deals 3d6 points of fire damage to the target; if the attack misses; the target takes half damage instead. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses.

Reloading the flamethrower is a full-round action. The weapon can be used five times before its chemical supply is depleted. Replacing chemical cartridges for the flamethrower cost 150 gil and weigh 4 kg each.

GRENADE

The grenade unleashes metal shrapnel with explosive force, slicing up anyone within the 2-square burst radius. It is designed to explode on contact after it is thrown; dealing damage in the same turn it is hurled.

A grenade attack is an area effect weapon, make a single attack roll and compare it to the Reflex Defence of every target within the blast radius. A successful attack deals full damage to the target; if the attack misses, the target takes half damage instead. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses.

GRENADE LAUNCHER

Grenade launchers are military weapons that greatly improve the range of grenades. Grenades fired by grenade launchers always explode on impact, regardless of timers or other considerations.

A grenade launcher holds four grenades and has to be reloaded as a full-round action. A grenade launcher can be used as an improvised melee weapon, which will deal 2d10 points of bludgeoning damage (you take a -5 penalty on attack rolls for improvised weapons).

HANDGUN

The handgun is the basic pistol on the market, able to fire a bullet at point-blank range and with good accuracy. It can load 8 bullets before it needs to be reloaded, which takes a move action. Handguns are long ranged weapons; enabling the wielder to fire up to a range of 8 squares.

Handguns take clips, and each clip holds 10 bullets. Clips cost 20 gil and weight 0.2 kg.

HEAVY CANNON

Portable, shoulder-fired heavy cannons fire powerful shells. Often used as an anti-vehicle weapon, the heavy cannon have the range and power to inflict devastation on troops and structures alike.

A heavy cannon is an area effect weapon, make a single attack roll and compare it to the Reflex Defence of every target within the blast radius. A successful attack deals full damage to the target; if the attack

misses, the target takes half damage instead. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses.

LONG-BARREL PISTOL

Similar to a handgun, except it has a longer barrel; which gives it more firing accuracy and deals slightly more damage. It can also fire at a further range to a normal handgun, up to 12 squares.

MACHINE GUN

The machine gun is capable of firing multiple rounds in a single attack. The accuracy on the weapon is not as good as most other ranged weapons, however its multiple shots more than make up for it.

A machine gun is a mid-ranged weapon. It takes a magazine of 100 bullets and the magazine takes a full-round action to reload. Magazines cost 150 gill and weigh 2 kg.

MAKO GUN

One of the most advanced weapons ever created. Developed and produced by Shinra's weapons development department, this weapon can fire energy bolts at a target from close- to mid-range. The mako gun needs an energy capsule to operate. It can fire 40 shots before the energy capsule needs replacing.

MISSILE LAUNCHER

A missile launcher fires a high-speed projectile with an explosive warhead. The standard missile unleashes metal shrapnel with explosive force, shredding targets within a 2-square radius.

A missile launcher is an area effect weapon, make a single attack roll and compare it to the Reflex Defence of every target within the blast radius. A successful attack deals full damage to the target; if the attack misses, the target takes half damage instead. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses.

A missile launcher holds four missiles and can be reloaded as a full-round action. Replacement missiles are bought in pre-loaded magazines that hold four missiles. Magazines cost 125 gil and weigh 5 kg.

MOLOTOV COCKTAIL

A Molotov Cocktail is a basic explosive that consists of a glass bottle filled with liquid mako. It usually has a flammable cloth sticking out the end so the user can light it (as a move action) before throwing it at the target. It has a cone effect of 4 squares and each target within the effected zone is dealt 2d8 points of fire damage. Targets are dealt on-going 5 points of fire damage at the start of each round after the initial attack until healed and is moved -1 step along the condition track. This is considered a persistent condition.

SHOTGUN

The shotgun can only be operated with both hands; trying to use the weapon single-handedly will result in a -5 penalty on the attack roll, and can fire at mid-range (up to 45 squares).

Shotguns take clips, and each clip holds 15 bullets. Clips cost 35 gil and weight 0.3 kg.

SHURIKEN

The shuriken is a favoured thrown weapon for ninjas or ninja-wannabes. They have a boomerang effect, which allows the wielder to grab it after throwing it at a target.

EXPLOSIVES

Sometimes a mission calls for the use of a more powerful explosive than either grenades or missiles. Set explosives aren't ranged weapons and can't be used like grenades. Placing an explosive requires a Mechanics check.

When set and activated, the charge's timer begins counting down. Standard timers can be set with as much as an hour delay. Longer delays require specialised timers.

With a successful Mechanics check, explosives ignore the damage reduction of objects to which they're attached. Particularly good Mechanics check results can increase the damage even more (see the Handle Explosives use of the Mechanics skill in Chapter 04: Skills). Multiple explosives rigged to explode at the same time deal extra damage. Every time you double the number of explosives used, you add +2 dice of damage. For example, two bombs deal 10d6 points of damage, while four bombs deal 14d6 points of damage.

TABLE 10-6: EXPLOSIVES

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
Explosive charge	1,500	10d6	Energy	1 kg	Medium	Restricted
Bomb	1,000	8d6	Energy	0.5 kg	Small	Restricted
Timer	250	-	-	0.1 kg	Fine	Licensed

EXPLOSIVE CHARGE

Explosive charges are highly restricted, usually only available to military or law enforcement specialists or specialised construction units. Reno set one off on top of the pillar holding Sector 7 up in the hopes of destroying AVALANCHE's base in the slums below in *Final Fantasy VII*.

An explosive charge delivers a lot of destructive energy to a specific point, making it perfect for demolishing structures or clearing rubble. It causes negligible damage beyond its 1-square radius. Of course, collateral damage and subsequent explosions usually accompany the use of an explosive charge.

BOMB

Bombs are small enough that can be hidden in plain sight, such as in a briefcase or a package. A bomb is very stable in its normal form and requires a timer to be set off.

ARMOUR

Protective armour exists in the Final Fantasy VII world, but only the lightest types see widespread use. Heavier armour is considered to be too expensive, too restrictive, and just not worth the trouble unless it serves an additional function (such as providing mako, as is the case of Deepground armour). See Table 10-7: Armour for the list of armour types.

Many forms of armour are restricted or even illegal outside of approved military uses. In locations where armour isn't prohibited, the wearer of armour identifies himself as someone who either expects to cause trouble or expects trouble to come his way.

TABLE 10-7: ARMOUR

ARMOUR (CHECK PENALTY)	COST	ARMOUR BONUS TO REFLEX DEFENCE	EQUIP BONUS TO FORT DEFENCE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armour (-2)								
Bullet-proof vest	125	+2	-	+5	-	-	2 kg	-
Deepground armour	1,250	+4	-	+3	-	-	4 kg	Military
Shinra infantry suit	250	+3	+1	+6	-	-	5 kg	License
SOLDIER uniform	625	+6	+3	+3	-	-	8 kg	Military
WRO combat suit	750	+5	-	+4	-	-	3 kg	License
Medium Armour (-5)								
Battle armour	1,750	+8	+2	+2	4 sq.	3 sq.	16 kg	License
Mako armour	2,500	+7	+3	+3	4 sq.	3 sq.	13 kg	Restricted
Shadow crest	2,000	+9	+2	+3	4 sq.	3 sq.	14 kg	Restricted
Heavy Armour (-10)								
Battle armour, heavy	3,750	+10	+4	+1	4 sq. ¹	3 sq. ¹	30 kg	Military
Crescent armour	3,125	+9	-	+1	4 sq. ¹	3 sq. ¹	35 kg	Military

¹ when running in heavy armour, you can only move up to three times your speed (instead of four times).

ARMOUR QUALITIES

If you choose armour for your character, refer to Table 10-7: Armour for details about various armour types. The armour qualities on the table are explained below:

Cost: The cost of the armour. Armour sized for Small characters costs half as much, while armour for Large-size characters costs double the listed price. Some armour has limited availability.

Armour Bonus to Reflex Defence: When you are wearing the armour, you add this value as an armour bonus to your Reflex Defence (instead of your level to your Reflex Defence).

Equipment Bonus to Fortitude Defence: When you are wearing the armour, you add this value as an equipment bonus to your Fortitude Defence. Some types of armour do not provide an equipment bonus to your Fortitude Defence.

Maximum Dex Bonus: This is the maximum bonus you can apply to your Reflex Defence from Dexterity when wearing this type of armour. Heavier armour limits your mobility, reducing your ability to avoid attacks.

Speed: Medium and heavy armour reduces your speed to three-quarters normal (rounded down). Table 10-7 shows this reduction if you have a speed of 6 squares or 4 squares. In addition, when wearing heavy armour, you can only move up to three times your speed when running (instead of four times your speed).

Weight: The weight of the armour. Armour fitted for Small characters weighs half as much. Armour fitted for Large characters weighs twice as much.

Availability: Some armour has limited availability, as indicated below.

Licensed, Restricted, Military, or Illegal: Ownership of the armour is limited to certain people, as described in Restricted Items.

ARMOUR CHECK PENALTY

While wearing armour with which you are not proficient, you take an armour check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. The type of armour worn determines the size of the penalty: light, -2; medium, -5; heavy, -10. Additionally, you do not gain the armour's equipment bonuses.

ARMOUR DESCRIPTIONS

The types of armour given on Table 10-7: Armour is described below.

BATTLE ARMOUR

Battle armour combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. While off-the-rack battle armour is available, most users cobble together their gear from various sources.

BATTLE ARMOUR, HEAVY

Similar to regular battle armour, heavy battle armour features more plating than padding, including various pieces moulded to fit the user, such as breastplates and armour covering the arms and legs.

BULLET-PROOF VEST

This armour consists of lightweight padded vest that, when worn, offer limited protection against incoming attacks.

CRESCEANT ARMOUR

This armour consists of metal plating, a head piece, and an underlay of padding for extra protection. The armour itself is designed similar to that of Japanese samurai armour. This armour is worn by Wutai troops.

DEEPCLOUD ARMOUR

Deepcloud armour is simply a blue padded jumpsuit that gives slightly more protection than a bullet-proof vest as it has more padding in the chest, arms, and legs. This armour also comes with a helmet package of its own (put into the cost of the armour) and provides a +2 equipment bonus to Perception checks.

MAKO ARMOUR

This armour was built specifically for the Tsviets as a way of pumping regular supply of mako into the body to counterweight the flow of Genesis' genes. Other than this, the mako armour is similar to that of the normal Deepcloud armour, but without the helmet package.

SHADOW CREST

The Shadow Crest armour consists of a black ceremonial helmet with a long flowing black shawl with built-in shoulder and breast padding. The helmet has a built-in advanced perception scope, granting the wearer with a +2 equipment bonus to Perception checks.

SHINRA INFANTRY SUIT

The Shinra infantry suit is almost exactly the same as the Deepground armour, except for the design, a lighter blue in colour, and the fact that this armour has slightly more protective padding.

SOLDIER UNIFORM

The SOLDIER uniform is the mark of the ultimate warrior. It consists of a highly-padded fleece with slightly less padded combat pants, a belt with the SOLDIER logo on the front, and a pair of combat boots. The uniform comes in a choice of two colours (green or light blue for 3rd class, dark blue or purple for 2nd class, and black or red for 1st class). This armour is only available to members of SOLDIER.

WRO COMBAT SUIT

The WRO combat suit consists of a uniform similar to that of real world UN army (but with slightly different colouring). The suit is highly padded for extra protection; however it is the most manoeuvrable of all the light armours described here.

ACCESSORIES

Accessories are items that can cause a certain effect during an adventure. You can only equip one accessory item at any given time; changing one accessory item with another can only be achieved between adventures. Table 10-8: Accessories gives a detailed listing of all possible accessory items, along with price and the effect the item gives when worn.

TABLE 10-8: ACCESSORIES

ACCESSORY	EFFECT	COST
Bolt Ring	Thunder damage is reduced to 0	350
Chocofeather	+2 bonus on all Dexterity-based skill checks and ranged attack rolls (including thrown weapons)	250
Circlet	+1 bonus to Will Defence and Magic Defence	150
Curse Ring	+3 bonus to all Strength-, Dexterity-, and Constitution-based skill checks; +2 bonus to Reflex Defence and Fortitude Defence; automatically start combat with death sentence.	1,500
Earrings	+2 bonus to Magic Defence	250
Fairy Ring	Prevents slow and stop	175
Fire Ring	Fire damage is reduced to 0	350
Ice Ring	Ice damage is reduced to 0	350
Poison Ring	Poison damage is absorbed	725
Power Wrist	+2 bonus on all Strength-based skill checks and melee attack rolls	450
Protect Vest	+2 bonus to Reflex Defence	250
Ribbon	All status-effects do not affect the wearer, except <i>death sentence</i>	2,000
Talisman	+2 bonus to Will Defence	250
Tetra Elemental	Fire, ice, and thunder damage is absorbed	1,450
Tough Ring	+5 bonus to Will Defence and Endurance checks.	625
Water Ring	Water damage is absorbed	725

ARM PIECES

Arm pieces are equipment that, when equipped, grants a character with additional benefits. They come in two forms: bangles and armlets. Only one arm piece can be equipped at any given time, and they are considered your armour for purposes of equipping materia (you can only have either an arm piece or a piece of armour equipped, you cannot have both). Arm Pieces are considered Light armour for purposes of associating Armour Proficiency. Up to two qualities can be purchased to add to the effects of a single arm piece (see Table 10-9: Arm Piece Qualities), however doing so increases the price of each quality by 10%. No two qualities can be purchased from the same category. For example, you cannot purchase two qualities from the Skill category for the same arm piece.

Table 10-10: Arm Pieces, list all available arm pieces that characters can purchase. Just like all other types of equipment, if a character unequips an arm piece they lose all of its benefits and the benefits cannot

return until the arm piece is re-equipped and kept on through at least 8 hours of rest. The benefits granted by arm pieces do not stack with the benefits granted by accessory items.

TABLE 10-9: ARM PIECE QUALITIES

QUALITY	PRICE (gil)
ABILITY	
+2 increase to one ability score	900
+4 increase to one ability score	2,500
+6 increase to one ability score	4,900
+8 increase to one ability score	8,100
DURABILITY	
+1 materia slot	1,250
EARTH	
Absorb	300
Half	75
No Effect	150
FIRE	
Absorb	300
Half	75
No Effect	150
ICE	
Absorb	300
Half	75
No Effect	150
MINERVA	
Gravity, Poison, and Holy damage has no effect	1,500
Gravity, Poison, and Holy damage is absorbed	3,000
Gravity, Poison, and Holy damage is halved.	750
SKILL	
+2 equipment bonus to any one skill check	1,000
+5 equipment bonus to any one skill check	2,000
+10 equipment bonus to any one skill check	8,000
THUNDER	
Absorb	300
Half	75
No Effect	150

TABLE 10-10: ARM PIECES

ARM PIECE	COST (gil)	EFFECT
BANGLE		
Bronze	100	No effect
Carbon	1,000	+2 bonus to Reflex Defence, +1 bonus to Fortitude Defence
Crystal	2,000	+3 bonus to Reflex Defence, +2 bonus to Fortitude Defence
Iron	250	+1 bonus to Reflex Defence
Mystile	3,000	+3 bonus to Reflex and Fortitude Defence, Limit Reach -2
Platinum	1,500	+2 bonus to Reflex and Fortitude Defence
Titan	500	+1 bonus to Reflex and Fortitude Defence
Warriors	2,500	+3 bonus to Reflex and Fortitude Defence
ARMLET		
Aurora	2,400	+3 Mako Points, +3 bonus to Magic Defence
Dragon	1,400	+2 Mako Points, +2 bonus to Magic Defence
Gigas	1,800	+3 Mako Points, +2 bonus to Magic Defence
Gold	600	+1 Mako Point, +1 bonus to Magic Defence
Mythril	100	No effect
Rune	900	+2 Mako Points, +1 bonus to Magic Defence
Silver	200	+1 Mako Point

EQUIPMENT

A sample of common equipment available in any time period is given on Table 10-11: Equipment. Refer to the descriptions below for other pertinent information.

COMMUNICATIONS DEVICES

Communications devices in the *Final Fantasy VII Roleplaying Game* are assumed to use the same basic set of frequencies. The primary differences between them lie in range, size, and what kind of data (audio, visual, or both) they can carry. If two or more communication devices are within range of one another and share a data type, they can communicate.

CELLPHONE/TELEPHONE

The most common form of communicating on the planet is by a cellphone. With a cellphone you can talk, text, receive emails, and send photos. A telephone is even more common and in slightly more use, however it can only make and receive calls; nothing else. Some telephones also come with fax machines, but they cost 75 gil.

VISCOM

A viscom (visual communication) is similar to real world video messaging in that it allows two or more people to visually communicate to each other over long distances; however, there is no delay between speaking and what you are viewing is in real time.

COMPUTER AND STORAGE DEVICES

A computer includes any electronic device that stores and processes data. Its Intelligence score represents its processing capability and is relevant when making Use Computer checks.

- If a computer's attitude toward you is friendly or helpful, it grants an equipment bonus equal to its Intelligence bonus (if any) on any Use Computer check you make using that computer.
- A computer's Will Defence is equal to 15 + its Intelligence modifier. When attempting to improve your access to a computer, your Use Computer check result must equal or exceed the computer's Will Defence.

Storage Devices: Some computers are very simple and used only for recording, storing, or viewing data. Some storage devices include a basic operating system and display that allows for the manual viewing, entry, and editing of data, but these are more expensive.

GIL CARD

A gil card is similar to a real world credit/debit card in that it holds one's personal banking details and money in credit form. Nearly all shops accept a gil card as a form of payment.

LAPTOP COMPUTER

Compact and light enough to be carried in a carry case or backpack but powerful enough to run fairly complex programs, portable computers are the information technology of choice for anyone who needs access to a lot of data while on the go. As such, they are particularly popular with travelling business executives, military commanders in the field, and slicers.

A laptop computer has Intelligence 14.

MEMORY STICK

A memory stick is a small device that can store information and be inserted into either a laptop or desktop computer. A memory stick is ideal for transferring data from one computer to another.

TABLE 10-11: EQUIPMENT

COMMUNICATION DEVICES	COST	WEIGHT	SURVIVAL GEAR	COST	WEIGHT
Cellphone/telephone	25	0.2 kg	All-temperature cloak	35	1.5 kg
Viscom	125	14 kg	Chain (3 meters)	50	2.5 kg
COMPUTERS AND STORAGE DEVICES	COST	WEIGHT	Field kit	175	10 kg
Gil card	15	0.1 kg	Jet pack	125	30 kg
Laptop computer	500	13.3 kg	Rope (45 meters)	80	2.5 kg
Memory stick	10	0.3 kg	TOOLS	COST	WEIGHT
DETECTIVE AND SURVEILLANCE DEVICES	COST	WEIGHT	Battery pack	20	-
Vis goggles	75	3.2 kg	Hand cuffs	55	0.5 kg
Sensor goggles	115	3.5 kg	Power generator	225	15 kg
MEDICAL GEAR	COST	WEIGHT	Security kit	200	1 kg
Ether	20	0.5 kg	Tool kit	100	1 kg
Medical kit	100	20 kg	WEAPON AND ARMOUR ACCESSORIES	COST	WEIGHT
Phoenix down	75	0.5 kg	Bandolier	65	2 kg
Potion	15	0.5 kg	Helmet packages	675	1 kg
Remedy	25	0.5 kg	Holster		
Surgical kit	200	10 kg	Concealed	75	0.2 kg
Tent	125	0.5 kg	Hip	50	0.5 kg
			Sniper scope	350	1.5 kg
			Tranquilliser canister	75	0.8 kg

DETECTION AND SURVEILLANCE DEVICES

Some detection devices augment a character's natural ability to perceive its environment, providing a bonus or reducing penalties on Perception checks. Others use sensors to scan their surroundings beyond the normal visual and audible range.

VIS GOGGLES

Vis goggles allow the wearer to pick up living beings that may be in hiding. It gives the wearer a +5 equipment bonus on all Perception checks made to search a room or area for hidden opponents.

SENSOR PIECE

A sensor piece allows the wearer to pick up sounds or voices that would otherwise be distorted or too quiet. The sensor piece is placed into one's ear and can pick up low-level sounds from up to 15 meters (45 squares). The wearer gains a +5 equipment bonus to all Perception checks made to listen.

MEDICAL GEAR

Medical equipment by itself does not restore lost hit points – it can only help when used with the Treat Injury skill. Several common types of equipment are described below.

ETHER

An ether is a healing item that restores 1d6 points of Magic Points (plus the target's Wisdom modifier) on a successful DC 15 Treat Injury check.

MEDICAL KIT

This backpack-sized medical kit includes almost everything a first responder needs to save a life: diagnostic scanners, medicine to counteract status-effects, burn treatments, defibrillators, respirator, shock blankets, a collapsible stretcher for patient transport, and even limited surgical tools. In addition, a medical kit has six external pouches for carrying expendable medical supplies, such as potions.

PHOENIX DOWN

A phoenix down revives a character that has dropped to the bottom of the condition track. Using a Phoenix Down will bring the target 2 steps up the condition track. The target is considered flat-footed for the first round of combat after having a Phoenix Down applied to them. If the target was moved to the bottom of the condition track via their hit points being reduced to 0, the target also gets 1d10 hit points restored when given a Phoenix Down.

POTION

A potion is a healing item that restores 1d10 points of hit points (plus the target's Constitution score) on a successful DC 15 Treat Injury check.

