



FINAL FANTASY VII

ファイナルファンタジー VII



GENESYS

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CHAPTER I: THE WORLD OF FINAL FANTASY VII

IF YOU'RE READING THIS, YOU ARE PROBABLY ALREADY FAMILIAR WITH THE FINAL FANTASY VII WORLD. HOWEVER, TO MAKE SURE EVERYONE IS ON THE SAME PAGE, AND TO DISCUSS THE CHANGES FROM THE GAMES, WE WILL INCLUDE A DESCRIPTION OF GAEA, THE PLANET, AND THE MAJOR POWERS THAT GOVERN IT. WE WILL ALSO INCLUDE DESCRIPTIONS OF THE METAPHYSICAL ASPECTS OF THE WORLD OF FINAL FANTASY VII, FROM MAGIC TO THE LIFESTREAM.

THE PLANET AND THE LIFESTREAM

GAEA IS THE PLANET ON WHICH THE STORY OF FINAL FANTASY VII UNFOLDS. IT IS A TERRESTRIAL PLANET MUCH LIKE OUR OWN, THOUGH MANY SIMILARITIES END THERE.

SPLIT INTO FIVE MAIN CONTINENTS AND SCATTERED ISLANDS OF VARYING SIZES, GAEA IS GENERALLY TEMPERATE IN CLIMATE, WITH SPRAWLING PLAINS MAKING UP MOST OF THE LANDMASS.

THREE OF THE CONTINENTS ARE NEVER GIVEN A PROPER NAME, SIMPLY CALLED THE EASTERN-, WESTERN- AND NORTHERN CONTINENT. THE TWO OTHER CONTINENTS ARE WUTAI, WHICH MAIN SETTLEMENT IS OF THE SAME NAME, AND MIDEEL, A PLACE WHERE THE LIFESTREAM IS KNOWN TO FLOW CLOSE TO THE SURFACE.

THE EASTERN CONTINENT IS THE MAIN SEAT OF THE SHIN-RA ELECTRIC POWER COMPANY, THEIR CAPITAL SUPERCITY OF MIDGAR SITTING AT THE NORTH-WESTERN COAST. OTHER MENTIONABLE AREAS INCLUDE THE TOWN OF KALM, THE VAST GRASSLANDS, THE MARSHES, MYTHRIL MINE, FORT CONDOR AND THE MILITARY INSTALLATION OF JUNON.

THE WESTERN CONTINENT IS HOME TO AREAS SUCH AS COSTA DEL SOL AND THE GOLD SAUCER, NORTH COREL, GONGAGA VILLAGE, COSMO CANYON, NIBELHEIM AND THE APTLY NAMED ROCKET TOWN.

THE NORTHERN CONTINENT IS COLD AND FRIGID FOR THE MOST PART, AND HOLDS FEW SETTLEMENTS, SUCH AS BONE VILLAGE, THE MYSTERIOUS CITY OF THE ANCIENTS, THE ICICLE INN AND THE INDUSTRIAL TOWN OF MODEOHEIM. IT IS ALSO HOME TO THE GAEA CLIFF AND THE GREAT NORTHERN CRATER

WUTAI'S ONLY SHOWN SETTLEMENT IS ITS CAPITAL, WHICH SHARES THE CONTINENT'S NAME. IT IS A LAND OF OLD TRADITIONS, THOUGH IT HAS BEEN TURNED

INTO A RESORT TOWN AFTER LOSING A WAR WITH THE SHIN-RA.

MIDEEL IS KNOWN TO HOLD TWO SETTLEMENTS, MIDEEL AND BANORA, THE LATTER KNOWN FOR ITS APPLES.

LIFE ON PLANET GAEA IS GOVERNED BY A MYSTICAL FORCE CALLED THE LIFESTREAM. THIS "RIVER OF SOULS" COURSES THROUGH THE PLANET, GIVING LIFE TO ALL THAT BREATHES. WHEN SOMETHING THEN CEASES TO BREATHE, THEIR SOUL RETURNS TO THE LIFESTREAM, RESULTING IN A CONTINUOUS CYCLE OF DEATH AND REBIRTH.



SHINRA ELECTRIC POWER COMPANY

GAEA IS PRIMARILY UNDER THE CONTROL OF THE SHIN-RA ELECTRIC POWER COMPANY, ALSO KNOWN SIMPLY AS SHIN-RA INC. HAVING STARTED OFF AS A SMALL-TIME WEAPONS MANUFACTURER, THE DISCOVERY THAT THE LIFESTREAM COULD BE HARVESTED FOR ENERGY ("MAKO"), THEY CHANGED THEIR PURSUITS.