REMEDY

A remedy is a healing item that removes certain status-effects from a target on a successful Treat Injury check (see the Treat Injury skill description for more details).

SURGERY KIT

This small kit contains the instruments a character needs to perform surgery on a wounded character using the Treat Injury skill. You must be trained in the Treat Injury skill to perform surgery using a surgery kit.

TENT

Tents are magical camping gear in a bottle. They can only be used in wide-open spaces and not populated areas. Using a tent heals all hit points and Mako Points lost, as well bringing characters' condition back to normal and healing any status-effects that may be inflicted. The Treat Injury check's DC for using this item is 10 + 2 for every character in the group. When a tent is used, the characters affected by its magical effects are considered to have had 8 hours rest, even though only 4 hours will have passed.

SURVIVAL GEAR

Whether you're exploring the Northern Crater or scaling the side of Mt. Nibel, you need the right equipment to survive. The most important considerations are food, water, shelter, and a way to signal for help. In many places, a lack of survival gear leads to a quick death.

ALL-TEMPERATURE CLOAK

This wrap-around cloak protects its wearer from the elements, providing a +5 equipment bonus to its wearer's Fortitude Defence against extreme heat or cold.

CHAIN

This 3-meter (2-square) length of chain has damage reduction 10 and 25 hit points. It has Strength 44 and can safely support over 5 metric tons of weight, and it can be broken with a DC 32 Strength check.

FIELD KIT

Essentially a backpack full of survival gear, the typical field kit contains two water flasks with built-in filters, a sunshield roll, a weeks' worth of food rations, two lanterns, and an all-temperature cloak.

You need a field kit to make a Survival check to endure extreme temperatures.

JET PACK

A jet pack is a propulsion system that a character can strap on, allowing flight over short distances. Arm and wrist controls are employed for manoeuvring. Activating a jet pack is a swift action, and you gain a fly speed of 6 squares until the end of your turn. A jet pack has 10 charges and can be run continuously; no swift action is required to activate the jet pack on subsequent rounds of use.

Routine manoeuvres do not require a Pilot check, but you must make a DC 20 Pilot check if you land after moving more than 12 squares during the same turn; on a failure, you fall prone.

A jet pack can lift up to 180 kg while flying. Replacement fuel canisters cost 100 gil.

ROPE

A coil of rope contains 45 meters (30 squares). A rope has Strength 30 and can safely support up to 300 kg, and it can be broken with a DC 25 strength check.

TOOLS

Any object designed to make a task easier – or take care of it entirely – is essentially a tool. Most technical jobs can be performed with a security kit or tool kit, but some devices not included in those packages don't fit under any other category, and are presented here.

BATTERY PACK

This small battery provides power for devices, including certain types of weapons. A battery pack appears as a small cube-shaped object. A battery pack cannot be recharged.

HANDCUFFS

Handcuffs are chrome-magnum steel restraints designed to lock two limbs of a prisoner together, normally the wrists or ankles, but it is also to lock one arm to another. The cuffs have damage reduction 10, 20 hit points, and Strength 40. Breaking them requires a DC 30 Strength check. The cuffs can be attached to any character of Large, Medium, or Small size.

POWER GENERATOR

A power generator is a small fusion reactor that provides continuous power for heavy weapons, vehicles, structures, and machinery. It can power anything up to a Gargantuan vehicle or structure indefinitely, a Colossal vehicle or structure for 1 day, and a vehicle or structure of Colossal (superstructure) size for 1 hour. After that, it is disabled and must be either repaired or replaced.

If a power generator is destroyed while in use, its fusion reactor overloads and explodes, venting plasma into the surrounding area. When a fusion reactor explodes, make an attack roll (1d20+10) against the Reflex Defence of every target within 4 squares. If the attack succeeds, the target takes 8d6 points of energy damage. If the attack misses, the target takes half damage. A target with the Evasion class feature takes half damage if the attack succeeds or no damage if the attack misses. This is an area attack.

SECURITY KIT

A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. Possession of a security kit is illegal for anyone who doesn't have the proper permits, such as members of law enforcement and professional security experts.

A security kit is required to bypass traps or security systems using the Mechanics skill. A security kit contains a device that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

TOOL KIT

You need a tool kit to reprogram or repair a machine or vehicle. A tool kit also makes repairing devices much simpler. The standard tool kit represents a broad collection of tools designed to take apart, analyse, modify, and rebuild almost any technological device.

WEAPON AND ARMOUR ACCESSORIES

A number of off-the-shelf accessories can enhance one's performance on the battlefield.

BANDOLIER

Depending upon the weapons the wearer carries, a bandolier may contain battery packs, tranquiliser canisters, clips, magazines, grenades, knives, or any number of other forms of ammunition.

A bandolier has 12 slots that can each hold a single Tiny weapon (such as a grenade or knife) or a single piece of equipment weighing up to 0.5 kg. Any item on the bandolier can be retrieved as a move action.

HELMET PACKAGES

When installed in the helmet of a suit of armour, this electronic package allows the armour to grant the wearer a +2 equipment bonus on Perception checks as well as low-light vision. In addition, it includes an integrated ear- and mouth-piece. Deepground armour and its variants include such a system, already included in its statistics. Installing a helmet package takes 1 hour and a DC 20 Mechanics check.

HOLSTER

Holsters are generally available for all Medium or smaller weapons. (Larger weapons are usually carried on shoulder straps, hangers, or baldrics that cost as much as a hip holster.) A holster for a melee weapon is usually called a sheath.

Hip Holster: This holster holds the weapon in an easily accessed – and easily seen – location.

Concealed Holster: A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket, vest, or cloak). Small or Tiny weapons can be carried in concealed waistband holders (often placed inside the wearer's waistband in the small of the back). Tiny weapons can also be carried in ankle, boot, or waist holders.

A concealed holster allows you to draw a concealed weapon as a move action instead of a standard action, but you take a -5 penalty on your Stealth check to conceal the weapon.

SNIPER SCOPE

A sniper scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use. Installing a sniper scope on a rifle or pistol requires 10 minutes and a DC 10 Mechanics check.

Standard: A standard sniper scope reduces the range by one category (for example, from medium to short range). However, you must aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

Enhanced Low-Light: A low-light sniper scope functions the same as a standard sniper scope in normal light. However, after aiming at a target, it allows the wielder to ignore concealment (but not total concealment) from darkness when attacking that target.

TRANQUILISER CANISTER

Tranquilliser canisters are inserted into the dual hound (maximum of 2) and can cause a target to fall into a coma for a number of hours equal to one-half their level (rounded-down) on a successful attack (the target's Fortitude Defence sets the DC). Each canister holds 4 litres of tranquilliser, and each usage depletes half a litre. Once one or more canisters are completely empty you must replace them with new canisters.

HEADDRESSES

Headdresses are magical items that provide the wearer with additional bonuses to attack rolls, damage rolls, and Magic Defence, along with any other bonuses, which are stated in each item's description. Table 10-12: Headdresses list these items, along with its cost and effect.

Please note that only Wolfion, Gi-Na-Ka, and Moogles characters may wear headdresses, and they are treated as Light armour for purposes of equipping materia.

TABLE 10-12: HEADDRESSES

HEADDRESS	COST	EFFECT
Adaman Clip	1,375	+7 equipment bonus to attack rolls and damage rolls; +2 equipment bonus to Magic Defence.
Behemoth Horn	4,500	+12 equipment bonus to attack rolls and damage rolls; +3 equipment bonus to Magic Defence; +2 equipment bonus to all Wisdom-based skill checks; +4 equipment bonus to Fortitude Defence.
Centclip	1,750	+7 equipment bonus to attack rolls and damage rolls; +3 equipment bonus to Magic Defence.
Crystal Comb	2,350	+10 equipment bonus to attack rolls and damage rolls; +2 equipment bonus to Magic Defence.
Diamond Pin	165	+4 equipment bonus to attack rolls and damage rolls; +1 equipment bonus to Magic Defence.
Gold Barrette	750	+6 equipment bonus to attack rolls and damage rolls; +3 equipment bonus to Magic Defence.
Hairpin	2,150	+7 equipment bonus to attack rolls and damage rolls; +2 equipment bonus to Magic Defence; Increases critical threat range of all natural and simple weapons by 1 ^a .
Magic Comb	250	+4 equipment bonus to attack rolls and damage rolls; +2 equipment bonus to Magic Defence.
Mythril Clip	100	+3 equipment bonus to attack rolls and damage rolls.
Plus Barrette	450	+5 equipment bonus to attack rolls and damage rolls; +1 equipment bonus to Magic Defence.
Seraph Comb	2,150	+9 equipment bonus to attack rolls and damage rolls; +2 equipment bonus to Magic Defence.
Silver Barrette	475	+5 equipment bonus to attack rolls and damage rolls; +2 equipment bonus to Magic Defence.
Spring Gun Clip	3,000	+11 equipment bonus to attack rolls and damage rolls; +7 equipment bonus to Magic Defence.

a) Stacks with the effects of the Improved Critical feat (see page 36 of the Monster Manual).

SOURCES

Sources are powerful items that permanently increase a character's skill checks, Defences, and attack rolls. Because of this, each purchase of a particular source item costs 1,500 gil, and will permanently increase the relevant Defences, attack rolls, and/or skill checks listed in the source item's description upon purchase.

The source items, along with its effect, are as follows:

Luck Source: +1 bonus to ranged attack rolls. Additionally, you receive a +2 bonus to any one Charisma-based skill check.

Magic Source: +1 bonus to Magic Defence. Additionally, you receive a +2 bonus to any one Intelligence-based skill check.

Mind Source: +1 bonus to Will Defence. Additionally, you receive a +2 bonus to any one Wisdom-based skill check.

Power Source: +1 bonus to melee attack rolls. Additionally, you receive a +2 bonus to any one Strength-based skill check.

Speed Source: +1 bonus to Reflex Defence. Additionally, you receive a +2 bonus to any one Dexterity-based skill check.

Vitality Source: +1 bonus to Fortitude Defence. Additionally, you receive a +2 bonus to Endurance checks.

SERVICES AND EXPENSES

A brief listing of common services and expenses is given on Table 10-13: Services and Expenses. The cost figures on the table are guidelines only; the cost of certain services and expenses may be higher in isolated or primitive areas.

ENCUMBRANCE

Encumbrance rules determine how much your equipment slows you down. Encumbrance comes in two parts: encumbrance by armour and encumbrance by total weight.

ENCUMBRANCE BY ARMOUR

Your armour defines your maximum Dexterity bonus to Reflex Defence, your armour check penalty, your speed, and how fast you move when you run. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries, such as weapons and medical kits, won't slow your character down any more than his or her armour already does.

If your character is carrying a really heavy load, however, then you'll need to calculate encumbrance by weight.

TABLE 10-13: SERVICES AND EXPENSES

SERVICE	COST	TRANSPORTATION	
DINING (PER MEAL)			
Luxurious	375	Passage, steerage (up to 5 days)	250
Upscale	125	Passage, average (up to 5 days)	500
Average	25	Passage, upscale (up to 5 days)	750
Budget	5	Passage, luxurious (up to 5 days)	1,000
		UPKEEP (PER MONTH)	
LODGING (PER DAY)			
Luxurious	500	Luxurious	25,000
Upscale	250	Wealthy	12,500
Average	125	Comfortable	5,000
Budget	50	Average	2,500
		Struggling	1,250
MEDICAL CARE			
Oxygen tank treatment (per hour)	750	Improvised	500
Long-term care (per day)	750	Self-sufficient	250
		VEHICLE RENTAL (PER DAY)	
Medical treatment	750	Car	100
Surgery (per day)	1,250	Motorbike	125
Treat disease (per day)	1,250	Helicopter	250
Treat mako poisoning (per day)	2,500	Airplane (standard)	750
Treat status ailments (per hour)	250	Airplane (luxury)	1,000

ENCUMBRANCE BY WEIGHT

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than any armour already does), add up the weight of all the armour, weapons, and gear the character is carrying. If the total equals or exceeds the square of one-half your character's Strength score, he or she is carrying a heavy load. For example, a character with Strength 12 is carrying a heavy load if the total weight of his or her armour and gear is 36 kg (0.5×12 , squared) or more.

When carrying a heavy load, a character takes a -10 penalty on checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. A heavy load also reduces the character's speed to three-quarters normal (rounded down). A character can move up to three times his or her speed when running with a heavy load (instead of four times).

CARRYING CAPACITY

The amount of weight that you can lift (in kilograms) is based on your Strength score and determined by the following formula: $(\text{Strength score})^2 \times 0.5$. For example, a character with Strength 15 can lift 112.5 kg ($15 \times 15 \times 0.5$).

A character can strain to lift an amount of weight (in kilograms) equal to his Strength score squared, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Reflex Defence and can only move 1 square per round (as a full-round action).

A dragged object has less effective weight depending on the resistance of the surface: normal ground, 1/2; smooth surface or wheels, 1/5. Dragging an object over rough ground is no easier than lifting it.

Bigger and Smaller Creatures: Larger creatures can carry more weight depending on size category: Large (x2), Huge (x5), Gargantuan (x10), and Colossal (x20). Smaller creatures can carry less weight depending on size category: Small (x0.75), Tiny (x0.5), Diminutive (x0.25), and Fine (x0.01).

CREATING UNIQUE WEAPONS

TABLE 10-14: SIZE AND WEIGHT

CONSTRUCTION POINTS	SIZE	Weight (kilograms)
20	Huge	10.2 or more
10	Large	2 to 10.1
5	Medium	1.2 to 1.9
3	Small	0.5 to 1.1
1	Tiny	0.1 to 0.4

The world of Final Fantasy VII plays host to a wide variety of weapons that are not available to the general public. That is because these weapons were designed and created by the main characters themselves; whether it is Angeal's Buster Sword, Cloud's Fusion Swords, Sephiroth's Masamune, or Barret's Gun-Arm, etc. These weapons defined the character that created them.

First and foremost, you must run your ideas past your GM and see if she approves. Give her a reason why your character would have such a unique weapon; maybe it was a family heirloom or maybe your character had to create a weapon as part of his past training within a military faction. Once the GM gives the go-ahead, follow this step-by-step guide to creating your weapon. All unique weapons are considered Exotic Weapons, and require the Exotic Weapon Proficiency feat in order to use it.

Please note that once the weapon is created, only the character that created it can use it. If someone else were to use the unique weapon they would receive a -10 penalty to attack rolls, regardless of whether they have the associated feats to use it or the feats that reduce the penalty. The only exception to this rule is if the original owner purposely passed on his weapon to someone else, such as when Angeal gave Zack his buster sword upon his death.

DESIGNING WEAPONS

Designing a new weapon for the *Final Fantasy VII Roleplaying Game* is a fairly simple process. Each weapon is defined by a number of factors, including its group, its weight, and its type. Each of these factors has a construction point cost, which determines the amount of resources required for building that part of the weapon. After you've determined the total number of construction points a weapon requires, you can determine the weapon's base cost on Table 10-18.

Although there is no limit to the number of construction points in a weapon's design, as the number of construction points rises, the cost of a weapon increases dramatically. After a weapon's base price has been established, it's possible to add other features, such as rate of fire and stun damage.

As a practical matter, no weapon with a total cost of greater than 3,000 gil will be constructed for sale to a common individual, although weapons built for corporations, militaries, and the extremely wealthy frequently cost far more. Some private owners make modifications to their weapons, increasing their estimated value well above this range.

TABLE 10-15: DAMAGE TYPE

CONSTRUCTION POINTS	DAMAGE TYPE
3	Bludgeoning
3	Earth
3	Energy
3	Fire
3	Gravity
3	Holy
3	Ice
3	Piercing
3	Poison
3	Slashing
3	Thunder
3	Water

SIZE AND WEIGHT

The first two facts that must be decided when designing a weapon are its weight and size. The weapon itself is based on these two traits. Table 10-14: Size and Weight shows the standard weights and sizes for weapons.

Because larger weapons take more resources to build than smaller ones, they cost considerably more construction points. The cost represents the expense of laying down the basic frame of a weapon. Additional construction points are spent later for the weapon's complete structure.

DAMAGE TYPE

A weapon's type determines what kind of damage it deals. A weapon's type is divided into the following: bludgeoning, energy, fire, ice, piercing, slashing, thunder, and water.

It is possible for a weapon to have two damage types. Common combination of damage types include piercing/slashing, bludgeoning/slashing, and fire/energy. If your weapon were to have two damage types, simply combine the number of construction points from each damage type together to give you a final construction point total.

TABLE 10-16: WEAPON DAMAGE

CONSTRUCTION POINTS	DAMAGE
0	1d6
1	1d8
3	1d10
5	1d12
7	2d8
9	2d10
11	2d12
15	3d10
20	3d12
25	4d12

DAMAGE

The base damage for a newly constructed weapon begins at 1d6. Taking in to consideration what type of damage the weapon deals, its size, and weight, increase the damage accordingly as per Table 10-16: Weapon Damage.

If the weapon will have a double weapon feature, it will require a different damage roll for each aspect. You do this by combining the construction points for each damage roll together.

ADDITIONAL FUNCTIONS

Table 10-17: Additional Functions lists all the possible additional features that weapons can have, according to their group. These features include power supply (such as the need to use a battery pack or energy capsule to activate the weapon), multiple blades for swords, and if the weapon has a rate of fire mode. All this needs to be taken into consideration so the weapon's frame can contain the slots for where these features will be placed; thus increasing the total cost of the finished product.

STUN DAMAGE

If the weapon has a stun feature, the stun damage depends on the size of the weapon: tiny, 1d4; small, 1d6; medium, 1d8; large, 1d10; huge, 1d12.

TABLE 10-17: ADDITIONAL FUNCTIONS

CONSTRUCTION POINTS	FUNCTION
6	Double weapon
6	Energy capsule slot
4	Battery pack slot
4	Stun damage
2	Rate of fire (A)
2	Rate of fire (S)

TABLE 10-18: BASE PRICE

10	+1	20	+1	30	+1	40	+1	50	+1
0.1k	+0.1k	1k	+0.1k	2k	+0.1k	3k	+0.1k	4k	+0.1k
60	+1	70	+1	80	+1	90	+1	100	+1
5k	+0.25k	7.5k	+0.25k	9k	+0.25k	11.5k	0.25k	14k	0.25k

WEAPON BASE PRICE

When determining the base price for a weapon design, reference its total construction points on the table below. If the number of construction points falls between two categories, add the "+1" cost for each additional construction point. This final number is the cost for the weapon's frame. Other additions, such as battery packs, energy cells, and ammunition add their cost to the weapon's base price.

Weapons that are mass produced, in great demand, or constructed wholly by a single corporation may vary in price from the cost derived by these rules. In general, a new weapon's price should stay within 20% of the figured price. Rarely, a weapon might be manufactured for as little as one-quarter of its figured price, such as the mass-produced mako gun used by Shinra employees.

CHAPTER XI –

JENOVA AND THE CETRA



On an undetermined date before the main events of Final Fantasy VII, JENOVA landed on the Planet, having travelled through space on a meteor. This fall from the heavens created a giant wound on the Planet's surface that would later come to be known as the "Northern Crater." After its arrival, JENOVA emerged from the Crater and approached the Cetra, using its mimic abilities to glean the memories and emotions of the Cetra. Those who were taken victim of JENOVA were infected with JENOVA's cells and mutated into monsters. JENOVA would then take the form of the fallen Cetra, and so get close enough to destroy their loved ones.

Quickly, JENOVA was able to destroy most of the Cetra civilisation. Their daughter race, the humans, hid from JENOVA while the Cetra were nearly wiped out. The few Cetra, who had survived, banded together to defeat JENOVA and quarantined it inside the Northern Crater; where it would lie dormant there for thousands of years. Despite their victory over the "Calamity from the Skies", the Cetra civilisation was lost, and their numbers dwindled down to almost nothing while humans spread over the planet. As time wore on, humanity forgot about JENOVA and the Cetra fell into legend.

REDISCOVERY AND THE JENOVA PROJECT

Two thousand years after JENOVA's fall onto the Planet, all memory of JENOVA had faded. The Shinra Electric Power Company now ruled the Planet, using their Mako energy for great power. However, they were ever looking for a more efficient way to harvest Mako. So they looked back onto the legends of the Cetra, and thought that whatever remains of those lost people might be a useful tool. Shinra scientists and excavators wandered the entire Planet, looking for some remnant of those people.

Approximately 30 years before the main events of Final Fantasy VII began; Professor Gast Faremis excavated the creature and mistakenly identified it as a Cetra. Thus began the JENOVA Project — an effort by a number of Shinra scientists to take JENOVA's cells and create a human hybrid with its cells to produce super-soldiers with JENOVA's powers. One of the fruits of this labour was SOLDIER, an elite military force that had greatly-expanded abilities thanks to being infused with Mako laced with JENOVA's cells. Sephiroth, Genesis Rhapsodos, and Angeal Hewley were all born from the Project. Shinra would continue to use JENOVA and SOLDIER to build their army, and JENOVA was kept inside the Mako Reactor at Nibelheim.

PROJECT G

Project G was the experiment underwent by Dr. Hollander. Trying to compete for greater recognition amongst the Shinra board of directors, Hollander broke away from Gast's JENOVA Project and started his own experiments to create the ultimate SOLDIER.