MIDGAR WAS THE FIRST HUGE SUCCESS OF THE COMPANY – A CITY FUELED BY MAKO, A TESTAMENT TO THEIR TECHNOLOGICAL PROWESS.

LEAD BY PRESIDENT SHINRA, A MAN OF GREAT AMBITION, THE COMPANY HAS THEIR OWN POLICE-, MILITARY- AND COVERT OPERATIONS FORCE, AND FOLLOWING THE WUTAI WAR, THEY ARE THE DE-FACTO LEADERS OF THE WORLD.

THE WUTAI WAR

THERE WERE THOSE WHO RESISTED SHIN-RA, HOWEVER, ONE OF WHICH WERE THE PEOPLE OF WUTAI. REFUSING TO LET THE COMPANY BUILD ON THEIR LAND, THE SHIN-RA RESPONDED WITH FORCE, SENDING THEIR ELITE SOLDIER OPERATIVES TO QUICKLY END THE WAR.

CRUSHED UNDER THE MILITARY MIGHT OF THE SHIN-RA, THE WUTAI PEOPLE EVENTUALLY SURRENDERED, AND THEIR PROUD NATION WAS REDUCED TO A TOURIST ATTRACTION. SOMETHING SOME OF THEM HAS NEVER FORGOTTEN – OR FORGIVEN.



SOLDIER

SOLDIER IS A BRANCH OF SHIN-RA'S MILITARY, COMPRISED OF ELITE INDIVIDUALS WHO HAVE BEEN SHOWERED IN MAKO, GRANTING THEM POWERS FAR BEYOND THE AVERAGE HUMAN, AS WELL AS AN OTHER-WORLDFLY GLOW TO THEIR EYES, A SYMBOL OF SOLDIER.

SOLDIER IS SPLIT INTO THREE RANKS, WITH NEW ARRIVALS BEING 3RD CLASS, PROMISING MEMBERS BECOMING 2ND CLASS AND FINALLY EXTRAORDINARY AND PROMISING SOLDIER'S BECOME 1ST CLASS.

MAKO

MAKO IS THE LIFESTREAM MADE INTO FUEL FOR VARIOUS THINGS, COMMONLY TO POWER ELECTRICS. IT IS HIGHLY POISONOUS AND IN HIGH DOSES CAN LEAVE ANYONE EXPOSED TO IT IN A VEGETATIVE OR EVEN COMATOSE STATE, AS ONE'S MIND IS FLOODED WITH THE INFORMATION OF THE LIFESTREAM AND SIMPLY BREAKS DOWN.



AVALANCHE

AVALANCHE IS THE ONLY REAL RESISTANCE AGAINST SHIN-RA AS OF TODAY. A GROUP OF PEOPLE OF VARIOUS BACKGROUNDS AND SKILLSETS, BROUGHT TOGETHER BY A COMMON HATRED TO SHIN-RA AND A HOPE TO SAVE THE PLANET. THIS RULESET ASSUMES THAT PLAYERS ARE MEMBERS.

MATERIA

CRYSTALIZED ESSENCE OF THE LIFESTREAM, MATERIA IS SAID TO CARRY THE KNOWLEDGE AND WISDOM OF THE CETRA, ALSO KNOWN AS ANCIENTS. IT ALLOWS ANYONE WHO HOLDS IT TO WIELD INCREDIBLE POWER OTHERWISE UNTHINKABLE, FROM CONTROLLING FIRE TO HEALING INJURIES IN AN INSTANT. THESE FEATS ARE CALLED MAGIC.

CETRA

THE CETRA WAS A HUMAN-LIKE RACE THAT EXISTED LONG AGO – AND IN RARE CASES, ARE STILL FOUND TODAY. THEY WERE KNOWN TO TRAVEL THE PLANET, CONSTANTLY ON THE MOVE, TENDING TO IT. THEY WERE BELIEVED TO BE ABLE TO “SPEAK” TO THE PLANET, GAINING KNOWLEDGE WHILE DOING SO.

HOWEVER, THERE WERE SOME WHO DID NOT LIKE THE LIFE THEY LED; THE LIFE OF TOIL. INSTEAD, THE SETTLED DOWN AND TOOK TO AN EASIER, MORE SIMPLE LIFE. THESE BECAME THE FIRST HUMANS.

THE CETRA THEMSELVES WERE ALL BUT WIPED OUT BY THE CALAMITY FROM THE SKIES, JENOVA, SEVERAL THOUSAND YEARS AGO, WHO COULD IMITATE THE CETRA'S LOVED ONES TO GET CLOSE ENOUGH TO ALMOST LEAD THEM TO EXTINCTION. THE REMAINING CETRA SEALED JENOVA AWAY WITH STRONG MAGIC, BUT THE RACE WAS LOST...

CHAPTER II: MECHANICAL CHANGES

THIS CHAPTER WILL DISCUSS THE CHANGES FROM THE **GENESYS** CORE RULES FOUND IN THIS SETTING. THIS INCLUDES AN UPDATED MAGIC SYSTEM TO IMPLEMENT THE USE OF MATERIA, TO THE SKILLS AVAILABLE IN THE WORLD OF FINAL FANTASY VII.

SKILL LISTS

THE SKILLS AVAILABLE IN THE FINAL FANTASY VII SETTING IS LISTED HERE, GROUPED INTO CATEGORIES FOR EASE OF READING.

GENERAL SKILLS

ANIMAL HANDLING (CUN)
ATHLETICS (BR)
COMPUTERS (INT)
COOL (PR)
COORDINATION (AG)
DISCIPLINE (WILL)
DRIVING (AG)
MECHANICS (INT)
MEDICINE (INT)
OPERATING (INT)
PERCEPTION (CUN)
PILOTING (AG)
RESILIENCE (BR)
RIDING (AG)
SKULLDUGGERY (CUN)
STEALTH (AG)
STREETWISE (CUN)
SURVIVAL (CUN)
VIGILANCE (WILL)

MAGIC SKILLS

BLACK MAGIC (INT)
SUMMONING (PR)
WHITE MAGIC (WILL)

COMBAT SKILLS

BRAWL (BR)
GUNNERY (AG)
MELEE-HEAVY (BR)
MELEE-LIGHT (BR)
RANGED-HEAVY (AG)
RANGED-LIGHT (AG)

KNOWLEDGE SKILLS

LORE (INT)
MAGIC (INT)
SCIENCE (INT)

SOCIAL SKILLS

CHARM (PR)
COERCION (WILL)
DECEPTION (CUN)
LEADERSHIP (PR)
NEGOTIATION (PR)

MATERIA AND MAGIC

WHILE THE **GENESYS** CORE RULES GIVES ANYONE WITH AT LEAST ONE RANK IN ANY MAGIC SKILL THE ABILITY TO PERFORM MAGIC, MATERIA IS NEEDED IN THE WORLD OF FINAL FANTASY VII. THERE EXIST FOUR TYPES OF MATERIA: BLACK MAGIC, WHITE MAGIC, SUMMONING AND SUPPORT MATERIA. EACH WORK DIFFERENTLY, USUALLY BY BEING TIED TO A SPECIFIC MAGIC SKILL. SUPPORT MATERIA STICKS OUT THOUGH, AS IT SIMPLY INTERACTS WITH EXISTING MATERIA FOR ADDED EFFECTS.

A CHARACTER CAN HAVE A NUMBER OF MATERIA EQUIPPED EQUAL TO ANY SLOTS QUALITY THEIR GEAR MAY HAVE. THEY MAY STILL OWN ANY AMOUNT OF MATERIA THEY DESIRE, BUT ONLY THIS AMOUNT IS CONSIDERED USABLE AT ANY ONE TIME.

NEW ITEM QUALITY: SLOTS (PASSIVE)

THE WEAPON OR ARMOR IS FITTED WITH SPECIAL SLOTS FOR STORING MATERIA FOR EASE OF USE, ALLOWING ONE TO EQUIP, AND USE, ADDITIONAL MATERIA UP TO THE ITEM'S SLOTS RATING.

SLOTS CAN BE OUTFITTED INTO A WEAPON OR ARMOR THROUGH THE ATTACHMENT RULES, AT ONE SLOT PER HARD POINT, WITH A COST OF 100 GIL, FOR "LIGHT" OR "BRAWL" WEAPONS, AND TWO PER HARD POINT AT 200 GIL FOR "HEAVY" OR "GUNNERY" WEAPONS.

TO CAST MAGIC USING A PIECE OF MATERIA IS NOT ALL THAT DIFFERENT FROM DOING SO IN THE **GENESYS** CORE RULES, THOUGH IT IS SLIGHTLY MORE RESTRICTIVE IN SOME RESPECTS, BUT ALSO INCLUDE NEW ASPECTS. EACH PIECE OF MATERIA WORKS DIFFERENTLY, AND EACH WILL BE DISCUSSED IN A LATER CHAPTER.

GENERALLY, HOWEVER, BLACK MAGIC IS OFFENSIVE IN NATURE, WHILE WHITE MAGIC IS SUPPLEMENTARY OR DEFENSIVE. SUMMONING MAGIC CALLS FORTH BEINGS OF IMMENSE POWER TO FIGHT BY YOUR SIDE.