Basing his research in the small manufacturing village of Banora, Hollander chose a local resident named Gillian Hewley as she was bearing a child at the time. Hollander injected Gillian with JENOVA cells; intending for her unborn child to be the true result of his experiments. Gillian herself showed no side effects of the JENOVA cells that had entered her body.

While waiting for the child to be born, Hollander searched for a newly born baby to test his research. After extracting Gillian's DNA (which now include JENOVA cells), he injected them into the infant and placed the baby in the care of local wealthy farm owners. The child was called Genesis Rhapsodos.

Once Gillian's child was born (named Angeal), Hollander kept a close watch on his experiment, until Shinra's board of directors decided to stop funding Project G as they saw Project S as the superior JENOVA experiment. Hollander became a reclusive ever since then.

Years later, both Angeal and Genesis joined SOLDIER; both becoming friends during their childhood. Upon becoming members, they met up with Sephiroth, and the three of them started training together. None of them knew of the experiments undergone on them when they were infants.

As time went on, Genesis began to show signs of degradation. Although unaware of it, he was labelled a failed experiment because of this. Angeal was considered by Hollander as the perfect result of his research, however, when Angeal later transferred his abilities unto monsters, the effected monsters would show the same signs of degradation that Genesis had. It was only until after Genesis cured his degradation by accepting the "gift of the goddess" that he was considered the true perfect experiment of Project G, and his genetic makeup would later be used in the Tsviet experiment of the Deepground project.

"JENOVA was a calamity that fell from the skies a long, long time ago"

- Marlene Wallace

CREATING COPIES

Characters like Angeal Hewley and Genesis Rhapsodos have the unique ability to create copies unto others without the need for Hojo's Reunion Theory experiment. In game terms, Humans who become COPIES of a character gain the COPY race traits (see below) on top of the race traits gained from their race. In this manner, monsters can become COPIES as well as humans, except monsters gain the Aberration class traits on top of their own monster class (an aberration monster becoming a COPY, however, only gains a +2 bonus on all die rolls; including rolls that determine additional hit points and Magic Points per level-up – see The Monster Manual companion book for details on how to create monsters).

COPY RACE TRAITS

Copies have the following race traits.

Ability Modifiers: +2 Str, +2 Dex, -2 Con, -2 Cha.

Carrying Capacity: Copies keep the bonuses/penalties due to their size through their normal race traits, however their carrying capacity is 5x that of normal Medium-sized creatures.

Genesis' Legacy: You can reroll any melee attack roll, keeping the better of the two rolls.

Lightning Reflexes: Copies have quicker than normal reflexes and gain a +2 bonus to their Reflex Defence.

Magical Prowess: Copies gain an additional 3 Magic Points.

Automatic Languages: Basic.

PROJECT S

Project S was the original JENOVA experiment headed by Professor Gast and later Professor Hojo after Gast's untimely resignation. Shinra considered Project S as a far superior JENOVA experiment compared to Project G, resulting in the latter's funding to be withdrawn.

Shinra scientist Lucrecia Crescent, who was aiding the project, had her unborn child offered as the subject for the research. She had JENOVA cells injected directly into the foetus and, while the baby showed no signs of side effects, caused Lucrecia to fall terminally ill; resulting in her death upon giving birth to her son. She lived long enough to name her child Sephiroth.

Sephiroth was taken into the care of Shinra and joined SOLDIER when he became of age. He was instantly recognised as the best swordsman within Shinra, and later would be known as the greatest SOLDIER in the world. He is also considered the ultimate experiment of the JENOVA Project. He made friends in the form of fellow SOLDIER members Angeal and Genesis, and later Zack Fair.

When Sephiroth discovered his true origins within the confines of the Nibel mako reactor, he was driven mad and later sought revenge, which resulted in the infamous Nibelheim blaze. He died at the hands of an ordinary MP called Cloud Strife by being thrown into the crystallised mako at the bottom of the Nibel reactor. This was not the end of Sephiroth, however, as he reappeared years later to continue the task set down by his "mother".

HOJO'S REUNION THEORY

Professor Hojo outlined a theory that when JENOVA's cells are separated, its basic instinct is to reform back into a single being. To test his theory, he proposed to inject people with Sephiroth's DNA and watch the outcome. His first subjects under this experiment were Cloud and Zack after the Nibelheim incident occurred. Due to the mako-infusion process when he joined SOLDIER, Zack had no reaction and was labelled a failure, and Cloud fell into a state known as Mako Poisoning.

Characters who become a Sephiroth Clone through Hojo's Reunion Theory gain the Clone Race Traits (see below) on top of their normal race traits.

CLONE RACE TRAITS

Clones have the following race traits.

Ability Modifiers: +4 Str, -2 Con, -2 Wis.

Carrying Capacity: Clones keep the bonuses/penalties due to their size through their normal race traits, however their carrying capacity is 5x that of normal Medium-sized creatures.

Sephiroth's Legacy: You gain an additional +2 bonus to your Reflex Defence and Fortitude Defence.

Bonus Feat: Clones gain Mark of a SOLDIER as a bonus feat.

Attuned Senses: Clones gain a +2 bonus on Perception checks made to locate JENOVA. The bonus is not applied to any other uses of the Perception skill.

Automatic Languages: Basic.

STAGNANT MAKOS

Dr. Grimoire Valentine headed the research into stagnant mako when he and his team came across a Cetran stone tablet that, once deciphered, told the story of Chaos and Omega. The tablet itself was surrounded by lifestream that stagnated over thousands of years. Dr. Valentine and his team took the stone tablet and a sample of the stagnant mako back to their lab for further analysis and research. Grimoire's research produced two documents: the Omega reports and the Stagnant Mako analysis report; the latter being later used as the foundation of DEEPGROUND's Stagnant Mako Experiments.

THE STAGNANT MAKO EXPERIMENTS

After watching how successful Genesis coped with the JENOVA cells, Shinra scientists used the reports on Project G, along with Grimoire Valentine's reports on Stagnant Mako research, to produce the Deepground SOLDIERS. Born from a Deepground Scientist, Weiss was the first; injecting stagnant mako, laced with Genesis' genes in the foetal stage, he became known as "The Immaculate".

Nero was next, however he was produced completely of stagnant mako, and the only one to survive the development stages within the womb. Upon his birth, he produced a vortex that absorbed his mother into another dimension. Nero is the younger brother of Weiss, and he became known as "The Sable" due to his unimaginable control over the negative lifestream, which is the same power derived from Chaos. The Restrictors had to bind him in a straightjacket-like mako suit so that they could contain his power.

Finally, we have Rosso. Nicknamed "The Crimson", she was born from another DEEPGROUND scientist and was the successful recipient of pure Genesis genes. Out of the three, Rosso has proven time and again that she fights dirty, and is not satisfied until she has blood on her hands.

These three SUPER SOLDIERS rose up to the rank of Tsviet, succeeded only by the Restrictors, who they would later come to revolt on and take control of DEEPGROUND.

THE LIFESTREAM

The Lifestream contains the essence of the Planet and the memories, emotions, and knowledge of all who have lived on it. Portions of the Lifestream are believed to be used to create new life on the Planet, and the energy of a person returns to the Planet when they die, bringing with it the emotions, memories, and knowledge they obtained during life. It is referred to many times as the life of the Planet itself, and acts as an afterlife for the conscious spirits of the inhabitants of the Planet, as well as a sort of immune system for the Planet, flowing to and "healing" scars in the Planet. All life is said to exist within the cycle.

If the Planet is in danger of being utterly destroyed, the Planet summons Omega WEAPON, which destroys the remaining life on the Planet so that it returns to the Lifestream, and takes the entire Lifestream itself, launching into the cosmos to find a new planet on which life can exist.

"I offered the woman carrying my child to Professor Gast's JENOVA Project"

- Professor Hojo

MAKO ENERGY

Mako is the most common source of electrical power on the Planet, with coal former resources a distant second. The process of power generation via Mako was begun by the Shinra Electric Power Company, based in Midgar. Mako extraction and its usage are considered environmentally unfriendly, however, and the rebel group AVALANCHE actively attacks Shinra Mako Reactors in hopes of ultimately stopping the process.

Mako is thought to be similar to radioactive materials in that prolonged exposure can lead to genetic mutation, poisoning, and ultimately death. Living things, both plants and animals that have been over-exposed to Mako can suddenly mutate. Monsters can be affected by natural Mako springs that well up from the soil, or, lately, monsters have been produced through Shinra experiments. People (notably those in SOLDIER) who have had prolonged exposure to Mako are identified by a glow in their eyes, referred to as "Mako Eyes." Besides its electrical uses, the elite Shinra task force, SOLDIER, is made up of operatives that are biologically augmented by Mako. Zack Fair and Sephiroth are examples of people with Mako enhancement.

Members of SOLDIER are not only infused with Mako, however; they are also injected with JENOVA cells, an experiment created by Professor Hojo, Shinra's head of Biochemical Research. JENOVA's cells, together with Mako, gives them far greater strength and cognitive ability than ordinary people possess, provided they are mentally strong enough to handle the Mako infusion process without suffering from Mako poisoning. When this procedure is taken too far, the subjects turn into horrible monsters, as seen in the Nibelheim Reactor.

Besides its other uses, Mako, in various forms, is also found in weapons used by Shinra. The Junon Mako Cannon used a variety of Mako shells, and later, as the Sister Ray, fired a beam of raw Mako energy. As Materia, Mako has been employed by some of Shinra's Turk operatives who wielded it in their weapons in *Before Crisis -Final Fantasy VII-* and First Class members of SOLDIER are able to synthesise their own custom Materia as shown in *Crisis Core -Final Fantasy VII-*. In addition to the energy resource and weaponry allocations of Mako, the Shinra Corporation was also developing mako-powered vehicles for civilian purposes.

TABLE 11-2: MAKO INFUSION

Die Result (d20)	Result (with racial traits)	Result (no racial traits)
1-10	Mako poisoned	Monster*
11-13	No change	-3 Constitution
14-16	+2 bonus to Fort Defence, +1 bonus to Will Defence	-2 Constitution
17-19	+2 bonus to Reflex Defence, +1 bonus to Magic Defence	-1 Constitution
20+	+3 bonus to all Defences	No change

*You are considered a monster and gain certain benefits of the Mutant monster type (see *Becoming a Monster*, below).

MAKO INFUSION

Whenever a character takes on the Clone racial traits, he/she makes a one-off die roll to determine what effect the character has when being infused with Mako. Roll 1d20, apply your Fortitude Defence (this represents your body's natural resistance to the Mako), and compare the result using Table 11-2: Mako Infusion below.

A character, such as Vincent Valentine, can be infused with Mako without having the Clone racial traits. In this case, compare the result with the effect stated in the third column. If a character doesn't belong to any of the above races, they apply one-half of their Fortitude Defence to the roll (rounded down) instead of the full Fortitude Defence.

Characters who wish to become a member of SOLDIER need to take the *Clone* racial traits and then apply the rules for Mako Infusion before reaching 7th level. Characters who take the *Clone* racial traits to become a member of SOLDIER do not gain the Attuned Senses race trait.

BECOMING A MONSTER

When Genesis Rhapsodos discovered the truth about his existence, he thought himself a monster and started doing what he felt a monster would do: seek revenge. His obsession with the stage play LOVELESS made him think that the play and real life held quite a significant number of similarities; and so began his quest for "The Gift of the Goddess", which he believed would cure his degradation.

Characters that become a "monster" through the injection of a highly concentrated dose of mako (such as Vincent Valentine) gain certain benefits from the Mutant monster type (see the Monster Manual, for more details). They gain the mutant's hit points each level after becoming a monster (hit points granted through Heroic Classes or any Prestige Classes he/she may gain later no longer apply to the character); gain a *supernatural ability* from the Mutant's class list of supernatural abilities; and finally, they gain a +2 monster bonus on all attack rolls and skill checks made with the following skills: Acrobatics, Climb, Initiative, Jump, Perception, Persuasion, Spellcasting, Stealth, and Swim (the character must be trained in these skills to gain the +2 monster bonus to the skill checks). Unlike monsters, however, the character can still gain limit breaks and still gain Mako Points.

MAKO POISONING

Exposure to Mako in its concentrated form can be dangerous to humans and typically results in a psychological disorder known as "Mako Poisoning". The best-known case of this occurred when Cloud fell into the Lifestream for an extended period of time, during which his identity and personality were phased through by the millions of souls and their memories coursing through the Lifestream. Though he later washed up near Mideel, alive, his immersion in the Lifestream had reduced him to a near-catatonic state, prompting Tifa to undertake the arduous process of restoring his former personality, memory by memory. The incident also led Cloud to "find himself" by casting away the illusion behind which he had been hiding.

While Mako Poisoned, a character is left intoxicated for a number of hours equal to $1d6 \times$ their level \times 2 and they go -4 down the condition track. This is considered a persistent condition. A mako poisoned character can attempt to shake off their intoxication by making an Endurance check against their Will Defence. If the check fails, the character remains intoxicated and will have to wait 1 hour before making the check again. If the check succeeds, the character comes out of intoxication and all persistent conditions associated with being Mako Poisoned are removed instantly, but remain fatigue for a number of hours afterwards equal to $1d6 +$ their level.

MAKO POINTS

Mako Points allow characters to use extraordinary abilities that normal people wouldn't have access too. To some characters, Mako Points represent luck.

GAINING MAKO POINTS

You get 5 Mako Points at 1st level. When you gain a new level, you lose any unspent Mako Points from the previous level but gain a number of Mako Points equal to $5 +$ one-half your new character level. The Mark of a SOLDIER feat grants you additional Mako Points at each new character level.

USING MAKO POINTS

On your turn, you may spend a Mako Point as a free action to roll $1d6$ and add the result to a single attack roll, skill check, or ability check. You can do this once per encounter. At 8th level, when you spend a Mako Point, you instead roll $2d6$ and take the best die result as your bonus; at 15th level, you roll $3d6$ and take the best die result as your bonus. This is summarised below:

CHARACTER LEVEL	NUMBER OF DICE ROLLED
1 st -7 th	1d6
8 th -14 th	2d6*
15 th or higher	3d6*

*Only count the highest die result.

Some talents, SOLDIER secrets, SOLDIER techniques, and extraordinary powers require you to spend a Mako Point to activate. In addition, if you are a member of SOLDIER; you may spend 1 Mako Point as a swift action to return a single spent extraordinary power to your active suite of extraordinary powers (see Extraordinary Powers for more information).

Once per encounter, you can spend a Mako Point to add one bar on your limit gauge.

If you are reduced to 0 hit points and would be killed, you can spend a Mako Point as a reaction to avoid death and instead become KO'd (knocked out).

You can spend only one Mako Point per encounter.

EXTRAORDINARY POWERS

Extraordinary powers are special abilities available to anyone who takes the SOLDIER Training feat. They allow characters to do astonishing things such as flying without support, cast unheard-of spells, and move with lightning grace.

LEARNING EXTRAORDINARY POWERS

A character who takes the SOLDIER Training feat automatically learns a number of extraordinary powers of her choice equal to $1 +$ her Wisdom modifier (minimum 1). A character can learn additional extraordinary powers by taking the SOLDIER Training feat again or by increasing her Wisdom modifier.

For example, Luxiere is a 1st level SOLDIER with a Wisdom score of 11 (+0 modifier). He takes the SOLDIER Training feat at 1st level and immediately gains an extraordinary power. He chooses *black flurry*. At 3rd level, he takes the SOLDIER Training feat again, which allows him to learn a new extraordinary power; he

chooses *scorcher*. At 4th level, Luxiere raises his Wisdom score from 11 to 12, thereby increasing his ability modifier from +0 to +1; at that time, gains two additional extraordinary powers (one for each instance of the SOLDIER Training feat), so he chooses *thunder of envy* and *end of gluttony*.

SELECTING EXTRAORDINARY POWERS

Choosing your extraordinary powers can be something of an art. If you choose poorly, you might be stuck with an extraordinary power that you can't use very well. When selecting extraordinary powers, remember the following:

Like feats, extraordinary powers cannot be changed once selected (not without your GM's approval, anyway). Also, some extraordinary powers are inherently more difficult to trigger than others. For example, *supernova* requires a DC 20 (or higher) Spellcasting check to activate, which means that a low-level character attempting to use the power will fail more often than he succeeds.

Don't forget that you can select the same extraordinary power more than once if you want to be able to have multiple uses of that power in your suite. At low levels, it is sometimes more useful to have extra uses of an easy-to-trigger power than a new power that is more difficult to activate.

USING EXTRAORDINARY POWERS

When your character uses an extraordinary power, make a Spellcasting check. The check result determines the power's result.

Some extraordinary powers have all-or-nothing effects. Other extraordinary powers have multi-tiered effects, and your skill check result determines the maximum effect you can achieve, although you can always choose a lesser effect. If your skill check is too low to activate the extraordinary power's baseline effect, nothing happens and the action is wasted.

Using an extraordinary power removes it from your character's active "suite" of extraordinary powers, regardless of whether the skill check succeeds or fails.

Your Extraordinary Power Suite: Your character's extraordinary powers collectively form a suite. When your character uses an extraordinary power, it's like playing a card and putting it in a discard pile. The power takes effect, and it's no longer available to the character...at least for a while.

Regaining Extraordinary Powers: You have different ways to regain spent extraordinary powers so that you can use them again:

–When combat is over and you have a chance to rest for 1 minute, you regain all of your extraordinary powers.

–If you roll a natural 20 on your Spellcasting check, you regain all spent extraordinary powers at the end of your turn.

–You can spend a Mako Point as a reaction and immediately regain one spent extraordinary power.

EXTRAORDINARY POWER DESCRIPTIONS

The following extraordinary powers are available to any character with the SOLDIER Training feat. Each extraordinary power includes the following information.

EXTRAORDINARY POWER NAME

The name of the power is followed by a brief description of the extraordinary power's effect. **Time:** The type of action needed to use or activate the extraordinary power. **Target:** The targets affected by the extraordinary power.

Make a Spellcasting check. The results of the skill check are described here.

Special: Some extraordinary powers have special rules, which are covered here.

APOCALYPSE

You summon a circular beam of deadly radiant light. **Time:** Full-round action. **Target:** All enemy targets within 8 squares from you.

Make a Spellcasting check: If the check equals or exceeds the target's Magic Defence, they receive 6d8 points of non-elemental damage to their hit points. If the check is less than the target's Magic Defence by 5, they receive half damage, and the extraordinary power misses if the check fails by more than 5.

Special: If you successfully use this extraordinary power, you can spend a Mako Point to increase the damage to 8d8.

BIZZARO ENERGY

You heal yourself of all negative infirmities. **Time:** Move action. **Target:** You.

Make a Spellcasting check. The result of the check determines the effect, if any:

DC 10: You regain 2d8 hit points.

DC 15: As DC 10, plus you remove any of the following status-effects that you are currently infected with; *blind*, *haste*, *poison*, *silence*, *slow*, and *zombie*.

DC 20: As DC 10 and DC 15, plus you restore any ability score damage.

DC 25: As DC 10, DC 15, and DC 20, except the number of hit points you regain increases to 4d8.

Special: You can spend 2 Mako Points to increase the number of hit points regained by 2d8.

BLACK FLURRY

You make a spin attack with your melee weapon with a difference. **Time:** Move Action. **Target:** One enemy target adjacent to you.

Make a Spellcasting check. If the check result is less than the target's Magic Defence, the attack misses and the extraordinary power is wasted. If the check result equals or exceeds the target's Magic Defence, you immediately make a melee attack and gain a +2 extraordinary bonus to the roll. On a successful attack, you deal double weapon damage and the target is inflicted with the *blind*, *silence*, *slow*, and *zombie* status-effects. On a failed roll, the target receives no damage but becomes inflicted with the *blind*, *silence*, *slow*, and *zombie* status-effects.

Special: if the target is caught flat-footed, they lose their Dexterity bonus to Reflex Defence when you check the result of the attack roll.

DARK RAGE

You become enraged as the JENOVA cells within you overpower your emotions. **Time:** Swift action. **Target:** You.

Make a Spellcasting check. The result of the check determines the effect, if any:

DC 15: You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.

DC 20: As DC 15, except the rage bonuses increase to +4.

DC 25: As DC 15, except the rage bonuses increase to +6.

Special: While consumed by rage, you cannot use skills or perform tasks that require patience or concentration.

You can spend a Mako Point to extend the duration of your *dark rage* until the end of the encounter.

DISSIPATE MAGIC

Your quick reflexes allow you to block a single incoming magic attack. **Time:** Reaction. **Target:** You.

Make a Spellcasting check. If the check is less than your Reflex Defence, nothing happens. If the check equals or exceeds your Reflex Defence; you either receive half damage of the magic attack or the status effect lasts one round less than normal (depending on what kind of spell is being used against you).

Special: If the result is 5 points or higher than your Reflex Defence, the damage is reduced to 0 or the status-effect doesn't take effect.

DRAW SLASH

You assault your opponents with a powerful melee attack. **Time:** Standard action. **Target:** All enemy targets within line of sight of you.

Make a Spellcasting check. If the check result is less than the targets' Reflex Defence, the attack fails. If the check result equals or exceeds the targets' Reflex Defence, roll your melee weapon's damage roll and multiply it by one-quarter your level (rounded-down). The result of the roll is the amount of damage the targets receive.

Special: If there is only one enemy target left in the encounter when you activate this extraordinary power, the damage roll is multiplied by one-half your level, instead of one-quarter.

END OF GLUTTONY

You launch a large beam of energy from your mouth. **Time:** Standard Action. **Target:** One enemy target within line of sight of you.