CHAPTER III: CHARACTER ARCHETYPES

THIS CHAPTER WILL DISCUSS THE MANY DIFFERENT ARCHETYPES THAT EXIST WITHIN THE WORLD OF FINAL FANTASY VII. THESE REPLACE ALL OTHER ARCHETYPES.

CETRA SURVIVOR

FEW ARE THE CETRA IN TODAY'S WORLD, CLINGING ONTO THE PLANET THEY ONCE TENDED AND WANDERED, NOW LOST IN HISTORY AND THE MEMORY OF MOST PEOPLE.

AS A SURVIVOR OF THE CETRA, YOU HAVE THE UNIQUE ABILITY TO COMMUNE WITH THE PLANET, AND THEREBY UNLOCK ITS SECRETS.

ARCHETYPE ABILITIES

2	2	2	2	2	2
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 10 + Br
- **STARTING STRAIN THRESHOLD:** 12 + Will
- **STARTING EXPERIENCE:** 105
- **STARTING SKILLS:** CETRA SURVIVORS BEGIN PLAY WITH ONE RANK IN WHITE MAGIC. THEY OBTAIN THIS RANK BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE WHITE MAGIC ABOVE RANK 2 DURING CHARACTER CREATION.
- **COMMUNION WITH THE PLANET:** ONCE PER SESSION, AS AN INCIDENTAL, THE CETRA SURVIVOR MAY SPEND A STORY POINT TO TAP INTO THE PLANET, DRAWING KNOWLEDGE FROM GAEA ITSELF. FOR THE NEXT, SUBSEQUENT, NON-COMBAT CHECK, THE CETRA SURVIVOR GAIN A NUMBER OF Δ EQUAL TO PRESENCE.

COMMONER

THE COMMONER REFLECTS THE ORDINARY CITIZEN OF GAEA, COMING FROM EVERY WALK OF LIFE, WITH NO OUTRIGHT STRENGTHS OR WEAKNESSES TO BEGIN WITH.

THEY ARE, HOWEVER, VERSATILE BY NATURE, AND CAN BE HEAVILY PERSONALIZED.

ARCHETYPE ABILITIES

2	2	2	2	2	2
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 10 + Br
- **STARTING STRAIN THRESHOLD:** 10 + Will

- **STARTING EXPERIENCE:** 110
- **STARTING SKILLS:** COMMONERS BEGIN PLAY WITH ONE RANK IN ANY TWO NON-CAREER SKILLS. THEY OBTAIN THESE RANKS BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE THESE SKILLS ABOVE RANK 2 DURING CHARACTER CREATION.
- **ADAPTABLE:** ONCE PER SESSION, AS AN OUT-OF-TURN INCIDENTAL, THE COMMONER MAY MOVE A STORY POINT FROM THE GM'S POOL TO THE PLAYER'S POOL.

COREL MINER

THE COREL MINER ARCHETYPE DEALS WITH THE TOUGHENED WORKERS OF THE PRE-MAKO COAL MINES OF MT. COREL.

HOWEVER, WITH COREL BEING REDUCED TO A DESERT PRISON, MOST SIMPLY DO THEIR BEST TO SCRAPE BY IN THE SCRAP HEAPS THAT IS NORTH COREL, FOREVER SPITEFUL OF SHIN-RA, BUT FEELING POWERLESS.

ARCHETYPE ABILITIES

3	2	2	2	2	1
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 12 + Br
- **STARTING STRAIN THRESHOLD:** 8 + Will
- **STARTING EXPERIENCE:** 100
- **STARTING SKILLS:** COREL MINERS BEGIN PLAY WITH ONE RANK IN ATHLETICS. THEY OBTAIN THIS RANK BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE ATHLETICS ABOVE RANK 2 DURING CHARACTER CREATION.
- **TOUGH AS NAILS:** ONCE PER SESSION, AS AN OUT-OF-TURN INCIDENTAL, THE COREL MINER CAN SPEND A STORY POINT AFTER SUFFERING A CRITICAL INJURY AND DETERMINING THE RESULT. IF THEY DO SO, COUNT THE RESULT ROLLED AS 01.

GIFTED GENIUS

SOME PEOPLE ARE BLESSED WITH GREAT MINDS AND ARE OFTEN REFERRED TO AS GENIUSES. THESE PEOPLE OFTEN TAKE TO INTELLECTUAL PURSUITS OF SCIENCE, MEDICINE, OR EVEN MAGIC, AND WHILE SOME DO SO OUT OF CURIOSITY OR THE BETTERMENT OF LIVES, OTHERS DO IT OUT OF A THIRST FOR POWER.

ARCHETYPE ABILITIES

1	2	3	2	2	2
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 8 + Br
- **STARTING STRAIN THRESHOLD:** 12 + Will
- **STARTING EXPERIENCE:** 100
- **STARTING SKILLS:** GIFTED GENIUSES BEGIN PLAY WITH ONE RANK IN ANY KNOWLEDGE SKILL OR MEDICINE. THEY OBTAIN THIS RANK BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE THE CHOSEN SKILL ABOVE RANK 2 DURING CHARACTER CREATION.
- **BRILLIANT!:** ONCE PER SESSION, AS AN INCIDENTAL, THE GIFTED GENIUS MAY SPEND A STORY POINT TO BEFORE MAKING A SKILL CHECK. IF THEY DO SO, THEY COUNT THEIR RANKS IN THAT SKILL AS BEING EQUAL TO INTELLECT.

SLUM RESIDENT

LIVING BENEATH THE PLATE OF MIDGAR ISN'T EASY, BUT SOME PEOPLE, WHETHER FORCED BY LACK OF RESOURCES, OR BY SHEER PRIDE, LIVE THEIR DAY TO DAY LIVES AMONG THE SCRAP AND JUNK FOUND ON THESE INFERTILE LANDS.

THESE PEOPLE OF THE SLUMS ARE INCREDIBLY RESILIENT AND WITH UNBENDING WILLS. YOU NEED THIS, IF YOU ARE TO SURVIVE.

ARCHETYPE ABILITIES

2	2	1	2	3	2
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 10 + Br
- **STARTING STRAIN THRESHOLD:** 10 + Will
- **STARTING EXPERIENCE:** 100
- **STARTING SKILLS:** SLUM RESIDENTS BEGIN PLAY WITH ONE RANK IN RESILIENCE. THEY OBTAIN THIS RANK BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE RESILIENCE ABOVE RANK 2 DURING CHARACTER CREATION.
- **NEVER GIVING UP!:** ONCE PER SESSION, AS AN INCIDENTAL, THE SLUM RESIDENT MAY SPEND A STORY POINT BEFORE PERFORMING A SKILL CHECK. IF THEY DO SO, THEY COUNT THEIR RANKS IN THIS SKILL AS EQUAL TO THEIR WILLPOWER.

UPPER-CLASS CITIZEN

THE UPPER-CLASS CITIZEN REFLECTS THE PRIVILEGED PEOPLE OF MIDGAR, LIVING LIVES OF SAFETY AND COMFORT ATOP THE PLATES SEPARATING THEM FROM THE SLUMS.

ARCHETYPE ABILITIES

1	2	2	2	2	3
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 10 + Br
- **STARTING STRAIN THRESHOLD:** 10 + Will
- **STARTING EXPERIENCE:** 100
- **STARTING SKILLS:** UPPER-CLASS CITIZENS BEGIN PLAY WITH ONE RANK IN COOL. THEY OBTAIN THIS RANK BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE COOL ABOVE RANK 2 DURING CHARACTER CREATION.
- **A FEW EXTRA GIL...:** ONCE PER SESSION, AS AN INCIDENTAL, THE UPPER-CLASS CITIZEN MAY SPEND A STORY POINT AND ROLL A D100, MULTIPLYING THE RESULT BY 10. THEY GAIN THIS MANY GIL.

WUTAI

WUTAI REFERS BOTH TO A CONTINENT, A PLACE UPON THAT CONTINENT, AND THE PEOPLE WHO RESIDE THERE. ONCE A PROUD PEOPLE THE WUTAI WERE CRUSHED BENEATH THE MILITARY MIGHT OF SHIN-RA AND THEIR SOLDIERS, AND WHILE MANY HAS GIVEN UP HOPE, SOME STILL TRY TO UPHOLD THEIR IDEALS AND FIGHT ON.

ARCHETYPE ABILITIES

2	3	2	2	1	2
Br	Ag	Int	Cun	Will	Pr

- **STARTING WOUND THRESHOLD:** 10 + Br
- **STARTING STRAIN THRESHOLD:** 10 + Will
- **STARTING EXPERIENCE:** 100
- **STARTING SKILLS:** WUTAI BEGIN PLAY WITH ONE RANK IN COORDINATION. THEY OBTAIN THIS RANK BEFORE SPENDING ANY EXPERIENCE, AND CANNOT INCREASE COORDINATION ABOVE RANK 2 DURING CHARACTER CREATION.
- **CONSTANT VIGILANCE:** ONCE PER SESSION, AS AN INCIDENTAL, WUTAI MAY SPEND A STORY POINT TO AUTOMATICALLY WIN INITIATIVE. HOWEVER, FOR THE FIRST ROUND, THEY MUST BE THE ONE TAKING THIS SLOT.