Make a Spellcasting check. If your check result is less than the target's Magic Defence, the attack misses. If the check result equals or exceeds the target's Reflex Defence, the target receives 3d8 points of thunder damage.

Special: If you successfully use this extraordinary power, you can spend a Mako Point to increase the damage by 3d8.

HEARTLESS ANGEL

You can bring your opponent to his knees in one swift stroke. **Time:** Full-round action. **Target:** All enemy targets in a 4-square cone.

Make a Spellcasting check: If the check equals or exceeds the target's Reflex Defence, the effect (if any) is determined by your check result:

DC 30: The target loses all but 1 of his current hit points.

DC 35: As DC 30, plus the target is pushed -4 steps along the condition track.

Special: This extraordinary power has no effect on mechanical targets or spirit monsters.

LIGHTNING SPEED

You can move faster than you normally would be able to. **Time:** Swift action. **Target:** You.

Make a Spellcasting check. If the check result exceeds your Magic Defence, you increase the number of squares you can move in a single turn by 1 for every point over your Magic Defence (for example, if the check result is 26 and your Magic Defence is 20, your speed increase by 6 squares). The duration lasts until the end of your turn.

Special: On a successful check when using this extraordinary power, you can spend 1 Mako Point to extend the duration of this ability until the end of the encounter.

PURGATORIAL WAVE

You send an energy shockwave from your weapon. **Time:** Standard action. **Target:** One enemy target within line of sight of you.

Make a Spellcasting check. If the check equals or exceeds the target's Magic Defence, the result of the check determines the effect, if any:

DC 15: You deal 3d10 points of non-elemental damage and you gain a +2 extraordinary bonus on your next attack.

DC 20: As DC 15, except you deal 4d10 points of non-elemental damage and gain a +3 extraordinary bonus on your next attack.

DC 25: As DC 15, except you deal 5d10 points of non-elemental damage and gain a +4 extraordinary bonus on your next attack.

Special: You can spend a Mako Point to reduce the target's Magic Defence as though it were 5 points less when determining the check result.

SCORCHER

You use the JENOVA cells within you to enhance your battle prowess. **Time:** Swift action. **Target:** You.

Make a Spellcasting check: The result of the check determines the effect, if any:

DC 15: Gain a +1 extraordinary bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

DC 30: As DC 15, except you deal an additional 4d6 points of damage.

Special: You can spend a Mako Point to deal an additional 2d6 points of damage on your next attack.

SUPERNova

You summon a solar flare from the cosmos. **Time:** Full-round action. **Target:** All enemy targets participating in combat at the time of using this power.

Make a Spellcasting check. If your Spellcasting check equals or exceeds the target's Magic Defence, the effect (if any) is determined by your check result:

DC 20: Inflict 4d6 points of non-elemental damage.

DC 25: As DC 20, except you deal 5d6 points of non-elemental damage.

DC 30: As DC 20, except you deal 6d6 points of non-elemental damage.

DC 35: As DC 20, except you deal 7d6 points of non-elemental damage.

Special: You can spend a Mako Point to deal an additional 2d6 points of non-elemental damage on top of the damage stated above.

THUNDER OF ENVY

You bring down a rain of thunder all around the battlefield. **Time:** Standard action. **Target:** All enemy targets currently participating in the encounter.

Make a Spellcasting check. If the check result is less than the target's Magic Defence, the extraordinary power fails. If the check equals or exceeds the target's Magic Defence by 5 or less, you deal 3d8 points of thunder damage. If the check result equals or exceeds the target's Magic Defence by more than 5, you deal 6d8 points of thunder damage.

Special: If a target is weak against the thunder element, they receive double damage.

WHIRLWIND

You create a storm so powerful; it blasts your foes away. **Time:** Full-round action. **Target:** All enemy targets within an 8-square radius from you.

Make a Spellcasting check. If the check result is less than the target's Magic Defence, nothing happens. If the check result equals or exceeds the target's Magic Defence, all enemy targets within range are blasted back a number of squares equal to their base speed x 2 (if the blast causes the target to be pushed beyond the boundaries of the encounter, the target no longer participates in the encounter).

Special: If there is only a single enemy target in the encounter at the time of using this extraordinary power, the target is blasted back a number of squares equal to its base speed only.

MAKO TALENTS

Mako talents work exactly like the talents presented in Chapter 3: Heroic Classes; however, they are available only to characters with the Mark of a SOLDIER feat. Any time a character with the Mark of a SOLDIER feat would normally gain a talent (such as from gaining an odd-numbered level in a heroic class), he or she may instead select a Mako talent from one of the three Mako talent trees presented below.

BREAKER TALENT TREE

A Breaker is someone gifted at exposing the weak spots in targets and exploiting them. He will continuously search for them and hit the target where it really hurts.

All of the talents in this tree are mind-affecting effects. Moreover, you can't use any of these talents on yourself. Also, due to the nature of the talent tree, the effects described in the following talents stack with the effects caused by the condition track (that is, if the target has been pushed down the condition track).

Addle: Once per encounter, as a standard action, you can designate a single target within line of sight of you. That target suffers a penalty to all skill checks equal to one-half your heroic level. The effect lasts until

the end of the encounter, or if you become unconscious or die, and remains in affect even if line of sight is broken.

You can select this talent multiple times. Each time you do, you can use it one additional time per encounter (to a maximum of 3).

Expose: Once per encounter, as a standard action, you can designate a single target within line of sight of you. That target suffers a penalty to his Reflex Defence equal to one-half your heroic level. The effect lasts until the end of the encounter, or if you become unconscious or die, and remains in affect even if line of sight is broken.

You can select this talent multiple times. Each time you do, you can use it one additional time per encounter (to a maximum of 3).

Exposing Strike: When you use a sword to deal damage to a target, you can spend a Mako Point to make that target flat-footed until the end of your next turn.

Mako Break: Once per day, as a full-round action, you can make a Spellcasting check against a single target within line of sight of you to reduce their Mako Points to 0. Your Spellcasting check must equal or exceed at least two of the target's Defences (Reflex, Fortitude, Will, and Magic).

Prerequisites: Trained in Spellcasting, Base attack bonus +7.

Shear: Once per encounter, as a standard action, you can designate a single target within line of sight of you. That target suffers a penalty to his Magic Defence equal to one-half your heroic level. The effect lasts until the end of the encounter, or if you become unconscious or die, and remains in affect even if line of sight is broken.

You can select this talent multiple times. Each time you do, you can use it one additional time per encounter (to a maximum of 3).

Souleater: Once per day, you can designate a single target within your line of sight. You can reduce your own hit points to increase your weapon's damage when attacking the selected target. The damage increases by +1 die for every 10 points of hit points you reduce from yourself.

You can select this talent multiple times. Each time you select it, you can use this talent one additional time per day (to a maximum of four times per day).

Prerequisites: Base attack bonus +9.

Wither I: Once per encounter, as a standard action, you can designate a single target within line of sight of you. That target suffers a -1 penalty to his attack rolls. The effect lasts until the end of the encounter, or if you become unconscious or die, and remains in affect even if line of sight is broken.

You can select this talent multiple times. Each time you do, you can use it one additional time per encounter (to a maximum of 3).

Wither II: As Wither I (see above), except the penalty increases to -2.

Prerequisites: Wither I.

Wither III: As Wither I (see above), except the penalty increases to -5.

Prerequisites: Wither I, Wither II.

JENOVA TALENT TREE

Through further understanding of your upbringing, you have learnt to wield the powers of your "mother".

Because of the sheer power of the talents in this talent tree, you can only select up to a maximum of two.

Mimic I: You have gained the special ability to mimic other characters or monsters; essentially taking on their abilities and skills. You can also take on other's physical appearances as well, as long as the target in question is of Medium-size or less. Make a Spellcasting check and compare it to the target's Will Defence. If the check fails, nothing happens. If the check equals or exceeds the target's Will Defence, you have access to the target's trained skills, feats, and talents. If the check exceeds the target's Will Defence by 5 or more, you also adopt their physical form; essentially becoming them.

Please note that by selecting this talent you forfeit the choice of selecting the Transfer Ability talent (see below). You cannot have both talents.

Prerequisites: Character level 7, Wisdom 16.

Mimic II: As above, except now you are able to take control of another's body and force them to transform into their physical form (if the target in question has some of your DNA inside them). You must first make a Will check against the target. If the check fails, nothing happens. If the check succeeds, the target shape-shifts into your physical appearance, and you take control of all the target's actions until the target makes a successful Will check against you or when the target's hit points drop to 0. When you make the Will

Check, you treat the target's Will Defence as though it were 5 points less when determining the result of the check.

The Mimic talents lasts for number of rounds (or a number of hours if outside of the battlefield) equal to one-half your character level. Once the time limit is up, you must make another Spellcasting check/Will check to continue your influence on the target.

Prerequisites: Mimic I, character level 12, Wisdom 18.

Spawn: You possess the power to spawn monsters of a single type (animal, insect, plant, or spirit) that are of medium-size or less. The number of monsters that you can spawn in a single encounter equal to $1 + \text{one-half your character level}$ (rounded down). The spawned monster's total levels must be equal or less than your character level (for example, if your character level is 7, the spawned monster's total levels must be 7 or less).

Transfer Ability: Once per encounter, you can copy any number of your abilities (talents, feats, and extraordinary powers) and transfer them to a single ally within your line of sight. That ally keeps the abilities and uses them for himself, regardless of meeting the prerequisites for any of them, however that target begins to suffer from Degradation (see Chapter 11: JENOVA and the Cetra, for more details).

You can target this ability towards a number of allies equal to $1 + \text{your Wisdom modifier}$. Also, targets of this ability become a copy of you and receive the *Copy* race traits.

Please note that by selecting this talent you forfeit the choice of selecting the Mimic talent (see above). You cannot have both talents.

SOLDIER TALENT TREE

SOLDIERs are masters of using magic in conjunction with his sword.

Block: As a reaction, you may negate a melee attack by making a successful Spellcasting check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative -5 penalty on your Spellcasting check for every time you have used Block or Deflect since the beginning of your last turn. You must have a melee weapon drawn to use this talent, and you must be aware of the attack and not flat-footed.

Cover: Once per round, you may spend a swift action and a Mako Point to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally affects you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Prerequisites: Trained in the Initiative skill.

Deflect: As a reaction, you may negate a ranged attack by making a successful Spellcasting check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative -5 penalty on your Spellcasting check for every time you have used Block or Deflect since the beginning of your last turn. You must have a melee weapon drawn to use this talent, and you must be aware of the attack and not flat-footed.

You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire. If you succeed on the Spellcasting check, you take half damage if the autofire attack hits and no damage if the autofire attack misses. This talent has no effect on other area attacks (such as grenades, missiles, and flamethrowers).

Magic Sword: Once per encounter, you can substitute the Spellcasting skill for any melee attack roll, so long as you are trained in the skill.

Redirect Shot: This talent allows you to redirect a deflected bullet along a specific trajectory so that it damages another monster or target in its path. Once per round when you successfully deflect a bullet, you can make an immediate ranged attack against another target with which you have line of sight. Apply the normal range penalties to the attack roll, not counting the distance the bullet travelled to reach you. If the attack succeeds, it deals normal weapon damage to the target.

You can only redirect a single bullet in this manner. Barrages from autofire weapons and other types of projectiles can't be redirected.

Prerequisites: Deflect, Magic Sword, base attack bonus +5.

SOLDIER TECHNIQUES

SOLDIER techniques represent a deeper understanding of a SOLDIER member's inner abilities and, like martial skills, come with years of practice. In general, SOLDIER techniques are only available to characters that are, at least, SOLDIER 2nd Class or a member of the DG SOLDIER Trooper unit in DEEPGROUND.

Whenever you gain access to a new SOLDIER technique, select it from the following list. Once selected, a SOLDIER technique cannot be changed.

EXTENDED BIZZARO ENERGY

By spending an additional Mako Point, the effects of your *Bizzaro Energy* power extends to one ally within line of sight of you.

EXTENDED DRAW SLASH

By spending an additional Mako Point, the target of your *Draw Slash* power extends to all enemy targets within a 4-square cone from your position, instead of all enemy targets within your line of sight.

EXTRAORDINARY POWER MASTERY

Choose a single extraordinary power. You can take 10 on Spellcasting checks to activate this extraordinary power even when distracted or threatened.

You may select this SOLDIER technique multiple times; each time you select this SOLDIER technique, it applies to a different extraordinary power.

IMPROVED BLACK FLURRY

On a successful Spellcasting check, the extraordinary bonus to the attack roll increases from +2 to +4. Additionally, the target receives half damage from a failed Spellcasting check instead of no damage.

IMPROVED CAST ENEMY SKILLS

You may use the Cast Enemy Skills ability of the Spellcasting skill as a move action rather than a standard action.

IMPROVED CAST MAGIC

You may use the Cast Magic ability of the Spellcasting skill as a move action rather than a standard action.

IMPROVED CAST SUMMONS

You can use the Cast Summons ability of the Spellcasting skill as a standard action rather than a full-round action.

IMPROVED DARK RAGE

When you use the *dark rage* power, you ignore the restriction that prevents you from using skills or performing tasks that require patience and concentration. Additionally, you can always activate this power in the surprise round, even if you are considered surprised.

IMPROVED SCORCHER

When you use the *scorcher* power, you can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action.

IMPROVED WHIRLWIND

By spending an additional two Mako Points, you can decrease the activation time of your *Whirlwind* power from a full-round action to a standard action.

MAKO POINT RECOVERY

At the end of an encounter, you automatically recover 1 Mako Point spent during the encounter.

You may select this SOLDIER technique multiple times; each time you take it, you recover an additional Mako Point spent during an encounter.

SOLDIER SECRETS

Skilled SOLDIER members can learn to manipulate their extraordinary powers in intriguing ways. SOLDIER secrets represent a sublime connection of the JENOVA cells and are only available to SOLDIER 1st Class members or members of the Tsviet unit in DEEPGROUND.

Activating a SOLDIER secret costs either a Mako Point or three Mako Points (as noted in its description).

Whenever you learn a new SOLDIER secret, select it from the following list. Once selected, a SOLDIER secret cannot be changed.

DEBILITATING POWER

When you use an Extraordinary power that successfully deals damage to the target, you can spend a Mako Point to move the target -1 step along the condition track (in addition to any movement along the condition track imposed by the power normally) provided your Spellcasting check equals or exceeds the target's damage threshold. Alternatively, you can spend three Mako Points to move the target -3 steps along the condition track.

DEVASTATING POWER

When using an extraordinary power that deals damage, you can spend a Mako Point to increase the power's damage dice by 50%. Alternatively, you can spend three Mako Points to double the number of damage dice.

ENLARGED POWER

When you use an extraordinary power that affects targets within a radius, you can spend a Mako Point to double the distance that the effect extends from your square (for example, a 6-square radius can be made into a 12-square radius). Alternatively, you can spend three Mako Points to multiply the distance the effect extends by 5 (making a 6-square radius into a 30-square radius).

LINKED POWER

You can spend a Mako Point to link an Extraordinary power to the power you use in the current round so that it goes off in the following round. You must choose two powers – one for the current round and one for the next round. Both selected powers cannot be altered in any way, such as through SOLDIER techniques, SOLDIER secrets, or the use of Mako Points. However, the second power goes off in the following round as a free action at the start of your turn.

MENTOR

Whenever you activate an extraordinary power, you can spend a Mako Point to add one use of that power to the extraordinary power suite of one ally within 12 squares of you and in your line of sight. Once used, the power cannot be regained by any means, and if the power is not used by the end of the ally's next turn, it is lost. You or the ally can spend three Mako Points to have the power lost at the end of the encounter, instead of the end of the ally's next turn.

You can take this SOLDIER secret only if you have successfully trained a rookie SOLDIER all the way up to SOLDIER 1st Class (or if you have successfully trained a new DEEPGROUND squad, if you are a member of the Tsviets).

MULTITARGET POWER

When using an extraordinary power that affects a single target, you can spend a Mako Point to affect one additional target. Alternatively, you can spend three Mako Points to affect one target per four character levels.

QUICKEN POWER

When using an extraordinary power that requires a standard action or move action to activate, you can spend a Mako Point to activate the power as a swift action instead. Alternatively, you can spend three Mako Points to activate the power as a reaction instead.

REMOTE POWER

When you use an Extraordinary power that has a line or radius effect that originates from your square, you can spend a Mako Point to have the power originate from a square within 6 squares of you. Alternatively, you can spend three Mako Points to have the power originate from any square within line of sight. You still choose the direction of the Extraordinary power as though you were standing in the chosen square.

CHAPTER XII –

PRESTIGE CLASSES



Prestige classes offer abilities and powers otherwise inaccessible to heroes and GM characters, focusing them in specific directions. A character with a prestige class is generally more specialised, yet perhaps slightly more powerful, than a character without one.

A character can't begin as a member of a prestige class. Abilities granted by prestige classes are acquired only by meeting the requirements specific to each example, which almost always demand – in effect – that a character be at least mid-level. Additionally, there may be non-rules-related requirements that must be met in-game, such as group membership fees, special training exercises, or quests.

Prestige classes are purely optional, and always under purview of the GM. Even though a few examples can be found below, they are idiosyncratic to each campaign, and thus many GMs may choose to not allow them or only use them for GM characters.

PRESTIGE CLASSES

Table 12-1: Prestige Classes summarises the prestige classes described in this chapter. Some prestige classes (such as the crime lord, SOLDIER 2nd class, and SOLDIER 1st class) are more appropriate for GM characters, and the Gamemaster may declare these classes off-limits to heroes. For this reason, a player should consult with her GM before angling her character toward a particular prestige class.

Requirements: All prestige classes have certain requirements that a character must fulfil prior to taking the first level in that class. Among the most common requirements are a minimum heroic level, being trained in certain skills, or having certain feats. These requirements make it easier for certain types of characters to become members of a given prestige class.

TABLE 12-1: PRESTIGE CLASSES

PRESTIGE CLASS	BASIC DESCRIPTION
Ace Pilot	Extraordinary vehicle pilot
Bounty Hunter	Expert at locating and capturing fugitives
Corporate Agent	Government-like agents working for corporations
Crime Lord	Leader of a criminal organisation
DG SOLDIER Trooper	DEEPGROUND soldiers trained to SOLDIER 2 nd Class standards
Detective	Seeker of the truth.
Elite Trooper	Highly trained soldier or bodyguard
Gladiator	Underworld combatants who fight for cash or prizes.
Gunslinger	Freelance gun-for-hire or trouble-shooter
Independent Machine	Extremely autonomous and specialised machines
Infiltrator	Covert and military operatives
Medic	Versatile and mobile healer
Melee Duellist	A master of close-combat fighting.
Military Engineer	Tech specialist focusing on military hardware
Officer	Leader of a military task force or group
Priest	A worshipper and upholder of Minerva and the Lifestream.
Restrictor	Advanced combat specialist of Shinra Inc.
Saboteur	Disruptive agent able to attack unlikely targets
SOLDIER 2 nd Class	Member of an elite military squadron
SOLDIER 1 st Class	Master combat specialist with alien-esque abilities
Sorcerer	Specialist in magic materia
Tsviet	Powerful leader of DEEPGROUND

MAGIC POINTS

At each level, ace pilots gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Ace pilots gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the ace pilot prestige class.

DEFENCE BONUSES

At 1st level, ace pilots gain a +4 class bonus to their Reflex Defence, and a +2 class bonus to their Fortitude Defence and Will Defence.

TALENTS

At every odd-number level (1st, 3rd, 5th, and so on), the ace pilot selects a talent. This talent may be selected from the Expert Pilot or Gunner talent trees (see below) or from the Machinist talent tree (see page 40). The

ACE PILOT

The ace pilot is to vehicle combat what the elite trooper is to personal weapons combat. They define themselves by the vehicles they pilot. Some are airship aces, while others pilot helicopters.

Ace pilots can also be found at the controls of a ground vehicle (such as a motorcycle or truck).

REQUIREMENTS

To qualify to become an ace pilot, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Trained Skills: Pilot

Feats: Vehicular Combat

GAME RULE INFORMATION

Ace Pilots have the following game statistics.

HIT POINTS

At each level, ace pilots gain 1d8 hit points + their Constitution modifier.

TABLE 12-2: THE ACE PILOT

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, talent
2 nd	+1	Vehicle dodge +1
3 rd	+2	Talent
4 th	+3	Vehicle dodge +2
5 th	+3	Talent
6 th	+4	Vehicle dodge +3
7 th	+5	Talent
8 th	+6	Vehicle dodge +4
9 th	+6	Talent
10 th	+7	Vehicle dodge +5

ace pilot must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

AERIAL COMBATANT TALENT TREE

Your vast abilities in aerial combat are no match against those who prefer to fight on the ground.

Blind Spot: You can fly your aerial vehicle so close to a target at least two sizes larger than you that it is difficult for the target to avoid or attack you. You must be adjacent to the target (at airship scale) to use this talent. As a swift action, make an opposed Pilot check against the target. If you succeed, you move into the same space as your target. You move with your target if it moves (assuming the vehicle has sufficient speed to keep up), and you must make another opposed Pilot check each round as a swift action to stay in its blind spot.

As long as you stay in the targets blind spot, any attack you make against the target gains a +2 bonus, and the target takes a -2 penalty on attacks made against you.