CHAPTER IV: CHARACTER CAREERS

THIS CHAPTER WILL DISCUSS THE MANY DIFFERENT CAREERS THAT EXIST WITHIN THE WORLD OF FINAL FANTASY VII. THESE REPLACE ALL OTHER CAREERS.

BLACK MAGE

BLACK MAGES FOCUS ON THE DESTRUCTIVE POWERS OF BLACK MAGIC MATERIA TO OVERCOME OBSTACLES. THIS MEANS THEY ARE ON THE OFFENSIVE END OF THE MAGICAL SPECTRUM, THOUGH ARE FAR MORE LIKELY TO BE INTELLECTUALS THAN OUTRIGHT BRAWLERS.

THE BLACK MAGE COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **BLACK MAGIC, COERCION, COOL, DECEPTION, MAGIC, RANGED-LIGHT, STEALTH** AND **VIGILANCE**. BEFORE SPENDING EXPERIENCE, THE BLACK MAGE CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

BRAWLER

BRAWLERS ARE WEAPONS IN AND OF THEMSELVES, RELYING ON PRECISION AND TECHNIQUE RATHER THAN GIANT SWORDS OR GUNS.

THE BRAWLER COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **ATHLETICS, BRAWL, COERCION, COORDINATION, MELEE-LIGHT, RESILIENCE, STREETWISE** AND **VIGILANCE**. BEFORE SPENDING EXPERIENCE, THE BRAWLER CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

MATERIA HUNTER

HAILING FROM WUTAI, MATERIA HUNTERS ARE NOW FOUND ALL ACROSS GAEA, LOOKING FOR POWERFUL MATERIA FOR GLORY, POWER OR GIL.

THE MATERIA HUNTER COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **ATHLETICS, COORDINATION, MELEE-LIGHT, PERCEPTION, RANGED (LIGHT), SKULLDUGGERY, STEALTH** AND **SURVIVAL**. BEFORE SPENDING EXPERIENCE, THE MATERIA HUNTER CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

PILOT

IF IT CAN DRIVE, FLY OR SAIL, THE PILOT PROBABLY KNOWS HOW TO MAKE IT PURR. AN EXPERT IN ALL THINGS MECHANICAL, THEY ARE OFTEN ADVENTURERS, AND PERHAPS EVEN THRILL SEEKERS.

THE PILOT COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **COOL, DRIVING, GUNNERY, MECHANICS, MELEE-HEAVY, OPERATING, PERCEPTION** AND **PILOTING**. BEFORE SPENDING EXPERIENCE, THE PILOT CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

SCIENTIST

SCIENTISTS ARE SEEKERS OF KNOWLEDGE, BOTH OF NATURAL, BUT OFTEN ALSO UNNATURAL PHENOMENA. THEY RELY ON FACT AND REASON, A TRAIT THAT CAN MAKE THEM NARROW-MINDED, THOUGH JUST AS MANY ARE OPEN TO NEW ANSWERS – GIVEN THEY ARE PROVEN THEORIES.

THE SCIENTIST COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **COERCION, MECHANICS, MAGIC, OPERATING, MEDICINE, RANGED (LIGHT), SCIENCE** AND **SKULLDUGGERY**. BEFORE SPENDING EXPERIENCE, THE SCIENTIST CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

SOCIALITE

SOCIALITES PREFER WORDS TO SWORDS, AND BELIEVE IN PEACEFUL RESOLUTIONS – USUALLY. SOME SIMPLY USE THEIR INNATE GIFT OF THE SILVER TONGUE TO GET WHATEVER THEY WANT, FROM WHOMEVER THEY WANT.

THE SOCIALITE COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **CHARM, COOL, DECEPTION, NEGOTIATION, PERCEPTION, RANGED-LIGHT, STREETWISE** AND **VIGILANCE**. BEFORE SPENDING EXPERIENCE, THE SOCIALITE CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

TECHNICIAN

THE TECHNICIAN KNOWS HOW TO MAKE THINGS WORK – OR BREAK DOWN AT THE MOST OPPORTUNE MOMENT! IF IT HAS TO DO WITH SOMETHING EITHER MECHANICAL OR ELECTRONIC, THE TECHNICIAN IS RIGHT AT HOME.