Great Shot: When firing a vehicle weapon, you treat the distance to the target as though it were one range category less than it actually is, for the purpose of determining bonuses or penalties.

Improved Attack Run: You do not have to move in a straight line when using the attack run action.

Synchronised Fire: Once per encounter, you may ready to fire a single weapon (be it a personal weapon or a vehicle weapon) at the same target as an ally, and you coordinate with a single weapon of your ally. If both attacks hit, you add the damage of the two weapons together before applying the target's SR or DR, and treat it as a single attack for purposes of exceeding the target's damage threshold.

Prerequisites: Great Shot, Vehicle Focus.

Vehicle Focus: When piloting an aerial vehicle, you gain a +2 bonus to all attack rolls made with the vehicle's weapons, and you may take 10 on any Pilot checks made while piloting the vehicle, even when you are otherwise unable to.

Prerequisite: Wisdom 15.

EXPERT PILOT TALENT TREE

The most experienced of pilots relies on finely honed instincts and years of training to outmanoeuvre and destroy enemy vehicles.



Elusive Dogfighter: When engaged in a dogfight, any enemy pilot engaged in the same dogfight takes a -10 penalty on attack rolls when you succeed on the opposed Pilot check.

Full Throttle: You can take 10 on Pilot checks made to increase your vehicle's speed. In addition, when you use the all-out movement action while piloting a vehicle; your vehicle moves up to five times its normal speed (instead of the normal x4).

Juke: When you fight defensively as the pilot of a vehicle, the dodge bonus to your Reflex Defence increases to +5 even if you make an attack.

Prerequisites: Vehicular Evasion.

Keep It Together: Once per encounter, when a vehicle you're piloting takes damage that equals or exceeds its damage threshold, your vehicle avoids moving down the condition track.

Relentless Pursuit: You may roll twice for any opposed Pilot check made to initiate a dogfight, keeping the better result.

Vehicular Evasion: If the vehicle you are piloting is hit by an area attack, it takes half damage if the attack hits. If the area attack misses your vehicle, it takes no damage. You cannot use this talent when your vehicle is stationary or disabled.

GUNNER TALENT TREE

Many airship gunners are skilled both in and out of the cockpit and are deadly with ranged weapons of any kind.

Dogfight Gunner: While your vehicle is engaged in a dogfight, you take no penalty on your attack rolls with vehicle weapons even if you are not the pilot.

Prerequisite: Expert Gunner.

Expert Gunner: You gain a +1 bonus on attack rolls made using vehicle weapons.

Quick Trigger: Whenever an enemy vehicle moves out of your square or an adjacent square, you may make a single attack against that vehicle as an attack of opportunity.

Prerequisite: Expert Gunner.

System Hit: Whenever you deal damage to a vehicle that equals or exceeds its damage threshold, you move that vehicle an additional -1 step on the condition track (see Conditions in Chapter 12: Combat).

Prerequisite: Expert Gunner.

VEHICLE DODGE

Beginning at 2nd level, you apply a dodge bonus to the Reflex Defence of any vehicle you pilot. The dodge bonus is equal to one-half your class level, rounded down. Any condition that makes you lose your Dexterity bonus to Reflex Defence also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

BOUNTY HUNTER

The bounty hunter capitalises on the vendettas of others, tracking down fugitives for their enemies, their masters, or simply for justice.

Not all bounty hunters kill. Some employers reserve that pleasure for themselves, or plan to give the quarry a more or less fair trial.

REQUIREMENTS

To qualify to become a bounty hunter, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Trained Skills: Survival

Talents: At least two talents from the Awareness (page 40), Lineage (page 34), or Misfortune talent trees (page 37).

GAME RULE INFORMATION

Bounty hunters have the following game statistics.

TABLE 12-3: THE BOUNTY HUNTER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+1	Defence bonuses, talent
2 nd	+2	Familiar foe +1
3 rd	+3	Talent
4 th	+4	Familiar foe +2
5 th	+5	Talent
6 th	+6	Familiar foe +3
7 th	+7	Talent
8 th	+8	Familiar foe +4
9 th	+9	Talent
10 th	+10	Familiar foe +5

HIT POINTS

At each level, bounty hunters gain 1d10 + their Constitution modifier.

MAGIC POINTS

At each level, bounty hunters gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Bounty hunters gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the bounty hunter prestige class.



DEFENCE BONUSES

At 1st level, bounty hunters gain a +4 class bonus to their Reflex Defence, and a +2 class bonus to their Will Defence and Magic Defence.

TALENTS

At every odd-number level (1st, 3rd, 5th, and so on), the bounty hunter selects a talent. This talent may be selected from the Bounty Hunter talent tree (see below) or the Awareness (page 40) or the Misfortune talent trees (page 37). The bounty hunter must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

BOUNTY HUNTER TALENT TREE

The nature of their work requires bounty hunters to associate with the scum of the world. They are among the finest hunters on the planet, relying on the element of surprise and their instincts to catch their prey.

Hunter's Mark: If you aim before making a ranged attack, you move the target -1 step along the condition track if the attack hits.

Hunter's Target: Once per encounter as a free action, you may designate an opponent. For the rest of the

encounter, when you succeed on a melee or ranged attack against that opponent, you gain a bonus on damage rolls equal to your class level.

Prerequisite(s): Hunter's Mark.

Notorious: Your skill as a bounty hunter is known throughout the planet, even in desolate places. When you are not disguised, you can reroll any Persuasion checks made to intimidate others, keeping the better result.

Nowhere to Hide: You may choose to reroll any Gather Information checks made to locate a specific individual, but you must keep the result of the reroll even if it is worse.

Relentless: This talent applies only to an opponent you've designated as your hunter's target (see Hunter's Target, above). Any attack or effect originating from the target that would normally move you along the condition track does not, in fact, move you along the condition track.

Prerequisites: Hunter's Target.

Ruthless Negotiator: When haggling over the price of a bounty (see the Persuasion skill, Chapter 4: Skills), you can reroll your Persuasion check and keep the better result.

Prerequisites: Notorious.

FAMILIAR FOE

By observing your enemy in combat, you know how to defeat him more easily. If you spend a full-round action observing an opponent in combat, you gain a bonus on attack rolls against that opponent and a bonus to your Reflex Defence against attacks made by that opponent equal to one-half your class level (rounded down). The effects last until the end of the encounter. You cannot use this ability until after your opponent has acted during combat.

CORPORATE AGENT

Corporations hold a huge amount of power in all eras of play. They act as the de facto world government (as is the case of the Shinra Electric Power Company and later the World Regenesis Organisation) and control all aspects of political and social affairs. These corporations have a large number of agents working for them, looking after company interests and these agents might specialise in security, exploration, administration, or various other forms of management and production.



REQUIREMENTS

To qualify to become a corporate agent, a character must fulfil the following criteria.

Minimum Level: 7th.

Trained Skills: Gather Information, Knowledge (bureaucracy).

Feats: Skill Focus (Knowledge [bureaucracy]).

Special: Must be employed by a corporation.

GAME RULE INFORMATION

Corporate agents have the following game statistics.

HIT POINTS

At each level, corporate agents gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, corporate agents gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Corporate agents gain a number of Mako Points equal to 6 + one-half their character level, rounded-down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the corporate agent prestige class.

DEFENCE BONUSES

At 1st level, you gain a +2 class bonus to your Reflex Defence and Fortitude Defence, and a +4 class bonus to your Will Defence.

EMPLOYMENT REQUIRED

You must retain employment by a Corporation to gain new levels of corporate agent. If you leave the company for any reason, you cannot take additional corporate agent levels until you join a new one.

TABLE 12-4: THE CORPORATE AGENT

LEVEL	BASE ATTACK	CLASS FEATURES BONUS
1 st	+0	Defence bonuses, talent
2 nd	+1	Executive Leadership (1/encounter)
3 rd	+2	Talent
4 th	+3	Executive Leadership (2/encounter)
5 th	+3	Talent
6 th	+4	Executive Leadership (3/encounter)
7 th	+5	Talent
8 th	+6	Executive Leadership (4/encounter)
9 th	+6	Talent
10 th	+7	Executive Leadership (5/encounter)

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Leadership or Lineage talent trees (page 34), or from the Corporate Power talent tree, below. You must meet the prerequisites (if any) of the chosen talents. No talent can be selected more than once unless expressly indicated.

CORPORATE POWER TALENT TREE

You are an extension of your corporation and wield their power as your own.

Competitive Drive: You are driven to compete and succeed. Once per encounter, you can reroll any Wisdom-, Intelligence-, or Charisma-based skill check (except Spellcasting) and take the better result.

Competitive Edge: When you and your allies are not surprised, you and a number of allies equal to your Charisma modifier (minimum 1) that you designate on your first turn gain the benefit of the Quick Draw feat for the remainder of the encounter.

Corporate Clout: You are adept at making deals that make enemies question which side they should be on. Once per encounter, as a standard action, you can make a Persuasion check against the Will Defence of an enemy within line of sight. If your check equals or exceeds the target's Will Defence, the target cannot attack you for the remainder of the encounter. If your check exceeds the Will Defence by 5 or more, the target will not attack you or your allies for the remainder of the encounter, and retreats from the encounter. If your check exceeds the Will Defence by 10 or more, the target's attitude toward you is now friendly, and the target becomes your ally for the remainder of the encounter, remaining under the control of the Gamemaster. If you or one of your allies attacks the target, the target once again becomes hostile.

If the target is higher level than you, it gains a +5 bonus to its Will Defence.

This is a mind-affecting fear effect.

Prerequisites: Impose Hesitation, Wrong Decision.

Impose Confusion: Increase the area of Impose Hesitation to a 12-square cone. Also, once per encounter, after making the Persuasion check for Impose Hesitation, you can instead choose to have the targets lose a standard action on their next turn.

Prerequisite: Impose Hesitation.

Impose Hesitation: As a standard action, make a Persuasion check targeting all opponents in a 6-square cone. If you equal or exceed the target's Will Defence, the target loses a swift action on its next turn and cannot take full-round actions. This is a mind-affecting effect. Targets need to see, hear, and understand you to be affected by this attack.

Wilful Resolve: Once per encounter, you can negate the effect of a single attack roll or skill check made against you that targets your Will Defence.

Wrong Decision: Each time you are attacked, the opponent that attacked you takes a -2 morale penalty to its Will Defence until the end of your next turn. This penalty is not cumulative, so if a target makes multiple attacks against you it only incurs the penalty once per turn.

EXECUTIVE LEADERSHIP

As a swift action, as many times an encounter equal to half your corporate agent level, you can grant an ally within line of sight a temporary boost to their speed, attack, or defences. Until the end of their turn they can gain one of the following benefits (your choice): increase base speed by 2 squares, a +2 morale bonus to attack rolls, or a +2 morale bonus to all defences.

CRIME LORD

The life of a crime lord isn't for the timid. After conquering an unseen empire, the crime lord wages a daily struggle not only to stay on top but also to stay alive. Of course, not every crime lord is bent on corrupting society and making a profit. Some use their criminal connections to wage lucrative guerrilla wars against tyrants and despots.

TABLE 12-5: THE CRIME LORD

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, talent
2 nd	+1	Command cover, talent
3 rd	+2	Talent
4 th	+3	Talent
5 th	+3	Talent
6 th	+4	Talent
7 th	+5	Talent
8 th	+6	Talent
9 th	+6	Talent
10 th	+7	Talent

REQUIREMENTS

To qualify to become a crime lord, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Trained Skills: Deception, Persuasion

Talents: At least two talents from the Fortune (page 36), Lineage (page 34), or Misfortune (page 37) talent trees.

GAME RULE INFORMATION

Crime lords have the following game statistics.

HIT POINTS

At each level, crime lords gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, crime lords gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Crime lords gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the crime lord prestige class.



fear effect.

Inspire Fear II: As Inspire Fear (see above), except the penalty increases to -2.

Prerequisites: Inspire Fear I.

DEFENCE BONUSES

At 1st level, crime lords gain a +2 class bonus to their Reflex Defence and Will Defence, and a +4 class bonus to their Magic Defence.

TALENTS

At 1st level and each level thereafter, the crime lord selects a talent. This talent may be selected from the Infamy or Mastermind talent trees (see below) or the Influence talent tree (page 33). The crime lord must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

INFAMY TALENT TREE

You are wanted in multiple regions for criminal acts, and your manner of doing business has earned you an unsavoury reputation in the criminal underworld.

Inspire Fear I: Your infamy and reputation are such that any opponent whose level is equal to or less than your character level takes a -1 penalty on attack rolls and opposed skill checks made against you, as well as Spellcasting checks made to cast magic and summons against you. This is a mind-affecting

Inspire Fear III: As Inspire Fear (see above), except the penalty increases to -5.

Prerequisites: Inspire Fear I, Inspire Fear II.

Notorious: Your reputation as a crime lord is known throughout the world. When you are not disguised, you may reroll any Persuasion checks made to intimidate others, keeping the better result.

Shared Notoriety: When your minions invoke your name, others take note. If you have minions, they may reroll any Persuasion checks made to intimidate others, but the result of the reroll must be accepted even if it is worse.

Prerequisite(s): Notorious.

MASTERMIND TALENT TREE

You have the ability to attract loyal minions and are skilled at redirecting allies on the battlefield.

Attract Minion: You attract a loyal minion. The minion is a nonheroic character with a class level equal to three-quarters of your character level, rounded down.

You may select this talent multiple times; each time you select this talent, you gain another minion. Normally, you can have up to two minions with you at a time. Any other minions you have are assumed to be looking after your various interests. If you lose a minion, you can send for another minion if you have one (although normal travel time still applies).

Each minion that accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, two minions that accompanies a party of five heroes on an adventure receives one-seventh of the XP that the group earns.

Impel Ally I: You can spend a swift action to grant one ally the ability to move its normal speed. The ally must move immediately on your turn, before you do anything else, or else the opportunity is wasted. You can use this talent up to three times on your turn (spending a swift action each time).

Impel Ally II: You can spend two swift actions to grant one ally the ability to take a standard action. The ally must act immediately on your turn, before you do anything else, or else the opportunity is wasted.

Prerequisites: Impel Ally I.

COMMAND COVER

Starting at 2nd level, you can use your allies to shield you from harm. You gain a +1 cover bonus to your Reflex Defence for each ally that is adjacent to you, up to a maximum bonus equal to one-half your class level (maximum +5 at 10th level).

DG SOLDIER TROOPER

Following the SOLDIER traditions, Deepground has not forgotten the importance of a blade on the battlefield. These warriors are trained for close range combat, but are skilled to the approximation of a SOLDIER 2nd Class. They are trained to be above and beyond the fighting capacity of the baseline DEEPGROUND soldier.

REQUIREMENTS

To qualify to become a DG SOLDIER trooper, a character must fulfil the following criteria.

Base Attack Bonus: +7

Trained Skills: Spellcasting, Perception

Feats: Mark of a SOLDIER, Weapon Proficiency (swords)

Talents: At least one talent from any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra.

Special: Must be a member of DEEPGROUND. Must be infused with Mako.

TABLE 12-6: THE DG SOLDIER TROOPER

LEVEL	BASE	CLASS FEATURES
		ATTACK BONUS
1 st	+1	Defence bonuses, talent
2 nd	+2	SOLDIER technique
3 rd	+3	Talent
4 th	+4	SOLDIER technique
5 th	+5	Talent
6 th	+6	SOLDIER technique
7 th	+7	Talent
8 th	+8	SOLDIER technique
9 th	+9	Talent
10 th	+10	SOLDIER technique

GAME RULE INFORMATION

DG SOLDIER troopers have the following game statistics.

HIT POINTS

At each level, DG SOLDIER troopers gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

At each level, DG SOLDIER troopers gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

DG SOLDIER troopers gain a number of Mako Points equal to 7 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the DG SOLDIER trooper prestige class.

DEFENCE BONUSES

At 1st level, the DG SOLDIER trooper gains a +2 class bonus to their Reflex, Fortitude, Will, and Magic Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), the DG SOLDIER trooper selects a talent. This talent may be selected from the Weapons Specialist (page 27) or Mage talent trees (page 30), any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra, or the DEEPGROUND talent tree (see below). The DG SOLDIER trooper must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

DEEPGROUND TALENT TREE

As a member of Deepground, you fight mercilessly and without a conscience, and seek to glorify your organisation in the name of Weiss.

Cruel Intentions: You gain a +1 bonus to damage rolls on a successful melee attack roll or range attack roll using a weapon you are proficient with. The bonus stacks with the bonus granted by the Weapon Specialisation talent.

You can select this talent multiple times; each time you do, the bonus to damage roll increases by +1 (to a maximum of +5).

Prerequisites: Killer Instinct, Weapon Specialisation (see Weapon Specialist Talent Tree in Chapter Three).

Hail Weiss I: Once per encounter, you gain a +2 morale bonus on a single melee attack roll or range attack roll; however the bonus does not apply if you are flanked or caught in a surprise round.

Hail Weiss II: As Hail Weiss I, except now you gain the bonus to melee attack roll or ranged attack roll, even if you are flanked or surprised (you still lose your Dexterity bonus to Reflex Defence when caught flat-footed, if any).

Prerequisites: Hail Weiss I.



Killer Instinct: You retain your Dexterity bonus to Reflex Defence, even if caught flat-footed. You still lose your Dexterity bonus to Reflex Defence if caught surprised, however.

Prerequisites: Trained in the Stealth skill.

Return to the Ruins: When given an order to retreat, you gain a +1 bonus to Stealth checks made to flee without being seen.

You can select this talent multiple times; each time you do, the bonus increases by +1 (to a maximum of +5).

SOLDIER TECHNIQUE

You have learned improved techniques to attune yourself to the JENOVA cells within you. At every even-numbered level (2nd, 4th, 6th, and so on), you gain one SOLDIER technique that, once selected, cannot be changed (see SOLDIER Techniques, Chapter 11: JENOVA and the Cetra, for more information).

DETECTIVE

Detectives are well known for their ability of finding out the truth, even if their presence is not welcome. They possess the skills essential for investigating and finding out hidden secrets.

Most detectives are members of an agency that specialises in this sort of field, however few choose to work privately; thinking it will gain them more money by doing so.

TABLE 12-7: THE DETECTIVE

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, talent
2 nd	+1	Trail link +1
3 rd	+2	Talent
4 th	+3	Trail link +2
5 th	+3	Talent
6 th	+4	Trail link +3
7 th	+5	Talent
8 th	+6	Trail link +4
9 th	+6	Talent
10 th	+7	Trail link +5

REQUIREMENTS

To qualify to become a detective, a character must fulfil the following criteria.

Base Attack Bonus: +3

Trained Skills: Gather Information, Use Computer

Talents: At least two talents from the Awareness (page 40), Slicer (page 38), or Surveillance talent trees (page 41).

Special: Must be a member of a detective-based organisation, such as the Mireille Detective Agency or the TURKS.

GAME RULE INFORMATION

Detectives have the following game statistics.

HIT POINTS

At each level, detectives gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, detectives gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Detectives gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the detective prestige class.



DEFENCE BONUSES

At 1st level, detectives gain a +4 class bonus to their Fortitude Defence and a +2 class bonus to their Will Defence and Magic Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), the detective selects a talent. This talent may be selected from the Detective talent tree (see below), or the Awareness (page 40) or Surveillance talent trees (page 41).

DETECTIVE TALENT TREE

You are skilled in locating individuals and using research and surveillance to learn some of their most intimate secrets, as well as being capable of assisting allies on the battlefield.

Cast Suspicion: As a swift action, you can select one enemy within your line of sight. That enemy loses all morale and insight bonuses on attack rolls and cannot be aided (using the aid another action) by its allies until the end of your next turn.

Defensive Acuity: When you take the fight defensively action, you deal +1 die of damage with unarmed attacks and gain a +2 circumstance bonus on Reflex Defence to avoid enemy attacks.

Prerequisite: Quick on your Feet.

Friend or Foe: Whenever an ally within your line of sight is missed by a ranged attack, you can (as a reaction, once per turn) designate one enemy adjacent to that ally. Compare the attack rolls of the missed attack to the Reflex Defence of that enemy. If the attack would hit, the attack targets that enemy and is resolved as normal.

Prerequisite: Cast Suspicion.

Hot Lead: When you make a Gather Information check to locate an individual, the DC is reduced by 5, and the time and bribery cost are reduced by half.

Quick on your Feet: Once per encounter, you may move up to your speed as a reaction to an enemy target's spell or weapon attack.

Revealing Secrets: Your investigations reveal information that your target thought was secret. When you make a Gather Information check to learn secret information, the DC is reduced by 5 and the bribery cost is reduced by one-fifth the original cost.

Prerequisite: Hot Lead.

TRAIL LINK

Starting at 2nd level, the detective gains a bonus to his Gather Information checks equal to one-half his detective level (rounded-down) when looking for leads that would help in his research. Examples of when a detective would apply this bonus include finding out the location of missing people or discovering the secrets of an organisation.

ELITE TROOPER

TABLE 12-8: THE ELITE TROOPER

LEVEL	BASE	CLASS FEATURES
		ATTACK BONUS
1 st	+1	Defence bonuses, delay damage, talent
2 nd	+2	Damage reduction 1
3 rd	+3	Talent
4 th	+4	Damage reduction 2
5 th	+5	Talent
6 th	+6	Damage reduction 3
7 th	+7	Talent
8 th	+8	Damage reduction 4
9 th	+9	Talent
10 th	+10	Damage reduction 5

The elite trooper represents an individual who has received advanced combat training. More than a mere soldier, the elite trooper is highly trained and capable of taking on any number of combat-related missions, such as guarding an important location, assaulting an enemy base, or participating in a stealthy insertion into enemy territory.