THE TECHNICIAN COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **BRAWL, COOL, COMPUTERS, MECHANICS, MELEE-HEAVY OPERATING, PERCEPTION** AND **PILOTING**. BEFORE SPENDING EXPERIENCE, THE TECHNICIAN CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

WARRIOR

WARRIORS ARE FIGHTERS THROUGH AND THROUGH, WIELDING MASSIVE WEAPONS WITH A SKILL ONLY FEW POSSESS AND THE KNOWLEDGE TO SURVIVE ON THE FIELD OF BLOODY BATTLE.

THE WARRIOR COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **ATHLETICS, COERCION, GUNNERY, LEADERSHIP, MELEE-HEAVY, RANGED-HEAVY, SURVIVAL** AND **VIGILANCE**. BEFORE SPENDING EXPERIENCE, THE WARRIOR CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

WHITE MAGE

WHITE MAGES ARE THE COUNTERPART TO BLACK MAGES, WIELDING MAGIC OF RESTORATIVE OR OTHERWISE BENEFICIAL USES.

THE WHITE MAGE COUNTS THE FOLLOWING SKILLS AS CAREER SKILLS: **CHARM, COOL, DISCIPLINE, MAGIC, MEDICINE, MELEE-LIGHT, NEGOTIATION** AND **WHITE MAGIC**. BEFORE SPENDING EXPERIENCE, THE WHITE MAGE CHOOSES FOUR OF THEIR CAREER SKILLS AND GAIN ONE RANK IN EACH. THEY STILL CANNOT RAISE ANY SKILL ABOVE RANK 2 DURING CHARACTER CREATION.

CHAPTER V: EQUIPMENT

THIS CHAPTER DEALS WITH THE EQUIPMENT OF THE FINAL FANTASY VII WORLD, AND WHILE THERE EXIST A

LOT OF DIFFERENT EQUIPMENT IN THE ORIGINAL GAME, THE LIST HAS BEEN SOMEWHAT SIMPLIFIED FOR THIS.

TABLE V1-1: WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
BRAWL WEAPONS								
BRASS KNUCKLES	BRAWL	+1	4	ENGAGED	1	40	1	DISORIENT 3
DUAL HOUND	BRAWL	+4	4	ENGAGED	2	525	5	CONCUSSIVE 1, SLOW-FIRING 2
MELEE WEAPONS								
AXE	MELEE-LIGHT	+3	3	ENGAGED	2	150	1	VICIOUS 1
BUSTER SWORD	MELEE-HEAVY	+5	2	ENGAGED	4	450	6	CUMBERSOME 3, PIERCE 1, SLOTS 2
COLLAPSIBLE BATON	MELEE-LIGHT	+2	3	ENGAGED	1	70	2	
ELECTRIC TRUNCHEON	MELEE-LIGHT	+2	3	ENGAGED	1	150	5	DISORIENT 3, STUN DAMAGE
GREAT AXE	MELEE-HEAVY	+4	3	ENGAGED	4	300	4	CUMBERSOME 3, PIERCE 2, VICIOUS 1
GREAT SPEAR	MELEE-HEAVY	+3	4	ENGAGED	4	250	3	ACCURATE 1, DEFENSIVE 1
GREAT SWORD	MELEE-HEAVY	+4	2	ENGAGED	4	300	4	DEFENSIVE 1, PIERCE 1, UNWIELDY 3
HALBERD	MELEE-HEAVY	+3	3	ENGAGED	5	250	3	DEFENSIVE 1, PIERCE 3
LIGHT SPEAR	MELEE-LIGHT	+2	4	ENGAGED	2	90	1	ACCURATE 1, DEFENSIVE 1
LONGSWORD	MELEE-LIGHT	+3	2	ENGAGED	1	200	2	DEFENSIVE 1
RANGED WEAPONS								
ASSAULT RIFLE	RANGED-HEAVY	8	3	LONG	4	1000	7	AUTO-FIRE
HEAVY PISTOL	RANGED-LIGHT	6	3	MEDIUM	1	300	3	
HUNTING RIFLE	RANGED-HEAVY	8	3	LONG	4	750	4	ACCURATE 1, LIMITED AMMO 2
LIGHT PISTOL	RANGED-LIGHT	5	4	SHORT	1	100	3	
MACHINE GUN	GUNNERY	10	3	LONG	6	1500	6	AUTO-FIRE, CUMBERSOME 2, PIERCE 2, VICIOUS 2
PORTABLE MISSILE LAUNCHER	GUNNERY	20	2	EXTREME	8	100k	8	BLAST 10, BREACH 2, CUMBERSOME 3, GUIDED 3, LIMITED AMMO 1, PREPARE 1
SHOTGUN	RANGED-HEAVY	8	3	SHORT	3	500	3	BLAST 4, KNOCKDOWN, VICIOUS 2
SUBMACHINE GUN	RANGED-LIGHT	5	3	MEDIUM	2	400	6	AUTO-FIRE
SNIPER RIFLE	RANGED-HEAVY	9	2	EXTREME	4	1200	6	ACCURATE 2, LIMITED AMMO 4, PIERCE 2
HYBRID WEAPONS								
GUNBLADE	MELEE-LIGHT	+3	2	ENGAGED	2	550	6	DEFENSIVE 1, HEAVY PISTOL ATTACHMENT
RIFLE-HALBERD	MELEE-HEAVY	+3	3	ENGAGED	6	1000	6	DEFENSIVE 1, PIERCE 3, HUNTING RIFLE ATTACHMENT