REQUIREMENTS

To qualify to become an elite trooper, a character must fulfil the following criteria.

Base Attack Bonus: +7

Feats: Armour Proficiency (light), Armour Proficiency (medium), Martial Arts I, Point Blank Shot

Talents: At least one talent from the Armour Specialist (page 25), Commando (page 25), or Weapon Specialist talent trees (page 27)

GAME RULE INFORMATION

Elite troopers have the following game statistics.

HIT POINTS

At each level, elite troopers gain 1d12 hit points + their Constitution modifier.

MAGIC POINTS

At each level, elite troopers gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Elite troopers gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the elite trooper prestige class.

DEFENCE BONUSES

At 1st level, elite troopers gain a +2 class bonus to their Reflex Defence and Magic Defence, and a +4 class bonus to their Fortitude Defence.

TALENTS

At 1st level and each level thereafter, the elite trooper selects a talent. This talent may be selected from the Protection or Weapon Master talent trees (see below), or the Camouflage (page 40) or Commando talent trees (page 25). The elite trooper must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PROTECTION TALENT TREE

You are specially trained to protect those around you, either by taking the brunt of attacks that are aimed at them, or by defusing dangerous situations before they occur.



Armoured Guard: When you use the Ward talent (see below), your ally's cover bonus to Reflex Defence is increased by one-half the armour bonus of any natural armour you possess as well as any armour you are wearing.

Prerequisite: Ward.

Bodyguard's Sacrifice: As a reaction, you can interfere with any successful attack against an adjacent ally. You can choose to take any or all of that attack's damage, and the remainder is dealt to the target as normal. Once you use this talent, you may not use it again until the end of your next turn.

Guard's Endurance: Whenever you begin your next turn adjacent to the target of your Ward talent (see below), you gain bonus hit points equal to your character level until the start of your next turn. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Prerequisite: Ward.

Lifesaver: once per encounter as a reaction, when an ally takes damage that equals or exceeds its damage threshold or reduces it to 0 hit points, you can move up to your speed provided you end your movement adjacent to that ally. This movement provokes attacks of opportunity as normal, you take all of the damage that triggered this talent's use, and your ally takes no damage.

Prerequisite: Bodyguard's Sacrifice.

Out of Harm's Way: As a move action, you allow one ally within 6 squares of you to move up to its speed, providing the ally ends its movement adjacent to you. This movement does not provoke attacks of opportunity.

Roll with It: Whenever you take damage on behalf of an ally through the use of a talent, you gain damage reduction equal to your class level until the end of your next turn.

Prerequisite: Bodyguard's Sacrifice, Take the Hit.

Take the Hit: Whenever you take damage on behalf of an ally through the use of a talent, your damage threshold is increased by 5.

Prerequisite: Bodyguard's Sacrifice.

Ward: As a swift action, designate one adjacent ally. Until the end of your next turn, as long as that ally remains adjacent to you, you are considered to be providing that ally with soft cover against all attacks. You cannot be designated as the target of this talent (such as, when it is used by an ally) if you have used this talent since the start of your last turn, and you cannot use this talent if you are currently designated as another ally's ward.

WEAPON MASTER TALENT TREE

You are skilled at wielding a variety of weapons and can wield choice weapons with deadly precision and force.

Controlled Burst: Your penalty when making an autofire attack or using the Burst Fire feat is reduced to -2. In addition, if you brace an autofire-only weapon, you have no penalty on your attack roll.

Exotic Weapon Mastery: You are considered proficient with any exotic weapon, even if you don't possess the appropriate Exotic Weapon Proficiency feat.

Greater Devastating Attack: Choose a single exotic weapon or weapon group with which you're proficient. Whenever you make a successful attack against a target using the chosen exotic weapon or a

weapon from the chosen group, you treat your target's damage threshold as if it were 10 points lower when determining the result of your attack. This replaces the effects of the Devastating Attack talent.

Prerequisites: Greater Weapon Focus, Devastating Attack (see Chapter 3: Heroic Classes), and Weapon Focus feat (see Chapter 3: Heroic Classes) with the chosen exotic weapon or weapon group.

Greater Penetration Attack: Choose a single exotic weapon or weapon group with which you're proficient. Whenever you make a successful attack against a target using the chosen exotic weapon or a weapon from the chosen group, you treat your target's damage reduction as if it were 10 points lower when determining the result of your attack. This replaces the effects of the Penetrating Attack talent.

Prerequisites: Greater Weapon Focus, Penetrating Attack (see Chapter 3: Heroic Classes), and Weapon Focus feat with the chosen exotic weapon or weapon group.

Greater Weapon Focus: Choose a single exotic weapon or weapon group with which you're proficient. You gain a +1 bonus on attack rolls with the chosen exotic weapon or a weapon from the chosen group. This bonus stacks with the bonus granted by the Weapon Focus feat. You must be proficient with the weapon to gain this benefit.

You may select this talent multiple times. Each time you select this talent, it applies to a different weapon group or exotic weapon.

Prerequisites: Weapon Focus feat with chosen exotic weapon or weapon group.

Greater Weapon Specialisation: Choose one exotic weapon or one of the following weapon groups: advanced melee weapons, advanced range weapons, heavy weapons, pistols, rifles, simple weapons, swords. You gain a +2 bonus on damage rolls with the chosen exotic weapon or a weapon from the chosen group. This bonus stacks with the bonus granted by the Weapon Specialisation talent. You must be proficient with the weapon to gain this benefit.

You may select this talent multiple times. Each time you select this talent, it applies to a different weapon group or exotic weapon.

Prerequisites: Greater Weapon Focus, Weapon Focus feat, and Weapon Specialisation (see Chapter 3: Heroic Classes) with the chosen exotic weapon or weapon group.

Multiattack Proficiency (heavy weapons): Whenever you make multiple attacks with any type of heavy weapon as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Multiattack Proficiency (rifles): Whenever you make multiple attacks with any type of rifle as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

DELAY DAMAGE

Elite troopers are among the toughest individuals on the planet. After being exposed to numerous threats, foes, and combat situations, you've developed the ability to delay effects that would drop lesser creatures.

Once per encounter, as a reaction, you can choose to delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

DAMAGE REDUCTION

At 1st level, you gain damage reduction 1 (DR 1), which means that you reduce the damage you take from any attack by 1 (see Damage Reduction on page 23 of the Gamemaster's Guide).

Every even-numbered level after 2nd, your damage reduction improves by 1 (DR 2 at 4th level, DR 3 at 6th level, and so on).

GLADIATOR

Though the most violent forms are officially banned in the most prestigious settlements, gladiatorial combat remains an entertaining and lucrative combination of business and entertainment. Such contests are held in the Gold Saucer using non-lethal weapons – such as electromagnetic rods on stun – with strict rules, resulting in a fight more like a sparring match than lethal combat. However, a more dangerous form of the sport flourishes in underground matches found in places like the Midgar slums.

TABLE 12-9: THE GLADIATOR

LEVEL	BASE ATTACK	CLASS FEATURES
		BONUS
1 st	+1	Defence bonuses, talent
2 nd	+2	Unflinching (1/encounter)
3 rd	+3	Talent
4 th	+4	Unflinching (2/encounter)
5 th	+5	Talent
6 th	+6	Unflinching (3/encounter)
7 th	+7	Talent
8 th	+8	Unflinching (4/encounter)
9 th	+9	Talent
10 th	+10	Unflinching (5/encounter)

REQUIREMENTS

To qualify to become a gladiator, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Minimum Base Attack Bonus: +7

Feats: Improved Damage Threshold, Weapon Proficiency (advanced weapons)

GAME RULE INFORMATION

Gladiators have the following game statistics.

HIT POINTS

At each level, gladiators gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

At each level, gladiators gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Gladiators gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the gladiator prestige class.

DEFENCE BONUSES

At 1st level, gladiators gain a +4 class bonus to their Fortitude Defence, and a +2 class bonus to their Reflex Defence and Will Defence.

TALENTS

At every odd-number level (1st, 3rd, 5th, and so on), the gladiator selects a talent. This talent may be selected from the Awareness (page 40) or Armour Specialist talent trees (page 25), or from the *Gladiatorial Combat* talent tree below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

GLADIATORIAL COMBAT TALENT TREE

You have learned the tricks of fighting in the gladiatorial arena. These talents represent your knowledge of this specialised combination of combat and showmanship.

Brutal Attack: Choose a single exotic weapon or weapon group you are proficient



with. Attacks with such weapon that deal damage that exceeds an opponent's damage threshold deal +1 die of damage on that attack.

You can select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen weapon.

Call Out: When you use the Personal Vendetta talent, you may designate one target of that talent to take a -5 penalty to attacks against targets other than you instead of the normal -2.

Prerequisite: Personal Vendetta.

Distracting Attack: When you deal damage to a target with a melee or ranged attack, compare the attack roll to the target's Will Defence. If the attack roll also meets or exceeds the target's Will Defence, the target takes a -2 penalty to Reflex Defence until the end of your next turn.

Prerequisite: Brutal Attack with the weapon used.

Exotic Weapons Master: You treat all exotic weapons as a single weapon group (exotic weapons). If you already have feats that grant proficiency with or augment the use of one exotic weapon, those feats grant proficiency with or augment all exotic weapons. For example, if you already have Exotic Weapon Proficiency (gunblade) and Weapon Focus (gunblade) you now have Weapon Proficiency (exotic weapons) and Weapon Focus (exotic weapons), and the effects of both feats apply to all exotic weapons.

Prerequisite: Proficiency in at least one exotic weapon.

Lockdown Strike: When you hit a moving opponent that is one size category larger than you or smaller with an attack of opportunity, you immediately end its current movement.

Multiaction Proficiency (exotic weapons): Whenever you make multiple attacks with exotic weapons as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Prerequisite: Exotic Weapons Master.

Personal Vendetta: As a swift action, you can taunt all enemies within 12 squares and line of sight; on their next turn, these enemies take a -2 penalty on attack rolls made against any target other than you.

This is a mind-affecting effect.

Unstoppable: You can sometimes shrug off the effect of debilitating attacks. Once per encounter, if you are hit by an attack that would normally knock you down the condition track, you can reduce the number of steps you move down the condition track by 1 step (to a minimum of 0).

UNFLINCHING

At 2nd level your training as a gladiator has made you very difficult to intimidate or deter. Once per encounter, you may add your gladiator level to your Fortitude Defence (and damage threshold) or Will Defence until the start of your next turn as a reaction; you choose which defence to apply the bonus to when you use the ability, but you must declare the use of this feature before you know the outcome of the effect targeting you. At each even-numbered class level thereafter, you gain one additional use of this ability per encounter.

GUNSLINGER

Often wandering guns-for-hire, bodyguards, professional duellists, or even assassins, gunslingers know everything there is to know about pistols of all descriptions. They can draw faster, shoot faster, and aim more accurately with their weapons of choice than any other category of warrior.

REQUIREMENTS

To qualify to become a gunslinger, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Feats: Point Blank Shot, Precise Shot, Quick Draw, Weapon Proficiency (pistols)

GAME RULE INFORMATION

Gunslingers have the following game statistics.

HIT POINTS

At each level, gunslingers gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, gunslingers gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Gunslingers gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

TABLE 12-10: THE GUNSLINGER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+1	Defence bonuses, talent
2 nd	+1	Trusty sidearm +1
3 rd	+2	Talent
4 th	+3	Trusty sidearm +2
5 th	+4	Talent
6 th	+4	Trusty sidearm +3
7 th	+5	Talent
8 th	+6	Trusty sidearm +4
9 th	+7	Talent
10 th	+7	Trusty sidearm +5

CLASS FEATURES

The following are features of the gunslinger prestige class.

DEFENCE BONUSES

At 1st level, gunslingers gain a +4 class bonus to their Reflex Defence, and a +2 class bonus to their Will Defence and Fortitude Defence.



TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), the gunslinger selects a talent. This talent may be selected from the Gunslinger or Rifleman talent trees (see below), or the Awareness (page 40) or Fortune talent trees (page 36). The gunslinger must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

GUNSLINGER TALENT TREE

You never travel anywhere without a gun (or two), and you know how to handle yourself in a gunfight.

Debilitating Shot: If you aim before making a ranged attack and the attack hits, you move the target -1 step along the condition track in addition to dealing damage.

Deceptive Shot: Select one target in line of sight within 6 squares. You can spend two swift actions on the same turn to make a Deception check; if the check result equals or exceeds the target's Will Defence, the target is denied its Dexterity bonus to Reflex Defence against your attacks until the beginning of your next turn.

Improved Quick Draw: If you are carrying a pistol (either in your hand or in a holster), you may draw the pistol and make a single attack during a surprise round even if you are surprised. If you are not surprised, you may take any single action of your choice, as normal.

Knockdown Shot: If you aim before making a ranged attack and the attack hits, you knock the target prone in addition to dealing damage. You can't use this talent to knock down targets two or more size categories bigger than you.

Multiattack Proficiency (pistols): Whenever you make multiple attacks with any type of pistol as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Ranged Disarm: You can disarm an opponent using a ranged attack. If your ranged disarm attack fails, your opponent doesn't get to make a free attack against you.

Trigger Situation: You take no penalty on your attack rolls when using the Rapid Shot feat.

Prerequisites: Rapid Shot feat.

RIFLEMAN TALENT TREE

While pistols offer great versatility and mobility, their range is a significant limiting factor. Thus, many gunslingers choose to specialise in long arms, especially assault rifles.

Blowback: When you make an attack with a rifle that deals damage in excess of your target's damage threshold, you can choose to push the target 1 square away from you.

Close Contact: The point-blank range of any rifle or advanced ranged weapon you use is increased by 5 squares. Short range for the weapon begins 5 squares later, but still ends at the same distance.

You can take this talent up to two times; each time you take this talent, you increase the point-blank range of any rifle or advance ranged weapon you use by an additional 5 squares, up to a maximum of 10 squares.

Multiattack Proficiency (rifles): Whenever you make multiple attacks with any type of rifle as a full attack action, you reduced the penalty of your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Old Faithful: The trusty sidearm class feature also applies to any rifle or advanced ranged weapon that you use.

Opportunity Fire: You gain a +2 bonus on attacks of opportunity made with rifles.

Rifle Master: You treat all rifles as though they were accurate weapons, taking no penalty when firing at targets at short range.

Shoot from the Hip: You can always use a rifle to make attacks of opportunity.

Snap Shot: You do not provoke attacks of opportunity while using the aim action with a rifle with its stock extended.

TRUSTY SIDEARM

Starting at 2nd level, you gain a bonus on damage rolls equal to one-half your class level (rounded-down) when wielding a pistol. This damage is in addition to the character's usual level bonus to damage. This damage is doubled on a successful critical hit, as normal.

LEVEL	BASE	CLASS FEATURES
	ATTACK BONUS	
1 st	+0	Defence bonuses, sapient, talent
2 nd	+1	Independent spirit +1
3 rd	+2	Talent
4 th	+3	Independent spirit +2
5 th	+3	Talent
6 th	+4	Independent spirit +3
7 th	+5	Talent
8 th	+6	Independent spirit +4
9 th	+6	Talent
10 th	+7	Independent spirit +5

INDEPENDENT MACHINE

Although many machines on the planet function on their own, some become highly independent and self-sufficient. These specialised machines prefer to operate on their own, or in the company of a specific group useful to their current needs.

Members of this prestige class usually must experience a program-breaking event. This event could occur as the result of conflicting orders, a malfunctioning processor, or a deliberate action taken by a machine programmer – either an organic

creature or another machine. Players and Gamemasters are encouraged to develop such an event before using this prestige class.

REQUIREMENTS

To qualify to become an independent machine, a character must fulfil the following criteria.

Minimum Level: 3rd.

Trained Skills: Use Computer.

System: Heuristic processor.

Special: Machines only.

GAME RULE INFORMATION

Independent machines have the following game statistics.

HIT POINTS

At each level, independent machines gain 1d12 hit points.

MAGIC POINTS

At each level, independent machines gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Independent machines gain a number of Mako Points equal to 6 + one-half their character level, rounded-down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the independent machine prestige class.

DEFENCE BONUSES

At 1st level, you gain a +2 class bonus to your Reflex Defence and Magic Defence, and +4 class bonus to your Will Defence.



SAPIENCE

You can choose to have your machine immunities not apply to any mind-affecting effect, allowing you to benefit from mind-affecting abilities that provide positive effects.

Additionally, you have permanently disabled your behavioural inhibitor, enabling you take any desired action.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the *Autonomy* talent tree or the *Specialised Machine* talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talents. No talent can be selected more than once unless expressly indicated.

AUTONOMY TALENT TREE

You are able to resist any attempt to curb your independence and can fight back against anyone that tries to suppress your personality.

Defensive Electronics: You defend your independence from all. When someone tries to reprogram you, add your class level to your Will Defence.

Magic Resistance 10: You gain DR 10 against magic damage.

Soft Reset: You are adept at rerouting your internal electronics. If you are moved to the bottom of the condition track by any means other than taking damage exceeding your damage threshold, you automatically move +1 step along the condition track after being disabled for 2 rounds.

Repair Self: When you repair yourself (using the repair machine application of the Mechanics skill), you repair 1 additional hit point for each point by which your check exceeds the DC.

SPECIALISED MACHINE TALENT TREE

You have become more specialised than other machines of the same or a similar model.

Binary Language: You can use your Persuasion modifier instead of your Use Computer modifier when making Use Computer checks. You are considered trained in the Use Computer skill for the purpose of using this talent. If you are entitled to a Use Computer check reroll, you can reroll your Persuasion check instead (subject to the same circumstances and limitations).

Prerequisite: Must know binary language.

Computer Master: You can reroll any opposed Use Computer check, using the better result.

Enhanced Manipulation: You have improved appendage manipulation routines. You can take 10 when making any Dexterity-based skill checks, even if you are threatened or would not normally be able to take 10.

Prerequisite: Dexterity 15.

Hotwired Processor: You gain temporary processing power, enhancing your mental attributes. When you hotwire your processor (a swift action), you gain a +5 circumstance bonus on Intelligence- and Wisdom-based skill checks and a +1 circumstance bonus on ranged attack rolls. A hotwiring lasts for a number of rounds equal to one-half your level (rounded-down).

When the hotwiring ends, you move -1 persistent step along the condition track. The penalties imposed by this condition persist until you receive repairs (using the repair machine application of the Mechanics skill).

Power Surge: You temporarily surge your power systems to enhance your physical abilities. When you initiate a power surge (a swift action), you gain a +1 circumstance bonus on melee attack rolls, +1 die of damage on melee damage rolls, and an increase of 2 squares to your speed. A power surge lasts for a number of rounds equal to one-half your level (rounded-down).

Skill Conversion: When you reprogram yourself, you can sacrifice a single trained skill for a bonus Skill Focus feat. You must meet the prerequisites for the feat (you must be trained in the skill you choose to gain Skill Focus for), and you can do this only once per reprogramming.

INDEPENDENT SPIRIT

At 2nd level, you gain the ability to assert your independence and protect yourself from harm. Once per encounter, you grant yourself a morale bonus to any defence score (your choice) as a reaction. This bonus is equal to one-half your class level (rounded-down).

INFILTRATOR

Infiltrators come in many guises, such as spies, moles, special forces operatives, and secret agents. Infiltrators specialise in secretly penetrating enemy strongholds or organisations and carrying out their missions from within.

Infiltrators typically operate individually or in small groups. Their training emphasises stealth, discreet combat, and covert penetration techniques. They typically have less combat training than commandos and are better trained and more mission-specific than saboteurs. Covert infiltrators operate for extended periods of time within an organisation. Aggressive infiltrators carry out specific combat missions, on their own or in support of commandos or other military units.

TABLE 12-12: THE INFILTRATOR

LEVEL	BASE	CLASS FEATURES
	ATTACK	
	BONUS	
1 st	+1	Defence bonuses, talent
2 nd	+2	Unarmed stun (+1 die)
3 rd	+3	Talent
4 th	+4	Lead infiltrator
5 th	+5	Talent
6 th	+6	Unarmed stun (+2 die)
7 th	+7	Talent
8 th	+8	Lead infiltrator
9 th	+9	Talent
10 th	+10	Unarmed stun (+3 die)

REQUIREMENTS

To qualify to become an infiltrator, a character must fulfil the following criteria.

Minimum Level: 7th.

Trained Skills: Perception, Stealth.

Feats: Skill Focus (Stealth).

Talents: At least one talent from the Camouflage talent tree (page 40).

GAME RULE INFORMATION

Infiltrators have the following game statistics.



HIT POINTS

At each level, infiltrators gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

At each level, infiltrators gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Infiltrators gain a number of Mako Points equal to 6 + one-half their character level, rounded-down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the infiltrator prestige class.

DEFENCE BONUSES

At 1st level, you gain a +4 class bonus to your Reflex Defence, and a +2 class bonus to your Fortitude Defence and Magic Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Camouflage talent tree (page 40) or the Infiltration talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

INFILTRATION TALENT TREE

You are trained to secretly infiltrate enemy strongholds and organisations by force or by guile.

Always Ready: You are accustomed to operating in response to enemy actions. When your readied action is triggered, it does not charge your initiative count.

Prerequisite: Trained in the Initiative skill.

Concealed Weapon Expert: You are deadly with an unarmed strike, pistol, or knife or other small, concealable weapon (as determined by the Gamemaster). Once per round you can use a swift action to reroll an attack using one of these weapons, but you must take the second result, even if it is worse.

Creeping Approach: As a swift action, you can designate a single opponent within 12 squares that is unaware of you as the target of this talent. Until the beginning of your next turn, that target may not make Perception checks to notice you, even if you enter the target's line of sight. If you or any of your allies attack the target, the effect of this talent ends.

Prerequisite: Trained in the Stealth skill.

Set for Stun: You are particularly adept with stun weapons. If you are using a ranged weapon that deals stun damage (including a lethal weapon set to stun), you can spend two consecutive swift actions in the same round to activate this talent. If the stun damage on your next attack exceeds the target's damage threshold, you move the target -3 steps along the condition track instead of the normal -2.

You lose the benefit of this talent if you lose line of sight to your target or if you take any other action before making your attack.

Silent Takedown: You are skilled at quietly knocking out or eliminating guards and others when they are caught unaware. If you damage an opponent that is unaware of you, that opponent cannot speak or make other noises until the end of your next turn. This is a stunning effect.

Prerequisite: Trained in the Stealth skill.

UNARMED STUN

Starting at 2nd level, you can use your unarmed attacks to deal stun damage. You must designate your intention to stun your target before the attack is made, and you deal +1 die of damage on your unarmed attack, which deals stun damage. At 6th level, this extra damage increases to +2 dice, and at 10th level it increases to +3 dice.

LEAD INFILTRATOR

Starting at 4th level, you are an effective leader of infiltration teams. You can make a Stealth check for a number of allies within line of sight equal to your Charisma bonus (minimum one), using your check result in place of their Stealth checks. At 8th level, you double the number of allies you can lead using this ability. Allies must stay within line of sight to retain this bonus.

MEDIC

The planet is a dangerous place. Vicious monsters, massive battles, lethal environments, and other kinds of threats imperil people everywhere. Doctors, nurses, and other medical personnel provide vital care to the critically injured, but are less available to those operating in the field. The medic fills this void, providing on-the-spot advanced medical treatment and support.

REQUIREMENTS

To qualify to become a medic, a character must fulfil the following criteria.

Minimum Level: 7th.

Trained Skills: Knowledge (life sciences), Treat Injury.

Feats: Surgical Expertise.

GAME RULE INFORMATION

Medics have the following game statistics.

HIT POINTS

At each level, medics gain 1d8 hit points + their Constitution modifier.

TABLE 12-13: THE MEDIC

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, talent
2 nd	+1	Medical secret
3 rd	+2	Talent
4 th	+3	Medical secret
5 th	+3	Talent
6 th	+4	Medical secret
7 th	+5	Talent
8 th	+6	Medical secret
9 th	+6	Talent
10 th	+7	Medical secret

MAGIC POINTS

At each level, medics gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

Medics gain a number of Mako Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the medic prestige class.

DEFENCE BONUSES

At 1st level, you gain a +4 class bonus to your Fortitude Defence, and a +2 class bonus to your Magic Defence and Reflex Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Advanced Medicine talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.



ADVANCED MEDICINE TALENT TREE

You are highly trained in medical procedures for all conditions.

Battlefield Medic: You can use the first aid application of the Treat Injury skill on a creature as a standard action instead of a full-round action.

Prerequisite: Steady Under Pressure.

Emergency Team: You are skilled at working on and managing an emergency medical team. Allies automatically succeed on aid another attempts when assisting you with Treat Injury checks.

Extra First Aid: You can use the first aid application of the Treat Injury skill one additional time per day on a target that has already received first aid for that day.

Natural Healing: Your extensive knowledge of natural healing allows you to make first aid, heal damage, and treat status-effect (Treat Injury) checks without a medical kit, potion or remedy, if you have access to appropriate natural substitutes (as determined by the Gamemaster).

Second Chances: If you fail your Treat Injury check, your patient does not take any additional damage, nor does it become unconscious, even if the failed check would normally require it.

Prerequisite: Steady Under Pressure.

Steady Under Pressure: You can choose to reroll any Treat Injury check, using the better result.

MEDICAL SECRETS

As your medical skills grow, you gain insight into specific medical procedures and treatment of specific races. At each even-numbered level (2nd, 4th, 6th, and so on), you gain a medical secret, giving you a bonus when you use a specific application of the Treat Injury skill. You can select a given treatment only once.

When you gain this class feature, select a secret from the choices below.

Improved First Aid: When you use a medpac to perform first aid with the Treat Injury skill, the creature gains one additional hit point for every point which your check exceeds the DC (in addition to any extra hit point gained normally for exceeding the DC).

Improved Heal Damage: On a successful medical attempt to heal damage, the target recovers an additional number of hit points equal to your medic class level.

Improved Heal Unconscious Creatures: You can make a Treat Injury check to bring a target back up the condition track (when unconscious) as a standard action instead of a full-round action.

Improved Long-Term Care: On a successful application of long-term care, the target recovers an additional number of hit points equal to your medic class level.

Improved Perform Surgery: You can attempt a Treat Injury check to perform surgery in half the usual time.

Improved Treat Status-Effect: You can make a Treat Injury check to treat status effects as a standard action, instead of a full-round action. Also, you can treat up to two targets using the same remedy.

Personal Physician: You take no penalties on your skill checks when using the Treat Injury skill on yourself.

MELEE DUELLIST

Throughout the history of the planet, duelling has seen many degrees of acceptability, militarily, legally, and socially. Some cultures regard duelling as an honourable and civilised method of settling disputes, but others see duelling as barbaric.

REQUIREMENTS

To qualify to become a melee duellist, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Minimum Base Attack Bonus: +7

Feats: Melee Defence, Rapid Strike, Weapon Focus with swords or advanced melee weapons.

TABLE 12-14: THE MELEE DUELLIST

LEVEL	BASE ATTACK	CLASS FEATURES
	BONUS	
1 st	+1	Defence bonuses, talent
2 nd	+2	Master of Movement (1/encounter)
3 rd	+3	Talent
4 th	+4	Master of Movement (2/encounter)
5 th	+5	Talent
6 th	+6	Master of Movement (3/encounter)
7 th	+7	Talent
8 th	+8	Master of Movement (4/encounter)
9 th	+9	Talent
10 th	+10	Master of Movement (5/encounter)

GAME RULE INFORMATION

Melee duellists have the following game statistics.

HIT POINTS

At each level, melee duellists gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

At each level, melee duellists gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Melee duellists gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the melee duellist prestige class.



DEFENCE BONUSES

At 1st level, melee duellists gain a +4 class bonus to their Reflex Defence, and a +2 class bonus to their Will Defence and Magic Defence.

TALENTS

At every odd-number level (1st, 3rd, 5th, and so on), the melee duellist selects a talent. This talent may be selected from the *Breaker* (page 160) or *Weapon Specialist* talent trees (page 27), or from the *Melee Duellist* talent tree below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

MELEE DUELLIST TALENT TREE

You are lethal when fighting with one or more melee weapons.

Advantageous Strike: You take advantage of your opponent's haste. You gain a +5 bonus on attacks of opportunity with melee weapons you are proficient with.

Dirty Tricks: You are not above using a few dirty tricks to win. You can use the feint application of the Deception skill as two swift actions against an opponent you threaten.

Prerequisite: Trained in Deception.

Dual Weapon Flourish I: When wielding only two light melee weapons or two swords, whenever you make a single attack as a standard action with

one weapon you can make a single attack with the other weapon as a free action against the same target. You apply the normal penalties for fighting with two weapons with this attack.

Prerequisites: Dual Weapon Mastery I, Weapon Finesse.

Dual Weapon Flourish II: When wielding only two light melee weapons or two swords, you can make a full attack as a standard action instead of a full-round action, provided you attack with both weapons during the attack. You apply the normal penalties for fighting with two weapons to both of these attacks.

Prerequisites: Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Flourish I, Weapon Finesse.

Master of Elegance: You may add your Dexterity bonus (instead of your Strength bonus) on damage rolls when wielding a light melee weapon. When you wield a light melee weapon two-handed, you may apply double your Dexterity bonus (instead of double your Strength bonus) to the damage.

Multiattack Proficiency (advanced melee weapons): Whenever you make multiple attacks with advanced melee weapons as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Out of Nowhere: Once per encounter, as a free action on your turn, you can make an attack with a light melee weapon or sword after a successful feint.

Prerequisites: Trained in Deception, Weapon Finesse.

Single Weapon Flourish I: When you wield only a single light melee weapon or a single sword and make a full attack, you can move up to your speed as a free action at any time during your turn.

Prerequisites: Double Attack (advanced melee weapons or swords), Weapon Finesse.

Single Weapon Flourish II: When you wield only a single light melee weapon or a single sword and make a full attack, you can make a full attack as a standard action instead of a full-round action.

Prerequisites: Double Attack (advanced melee weapons or swords), Single Weapon Flourish I, Weapon Finesse.

MASTER OF MOVEMENT

You know how to take advantage of whatever terrain you are fighting in. A number of times per encounter equal to half your melee duellist level, you can either ignore the movement penalty for moving through difficult terrain or over low objects on a single move action, or reroll a single Jump or Acrobatics check, taking the better result.

MILITARY ENGINEER

The unit's transport has broken down. The radio is not working. Two of the soldier's rifles are damaged. The enemy is closing in. Who is going to fix everything in time? This is when the military engineer steps in. The military engineer is a tech specialist who focuses her energy on making repairs in the field and keeping the group's hardware running until they make it back to base.

REQUIREMENTS

To qualify to become a military engineer, a character must fulfil the following criteria.

Base Attack Bonus: +7.

Feats: Tech Specialist.

Trained Skills: Knowledge (technology), Mechanics, Use Computer.

GAME RULE INFORMATION

Military engineers have the following game statistics.

TABLE 12-15: THE MILITARY ENGINEER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, talent
2 nd	+1	Field-created weapon +1
3 rd	+2	Talent
4 th	+3	Field-created weapon +2
5 th	+3	Talent
6 th	+4	Field-created weapon +3
7 th	+5	Talent
8 th	+6	Field-created weapon +4
9 th	+6	Talent
10 th	+7	Field-created weapon +5

HIT POINTS

At each level, military engineers gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, military engineers gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Military engineers gain a number of Mako Points equal to 6 + one-half their character level, rounded-down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the military engineer prestige class.

DEFENCE BONUSES

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, Will, and Magic Defences.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Military Engineer talent tree (presented below) or the Machinist talent tree (page 40). You must meet the prerequisites (if any) of the chosen talent, and no talent can be selected more than once unless expressly indicated.

MILITARY ENGINEER TALENT TREE

You have become skilled at using and manipulating technology on the battlefield. In fact, your fellow soldiers rely on your technical expertise in the heat of battle.



Breach Cover: When you fire or throw a weapon with a burst or splash radius at a target with cover, you ignore that cover.

Breaching Explosive: You ignore the damage threshold of doors and walls when using bombs.

Machine Expert: When you repair a machine, you repair 1 additional hit point for each point by which your Mechanics check beats the base DC of 20.

Prepared Explosive: When you use a bomb, you can choose to have the blast radius of the bomb become difficult terrain after it has detonated. Alternatively, if you plant a bomb in an area of difficult terrain, you can have it deal no damage and instead turn the difficult terrain into normal terrain.

Problem Solver: As a swift action once per turn, you can designate a single vehicle within your line of sight whose pilot can hear and understand you. The pilot's vehicle ignores difficult terrain until the start of your next turn, and the pilot gains a +5 insight bonus on all Pilot checks made to avoid hazards and collisions until the start of your next turn.

Quick Modifications: When you create a field-created weapon (as per the class feature), you can choose one weapon modification from the Tech Specialist feat to apply to the created weapon at the time of creation.

Prerequisites: Repairs on the Fly, Tech Specialist feat.

Repairs on the Fly: You can use the Repair application of the Mechanics skill to repair a machine or object as a standard action. You can gain the benefits of this talent only once per day per machine or vehicle repaired.

Sabotage Device: As a swift action, you can sabotage any object or weapon that is powered by a battery pack or power generator so that it becomes a grenade. The object or weapon is then considered to be a fragmentation grenade in all ways, but it can be turned back into its original form with another swift action.

Tech Savant: As a standard action, you can increase the speed of one adjacent machine or vehicle you occupy by 1 square (applied to any method of locomotion) until the end of your next turn.

Prerequisite: Trained in the Knowledge (technology) skill.

Vehicular Boost: As a standard action, you can make a DC 15 Mechanics check to grant one vehicle you occupy a number of bonus hit points equal to $5 \times$ your class level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.

FIELD-CREATED WEAPON

You are able to scavenge parts from other technological objects and use them to build a limited-use personal-sized weapon. The item you create has only a limited life span, and the parts used to build it are rendered useless afterward.

As a standard action, you make a Mechanics check (DC 20) to create a melee or ranged weapon of your choice. The base value of the weapon can be no more than $600 \text{ gil} \times$ your class level. Additionally, the weapon grants you (and you only) an equipment bonus on attack rolls equal to one-half your class level. You

can use this ability only once per encounter and at the end of the encounter the weapon is destroyed. If the weapon requires a battery pack to operate, you create one (at no additional cost) for the weapon at the time you create the weapon. You may only create weapons you are proficient with.

OFFICER

Even the best-trained troops need someone to make decisions and provide direction. The officer fills that role but also takes responsibility when the troops fail in their appointed tasks. They frequently also suffer the disrespect of their subordinates, who often see the uniform as a symbol of oppression.

TABLE 12-16: THE OFFICER

LEVEL	BASE	CLASS FEATURES
		ATTACK BONUS
1 st	+1	Defence bonuses, talent
2 nd	+2	Command cover, share talent
3 rd	+3	Talent
4 th	+4	Share talent
5 th	+5	Talent
6 th	+6	Share talent
7 th	+7	Talent
8 th	+8	Share talent
9 th	+9	Talent
10 th	+10	Share talent

REQUIREMENTS

To qualify to become an officer, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Trained Skills: Knowledge (tactics)

Talents: At least one talent from the Leadership (page 34) or Commando talent trees (page 25).

Special: Must belong to an organisation with a military or paramilitary division. Examples include the Shinra Electric Power Company, Deepground, the World Regenesis Organisation, and the Wutai Empire.

GAME RULE INFORMATION

Officers have the following game statistics.

HIT POINTS

At each level, officers gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, officers gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Officers gain a number of Mako Points equal to 6 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the officer prestige class.

DEFENCE BONUSES

At 1st level, officers gain a +2 class bonus to their Reflex Defence and Magic Defence, and a +4 class bonus to their Will Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), the officer selects a talent. This talent may be selected from the Military Tactics talent tree (see below), or the Commando or Leadership talent trees (pages 25 and 34 respectively). The officer must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.



MILITARY TACTICS TALENT TREE

Officers study old battles, looking for historic examples of good military tactics. You are an expert at leading troops into battle and using the battlefield to your advantage.

Assault Tactics: As a move action, you may designate a single creature or object as the target of an assault. If you succeed on a DC 15 Knowledge (tactics) check, you and all allies able to hear and understand you deal +1d6 points of damage to the target with each successful melee or ranged attack, until the start of your next turn. This is a mind-affecting effect.

Deployment Tactics: You can use your tactical knowledge to direct allies in battle. As a move action, you can make a DC 15 knowledge (tactics) check. If the check succeeds, you and your allies that can see, hear, and understand you gain a +1 competence bonus on attack rolls against flanked opponents or a +1 dodge bonus to Reflex Defence against attacks of opportunity (your choice). The bonus lasts until the start of your next turn. This is a mind-affecting effect.

Field Tactics: You know how to use existing terrain to best advantage. By using a move action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you and all allies within 10 squares of you can use whatever cover is available to gain a +10 cover bonus to Reflex Defence (instead of the normal +5 cover bonus). Allies must be able to hear and understand you to gain this benefit, and the bonus lasts until the start of your next turn. This talent provides no benefit to anyone who doesn't have cover. This is a mind-affecting effect.

Prerequisites: Deployment Tactics.

One for the Team: As a reaction, you can choose to take one-half or all of the damage dealt to an adjacent ally by a single attack. Similarly, as a reaction, an adjacent ally can choose to take one-half

or all of the damage dealt to you by a single attack (even if he doesn't have this talent).

Prerequisites: Deployment Tactics.

Outmanoeuvre: You learn to counter the tactics of your enemies. As a standard action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, enemies in your line of sight lose all competence, insight, and morale bonuses on attack rolls, as well as any dodge bonuses to Reflex Defence, until the start of your next turn.

If one or more enemies within your line of sight has this talent, the highest level enemy among them can attempt to oppose your Knowledge (tactics) check as a reaction. If her skill checks result is higher than yours, your attempt to outmanoeuvre your enemies' fails.

Prerequisites: Deployment Tactics, Field Tactics.

Shift Defence I: As a swift action, you can take a -2 penalty to one defence (Reflex, Fortitude, Will, or Magic) to gain a +1 competence bonus to another defence until the start of your next turn.

Shift Defence II: As a swift action, you can take a -5 penalty to one defence (Reflex, Fortitude, Will, or Magic) to gain a +2 competence bonus to another defence until the start of your next turn.

Prerequisites: Shift Defence I.

Shift Defence III: As a swift action, you can gain a +5 competence bonus to one defence (Reflex, Fortitude, Will, or Magic) by taking a -5 penalty to your other three defences.

Prerequisites: Shift Defence I, Shift Defence II.

Tactical Edge: You can use your Assault Tactics, Deployment Tactics, or Field Tactics talent as a swift action instead of a move action, provided you have the talent in question.

COMMAND COVER

Starting at 2nd level, you can use your allies to shield you from harm. You gain a +1 cover bonus to your Reflex Defence for each ally that is adjacent to you, up to a maximum bonus equal to one-half your class level (maximum +5 at 10th level).

SHARE TALENT

At every even-numbered level, choose a talent that you already possess. The talent you select must be under the Influence talent tree (page 27), the Inspiration talent tree (page 27), the Commando talent tree (page 35), or the Military Tactics talent tree (see above). Once per day, as a standard action, you can impart the benefits of the chosen talent to one or more allies, effectively granting them the talent (even if they don't meet the prerequisites of the selected talent, if any). An ally must be within 10 squares of you and must be able to see and hear you to gain the talent. Once gained, its benefits last until the end of the encounter.

You can share the talent with a number of allies equal to one-half your officer class level (rounded-down).

Each time you gain this ability, it applies to a different talent. By 10th level, an officer has five different talents that he can share with up to five allies at a time.

Once you select a shared talent, it cannot be changed.

PRIEST

The priest is a holy person preaching to the world of the planet's dire situation. They spread the meaning of the lifestream and of the possible future the world will have if the use of mako reactors continues. They do not fight their cause with weapons; however they will use the knowledge of the lifestream if the situation calls for it.

TABLE 12-17: THE PRIEST

LEVEL	BASE	CLASS FEATURES
		ATTACK BONUS
1 st	+0	Defence bonuses, talent
2 nd	+1	Priest Lore +1
3 rd	+2	Talent
4 th	+3	Priest Lore +2
5 th	+3	Talent
6 th	+4	Priest Lore +3
7 th	+5	Talent
8 th	+6	Priest Lore +4
9 th	+6	Talent
10 th	+7	Priest Lore +5

REQUIREMENTS

To qualify to become a priest, a character must fulfil the following criteria.

Minimum Heroic Level: 7th

Trained Skills: Knowledge (world lore), Persuasion, Spellcasting

Feats: Materia Training (enemy skill), Materia Training (magic)

Talents: At least two talents from the Faith (page 30) or Inspiration talent trees (page 33).

GAME RULE INFORMATION

Priests have the following game statistics.

HIT POINTS

At each level, priests gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, priests gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

Priests gain a number of Mako Points equal to 7 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the priest prestige class.

DEFENCE BONUSES

At 1st level, priests gain a +4 class bonus to their Will Defence, and a +2 class bonus to their Fortitude Defence and Magic Defence.

TALENTS

At every odd-number level (1st, 3rd, 5th, and so on), the priest selects a talent. This talent may be selected from the *Faith* or *Inspiration* talent trees (pages 30 and 33 respectively), or from the *Priest* talent tree below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PRIEST TALENT TREE

You are gifted at preserving the faith in others, taking it to new heights by any means possible.

Act of Faith: If an ally within your line of sight has gone -2 or more down the condition track, you can surrender a move or standard action to grant that ally an additional +2 die on damage rolls on their next turn.

Prerequisite: Inspire Faith.

Inspire Faith: As a standard action, you can inspire all allies within your line of sight that their beliefs can sustain them through adversity, granting them a +3 morale bonus to their defences and a +3 morale bonus on attack rolls. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire faith in yourself. This is a mind-affecting effect.

Minerva's Passion: Once per encounter, you can make a Spellcasting check against DC 20 as a free action. If the check is successful you receive a +2 faith bonus on all skill checks and attack rolls until the end of your turn.

You can select this talent multiple times; each time you select this talent, you can use it one additional time per encounter.

Spirit Energy: Once per day, as a move action, you can grant one ally within your line of sight the benefits of a single talent you possess, regardless of whether the target meets the prerequisites (if any) of the chosen talent or not.

You can select this talent multiple times; each time you select this talent, you can use it one additional time per day.

Worldwise: When travelling from one town to another, you study the native languages and customs. You gain a bonus equal to one-half your priest class level (rounded down) on all Knowledge (world lore) checks.

PRIEST LORE

Your ability to uphold the faith is beyond recognition. Because of this devotion, you gain a bonus equal to one-half your class level (rounded down) on all Persuasion checks you make in regards to influencing others in following your beliefs. Additionally, you gain the bonus to all Spellcasting checks made to use healing spells and enemy skills.

RESTRICTOR

Restrictors are members of the 14th SOLDIER force, also known as "Lost Force". They are specifically trained to lead DEEPGROUND and other assignments that require their level of expertise. Restrictor is considered the highest position within the ranks of SOLDIER, even far superior as an average SOLDIER 1st Class member.

REQUIREMENTS

To qualify to become a restrictor, a character must fulfil the following criteria.

Minimum Heroic Level: 12th

Trained Skills: Knowledge (tactics), Spellcasting

Feats: Mark of a SOLDIER, SOLDIER Training

Talents: At least one talent from the Weapon Specialist talent tree (page 27) and at least one talent from any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra.

SOLDIER Techniques: Any one (see SOLDIER Techniques in Chapter 11 for more information)

GAME RULE INFORMATION

Restrictors have the following game statistics.

HIT POINTS

At each level, restrictors gain 2d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, restrictors gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

Restrictors gain a number of Mako Points equal to $8 + \text{one-half their character level}$, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the restrictor prestige class.



TABLE 12-18: THE RESTRICTOR

LEVEL	BASE	CLASS FEATURES
		ATTACK
1 st	+1	Defence bonuses, fearless, talent
2 nd	+2	SOLDIER secret, talent
3 rd	+3	SOLDIER secret, talent
4 th	+4	SOLDIER secret, talent
5 th	+5	SOLDIER secret, talent

DEFENCE BONUSES

At 1st level, restrictors gain a +3 class bonus to their Reflex, Fortitude, Will, and Magic Defence.

FEARLESS

You are immune to fear effects.

TALENTS

At every level the restrictor selects a talent. This talent may be selected from the Weapon Master talent tree (see the elite trooper entry, above), the DEEPGROUND talent tree (see the DG SOLDIER trooper entry, above), or from the Military Tactics talent tree (see the officer entry, above). The restrictor must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

SOLDIER SECRET

You have unlocked the deepest mysteries of the JENOVA power within you. At 2nd, 3rd, 4th, and 5th level, you gain one SOLDIER secret that, once selected, cannot be changed (see SOLDIER Secrets in Chapter 11).

SABOTEUR

Saboteurs aim to disrupt or destroy the physical mechanisms of their enemies, usually covertly and often from within. They might use improvised tools or create specialised devices to carry out certain tasks. They rely on stealth and secrecy to carry out their missions.

REQUIREMENTS

To qualify to become a saboteur, a character must fulfil the following criteria.

Minimum Heroic Level: 7th.

Trained Skills: Deception, Mechanics, Use Computer.



TABLE 12-19: THE SABOTEUR

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+0	Defence bonuses, talent, unexpected results
2 nd	+1	Destructive
3 rd	+2	Talent
4 th	+3	Quick sabotage
5 th	+3	Talent
6 th	+4	Quick sabotage
7 th	+5	Talent
8 th	+6	Quick sabotage
9 th	+6	Talent
10 th	+7	Master saboteur

GAME RULE INFORMATION

Saboteurs have the following game statistics.

HIT POINTS

At each level, saboteurs gain 1d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, saboteurs gain 1d4 magic points + their Intelligence modifier.

MAKO POINTS

Saboteurs gain a number of Mako Points equal to 6 + one-half their character level every time they gain a new level in this class.

CLASS FEATURES

The following are features of the saboteur prestige class.

DEFENCE BONUSES

At 1st level, you gain a +2 class bonus to your Reflex Defence and Fortitude Defence, and a +4 class bonus to your Will Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Slicer (page 38) or Misfortune talent trees (page 37), or the Sabotage talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

SABOTAGE TALENT TREE

You are skilled at improvising weapons, handling explosives, and disrupting the enemy.

Device Jammer: You can construct a short-range jammer that affects a specific type of electronic device such as a computer or cellphone. As a full-round action, you select a particular piece of equipment (any object except a machine, vehicle, or weapon) and make a DC 20 Mechanics check. If the check is successful, all devices of the chosen type cease to function while within 12 squares of your position for the remainder of the encounter. You may only have one jammer (device or machine) active at a time.

Extreme Explosion: You know how to set large charges and use dozens of charges for extremely large explosions. You increase the blast radius of any mines or explosives by 1 square.

Prerequisites: Shaped Explosion, Skilled Demolitionist.

Machine Jammer: You can construct a short-range jammer that affects machines. As a full-round action, you can make a Mechanics check to build the jammer. When a machine comes within 6 squares of you, compare the result of your Mechanics check to the machine's Will Defence. If your check result equals or exceeds the machine's Will Defence, the machine can take only swift actions as long as it remains within the radius of the jammer. The jammer functions for the remainder of the encounter. You may only have one jammer (device or machine) active at a time.

Mine Mastery: You can place a mine as a standard action instead of a full-round action.

Shaped Explosion: You know how to set charges to direct a blast in a specific direction or manner.

You can shape an explosion caused by explosives or mines that you set into a line or cone instead of a radius. The length of the line is equal to $2 \times$ the radius of the explosive blast, the length of the cone is equal to $3 \times$ the radius of the blast, and either the line or the cone originates from the square where the explosives are placed.

Prerequisite: Skilled Demolitionist.

Skilled Demolitionist: You can set a detonator as a swift action, and your explosives never go off as the detonator is being placed, even if the charge otherwise goes off as planned (See the Mechanics skill description, for more information).

UNEXPECTED RESULTS

When you are active as a saboteur, you occasionally see the results of your work at unexpected moments. When an enemy making an attack roll against you rolls a natural 1 on an attack roll using an advanced melee weapon, pistol, rifle, sword, or heavy weapon, that weapon is immediately disabled and ceases to function until it has received repairs (through use of the repair object application of the Mechanics skill).

DESTRUCTIVE

Starting at 2nd level, you always deal double damage to unattended objects and vehicles.

QUICK SABOTAGE

You know how to disable equipment quickly and effectively. You can attempt a Mechanics check to disable a device by using improvised tools if no security kit is available. At 4th level, you can attempt to disable simple devices as a swift action. At 6th level, you can attempt to disable tricky devices as a swift action. At 8th level, you can attempt to disable complex devices using two swift actions.

MASTER SABOTEUR

When you reach 10th level, you excel at inhibiting and destroying enemy equipment. You can reroll any Mechanics check to disable a device or handle explosives, using the better result.

SOLDIER 2nd CLASS

Far more experienced than the mere SOLDIER, SOLDIER 2nd Class Members show their skill with a sword on the battlefield and execute their orders quickly and without hesitation. Each SOLDIER 2nd Class member have their own methods of dealing with their foes, however most prefer to arrest them and hand them over to their leader.

REQUIREMENTS

To qualify to become a SOLDIER 2nd Class, a character must fulfil the following criteria.

Base Attack Bonus: +7

Trained Skills: Spellcasting

Feats: Mark of a SOLDIER, Weapon Proficiency (swords)

Talents: At least one talent from any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra.

Special: Must be a member of Shinra's SOLDIER unit. Must be infused with Mako.

TABLE 12-20: THE SOLDIER 2nd CLASS

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+1	Defence bonuses, talent
2 nd	+2	SOLDIER technique
3 rd	+3	Talent
4 th	+4	SOLDIER technique
5 th	+5	Talent
6 th	+6	SOLDIER technique
7 th	+7	Talent
8 th	+8	SOLDIER technique
9 th	+9	Talent
10 th	+10	SOLDIER technique

1d6 magic points + their Intelligence modifier.

GAME RULE INFORMATION

SOLDIER 2nd Class have the following game statistics.

HIT POINTS

At each level, SOLDIER 2nd Class characters gain 1d12 hit points + their Constitution modifier.

MAGIC POINTS

At each level, SOLDIER 2nd Class characters gain

MAKO POINTS

SOLDIER 2nd Class characters gain a number of Mako Points equal to 7 + one-half their character level, every time they gain a new level in this class.



CLASS FEATURES

The following are features of the SOLDIER 2nd Class prestige class.

DEFENCE BONUSES

At 1st level, the SOLDIER 2nd Class gain a +2 class bonus to their Reflex, Fortitude, Will, and Magic Defence.

TALENTS

At every odd-numbered level (1st, 3rd, 5th, and so on), the SOLDIER 2nd Class selects a talent. This talent may be selected from the Weapons Specialist or Mage talent trees (pages 27 and 30 respectively), any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra, or the Duellist or Melee Specialist talent trees (see below). The SOLDIER 2nd Class must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

DUELLIST TALENT TREE

Through rigorous training and experience, you

become one of the greatest swordfighters on the planet.

Greater Weapon Focus (swords): You gain a +1 bonus on melee attack rolls with swords. This bonus stacks with the bonus granted by the Weapon Focus (swords) feat.

Prerequisite: Weapon Focus (swords) feat.

Greater Weapon Specialisation (swords): You gain a +2 bonus on melee damage rolls with swords. This bonus stacks with the bonus granted by the Weapon Specialisation (swords) talent.

Prerequisites: Greater Weapon Focus (swords), Weapon Focus (swords) feat, Weapon Specialisation (swords).

Mako Fortification: As a reaction, you can spend a Mako Point to negate a critical hit scored against you and take normal damage instead. You can spend this Mako Point even if you've already spent a Mako Point earlier in the round.

Multiattack Proficiency (swords): Whenever you make multiple attacks with any type of sword as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

MELEE SPECIALIST TALENT TREE

Your skill with hand-to-hand combat is unmatched, and you can wield melee weapons with lethal accuracy.

Accuracy Blow: Choose one exotic melee weapon or one of the following weapon groups in which you are proficient: advanced melee weapons, simple weapons, or swords. When you make a melee attack with a weapon from the chosen group and the attack roll exceeds the target's Reflex Defence by 5 or more, you deal +1 die of damage with the attack.

Close-Quarters Fighting: Whenever you occupy the same square as your target or are adjacent to your target, you gain a +1 circumstance bonus to your melee attack rolls against that target.

Ignore Armour: Once per encounter, when you make a melee attack, you can ignore any armour or equipment bonuses granted by your target's armour.

Improved Stunning Strike: As stunning strike, except now the target cannot take any action requiring a full-round action as well on its next turn.

Prerequisite: Stunning Strike.

Stunning Strike: When you damage an opponent with a melee attack that moves the target down the condition track, the target cannot take any action requiring a standard action on its next turn.

SOLDIER TECHNIQUE

You have learned improved techniques to attune yourself to the JENOVA cells within you. At every even-numbered level (2nd, 4th, 6th, and so on), you gain one SOLDIER technique that, once selected, cannot be changed (see SOLDIER Techniques, Chapter 11: JENOVA and the Cetra, for more information).

SOLDIER 1st CLASS

What every SOLDIER member dreams of one day becoming. The SOLDIER 1st Class represent what a lethal fighting machine can really achieve with the right training and guidance. Many try to preserve their honour when on the battlefield, however very few become world known; choosing to serve the Shinra company rather than seek fame and glory.

TABLE 12-21: THE SOLDIER 1st CLASS

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1 st	+1	Defence bonuses, fearless, materia fusion, talent
2 nd	+2	SOLDIER secret
3 rd	+3	SOLDIER secret, talent
4 th	+4	SOLDIER secret
5 th	+5	SOLDIER secret, Talent

REQUIREMENTS

To qualify to become a SOLDIER 1st Class, a character must fulfil the following criteria.

Minimum Heroic Level: 12th

Trained Skills: Spellcasting

Feats: Mark of a SOLDIER, Weapon Proficiency (swords)

SOLDIER Techniques: Any one (see SOLDIER Techniques in Chapter 11: JENOVA and the Cetra)

Special: Must be a member of Shinra's SOLDIER unit. Must be infused with Mako.



GAME RULE INFORMATION

SOLDIER 1st Class characters have the following game statistics.

HIT POINTS

At each level, SOLDIER 1st Class characters gain 2d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, SOLDIER 1st Class characters gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

SOLDIER 1st Class characters gain a number of Mako Points equal to 8 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the SOLDIER 1st Class prestige class.

DEFENCE BONUSES

At 1st level, the SOLDIER 1st Class gain a +3 class bonus to their Reflex, Fortitude, Will, and Magic Defence.

FEARLESS

You are immune to fear effects.

MATERIA FUSION

At 1st level, you gain Materia Fusion as a bonus feat. All rules associated with materia fusion can be found in Chapter 7: Materia.

TALENTS

At every odd-numbered level (1st, 3rd, and 5th), the SOLDIER 1st Class selects a talent. This talent may be selected from the Duellist talent tree (see the SOLDIER 2nd Class entry, above), the Chosen Weapon talent tree (see below), or any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra. The SOLDIER 1st Class must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

CHOSEN WEAPON TALENT TREE

The weapon you hold in your hand performs better for you than to anyone else.

Commanding Critical: The damage multiplier for critical hits with your chosen weapon (see Chosen Weapon, below) increases by 1.

The effects of this talent stack with the effects of the Triple Crit feat.

Prerequisite: Chosen Weapon.

Chosen Weapon: Select a weapon that you are proficient with. That weapon becomes your chosen weapon and converts all weapon-based feats (such as Weapon Focus and Weapon Proficiency) to the chosen weapon. For example, selecting Broadsword as your chosen weapon converts your Weapon Proficiency (swords) feat to Weapon Proficiency (broadsword), making all other weapons in the sword category non-proficient. In addition, you gain a +1 bonus to attack rolls to your chosen weapon, as well as a +2 bonus to

damage rolls and a +5 bonus to disarming attacks (all other weapons in the weapon group receive a -1, -2, and -5 penalty respectively).

The bonuses granted to your chosen weapon stack with all other feats and talents that may increase the chosen weapon's attack roll, damage roll, and disarming attack.

Prerequisite: Proficient in chosen weapon.

Elemental Sword: Once per encounter, by spending a Mako Point, you can add the effects of a single elemental magic materia inserted into your chosen weapon to its attack.

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per encounter.

Prerequisites: Chosen Weapon, Magic Sword, Materia Training (magic) feat.

Lust for Battle: If you successfully reduce a target's hit points to 0 with your chosen weapon, you add 1 point to your limit gauge. If the attack was a critical hit, you add 2 points to your limit gauge instead.

Prerequisite: Chosen Weapon, Cleave feat.

Severe Strike: The damage die of your chosen weapon (see Chosen Weapon, above) increases by +1.

Prerequisite: Chosen Weapon.

Status Sword: Once per encounter, by spending a Mako Point, you can add the effects of a single status-effect magic materia inserted into your chosen weapon to its attack.

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per encounter.

Prerequisites: Chosen Weapon, Magic Sword, Materia Training (magic) feat.

SOLDIER SECRET

You have unlocked the deepest mysteries of the JENOVA power within you. At 2nd level and every level thereafter, you gain one SOLDIER secret that, once selected, cannot be changed (see SOLDIER Secrets, Chapter 11: JENOVA and the Cetra, for more information).

SORCERER

Sorcerers are masters of the magical arts. They specialise in using magic materia above all others, and have even unlocked its deepest secrets. Sorcerers are clever when it comes to utilising the best spell in their arsenal during any given situation.

REQUIREMENTS

To qualify to become a sorcerer, a character must fulfil the following criteria.

Minimum Level: 7th

Trained Skills: Spellcasting

Feats: Materia Training (magic)

Talents: At least two talents from the Mage talent tree (page 30).

TABLE 12-22: THE SORCERER

LEVEL	BASE	CLASS FEATURES
		ATTACK BONUS
1 st	+0	Defence bonuses, talent
2 nd	+1	Magical Arts +1
3 rd	+2	Talent
4 th	+3	Magical Arts +2
5 th	+3	Talent
6 th	+4	Magical Arts +3
7 th	+5	Talent
8 th	+6	Magical Arts +4
9 th	+6	Talent
10 th	+7	Magical Arts +5

GAME RULE INFORMATION

Sorcerers have the following game statistics.

HIT POINTS

At each level, sorcerers gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

At each level, sorcerers gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

Sorcerers gain a number of Mako Points equal to $7 + \frac{1}{2}$ their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the sorcerer prestige class.

DEFENCE BONUSES

At 1st level, sorcerers gain a +4 class bonus to their Magic Defence, and a +2 class bonus to their Fortitude Defence and Will Defence.

TALENTS

At every odd-number level (1st, 3rd, 5th, and so on), the sorcerer selects a talent. This talent may be selected from the *Mage* or *Fortune* talent trees (pages 30 and 36 respectively), or from the *Sorcerer* talent tree below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.



SORCERER TALENT TREE

Your mastery of magic has excelled even above your peers.

Abrupt Magic: Once per encounter as a reaction, you can spend a Mako Point to change the target of one spell aimed at you to an enemy within your line of sight. The chosen enemy cannot be the same one who casted the spell in the first place.

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per encounter.

Mako Savant: Once per encounter as a swift action, you can regain a number of Mako Points equal to 1d4 without the need to use ethers or resting.

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per encounter.

Mystic Armour: Once per encounter as a full-round action, you can spend a Mako Point to surround yourself with a magical radiant light, providing you with a +3 temporary bonus to Reflex and Magic Defence until the start of your next turn.

You can select this talent multiple times. Each time you select this talent, you can use it one additional time per encounter.

MAGICAL ARTS

At 2nd level, you receive a bonus equal to one-half your sorcerer level (rounded-down) to Spellcasting checks made when using a single orb of magic materia. The magic materia must be selected from those you already possess and, once chosen, cannot be changed. At every even-numbered sorcerer level you gain after 2nd level (4th, 6th, 8th, and 10th), you select one additional orb of magic materia from those you possess.

TSVIET

Tsviets are the ultimate military unit within Deepground that every DG Soldier aspires to become. Some kill their targets with mercy, some like to play with their victim's emotions, and others choose to shoot their prey in the back.

REQUIREMENTS

To qualify to become a Tsviet, a character must fulfil the following criteria.

Minimum Heroic Level: 12th.

Trained Skills: Perception, Spellcasting

Feats: Mark of a SOLDIER, You Can Hear the Cry from the Planet

Talents: At least two from the DEEPGROUND talent tree (see DG SOLDIER Trooper above) or at least one from the Duellist talent tree and one from the Weapon Specialist talent tree (page 27)

SOLDIER Techniques: Any one (see SOLDIER Techniques in Chapter 11: JENOVA and the Cetra)

Special: Must be a member of DEEPGROUND. Must be infused with Mako.

TABLE 12-23: THE TSVIET

LEVEL	BASE	CLASS FEATURES
	ATTACK	
	BONUS	
1 st	+1	Defence bonuses, fearless, talent
2 nd	+2	SOLDIER secret
3 rd	+3	SOLDIER secret, talent
4 th	+4	SOLDIER secret
5 th	+5	SOLDIER secret, Talent



TALENTS

At every odd-numbered level (1st, 3rd, and 5th), the tsviet selects a talent. This talent may be selected from the Weapon Master talent tree (see the elite trooper entry, above), any of the Mako talent trees described in Chapter 11: JENOVA and the Cetra, or the Tsviet Commander talent tree (see below). The tsviet must meet the

GAME RULE INFORMATION

Tsviets have the following game statistics.

HIT POINTS

At each level, tsviets gain 2d8 hit points + their Constitution modifier.

MAGIC POINTS

At each level, tsviets gain 1d6 magic points + their Intelligence modifier.

MAKO POINTS

Tsviets gain a number of Mako Points equal to 8 + one-half their character level, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the Tsviet prestige class.

DEFENCE BONUSES

At 1st level, the tsviet gains a +3 class bonus to their Reflex, Fortitude, Will, and Magic Defence.

FEARLESS

You are immune to fear effects.

prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

TSVIET COMMANDER TALENT TREE

The Tsviets use terror to lead their troops, and Tsviet commanders have little compunction about making examples of their underlings. Therefore, it is not surprising that Tsviets use the anger and fear of their subordinates to their own terrible advantage.

Desperate Measures: Desperation stems from fear. Once per encounter as a swift action, you install desperation in all allies within 12 squares of you and in your line of sight, allowing each of them to make an immediate attack at a -5 penalty.

Prerequisite: Focus Terror.

Focus Terror: Once per encounter as a swift action, you can harness the fear by your allies and transform it into a powerful motivational tool. All allies within 12 squares of you and in your line of sight move +2 steps along the condition track, but suffer a -2 penalty on attack rolls and skill checks for a number of rounds equal to your character level.

Incite Rage: Once per encounter as a swift action, you can channel your anger and hatred into your allies. All allies within 12 squares of you and in your line of sight gain a +1 rage bonus on attack rolls but take a -2 penalty to their Reflex Defence. This effect lasts until the encounter ends, or you are knocked unconscious or killed.

Power of Hatred: Once per encounter as a swift action, you can inflame the passions of your allies. Each ally within your line of sight who has fewer than half its normal hit points gains bonus hit points equal to your character level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Prerequisite: Incite Rage.

SOLDIER SECRET

You have unlocked the deepest mysteries of the JENOVA power within you. At 2nd level and every level thereafter, you gain one SOLDIER secret that, once selected, cannot be changed (see SOLDIER Secrets, Chapter 11: JENOVA and the Cetra, for more information).

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