AS WITH THE NORMAL RULES, PLAYERS BEGIN PLAY WITH 500 GIL WORTH OF EQUIPMENT, ADDING D100 TO THIS AMOUNT BEFORE PLAY STARTS.

WEAPONS

WEAPONRY IN FINAL FANTASY VII IS A STRANGE MIX OF FANTASY, MODERN AND EVEN FUTURISTIC WEAPONS. BELOW WE WILL GIVE A BRIEF DESCRIPTION OF ALL THE WEAPONS FOUND IN THIS SETTING BOOK.

ASSAULT RIFLE

SLIGHTLY MORE COMPACT THAN FULL-SIZED RIFLES, ASSAULT RIFLES HOWEVER DIFFER GREATLY DUE TO THEIR AUTO-FIRE QUALITY.

AXE OR SWORD

AXES ARE VICIOUS WEAPONS THAT CAN LEAVE PAINFUL, INCAPACITATING WOUNDS, WHILE SWORDS ARE MADE TO BLOCK OR PARRY BLOWS, LENDING TO A DEFENSIVE AS WELL AS OFFENSIVE WEAPON. THE PROFILES HERE REFLECT A STANDARD AXE, SUCH AS A HATCHET, AND SWORD USED THROUGHOUT THE WORLD.

BRASS KNUCKLES

THESE SIMPLE WEAPONS ARE SIMPLY CHUNKS OF BRASS DESIGNED TO SLIP OVER ONE'S FINGERS AND ADD POWER TO ONE'S PUNCHES.

BUSTER SWORD

A MASSIVE, AND RARE, SWORD USED ONLY BY THE MOST POWERFUL FIGHTERS, THE BUSTER SWORD CRUSHES AS MUCH AS IT CUTS, AND COMES PRE-MADE WITH A SET OF MATERIA SLOTS.

COLLAPSIBLE BATON

SIMPLE BUT EFFECTIVE, THIS IS A TELESCOPIC BATON WITH A WEIGHTED TIP. A POWERFUL SWING CAN BREAK BONES.

DUAL HOUND

THE DUAL HOUND IS A GAUNTLET WITH A SERIES OF SPRINGS CONNECTED TO A STURDY FRAME THAT RUNS THE LENGTH OF ONE'S FOREARM. WHEN ACTIVATED, IT LETS THE USER STRIKE WITH BONE-SHATTERING FORCE.

HOWEVER, IT NEEDS TIME TO RECHARGE BEFORE IT CAN BE USED AGAIN. UNTIL THEN, THE WEARER CAN STILL USE BRAWL ATTACKS, BUT WILL NOT BENEFIT FROM THE WEAPON'S PROFILE.

ELECTRIC TRUNCHEON

NOT MUCH MORE THAN A NASTY CLUB ABLE TO SHOCK ANYONE STRUCK, THE WEAPON IS NOT MADE FOR KILLING, THOUGH THE CURRENT RUNNING THROUGH IT CAN BE ENOUGH.

GREAT AXE, SWORD OR SPEAR

SIMPLY BIGGER VERSIONS OF THEIR LESSER VARIANTS, THEY DO HAVE A BIT MORE OF A KICK TO THEM, AND THE ABILITY TO HOLD MORE MATERIA SLOTS IF NEEDED.

GUNBLADE

A RARE WEAPON, CONSISTING OF A SWORD THAT HAS HAD A HEAVY PISTOL ATTACHED TO IT, FORMING A HYBRID WEAPON. THE PROFILE GIVEN IS FOR THE SWORD PART OF THE WEAPON.

HALBERD

NOT MUCH MORE THAN AN AXE HEAD ATTACHED TO A SPEAR, THIS WEAPON IS VERSATILE IN USE, BUT HEAVY.

HUNTING RIFLE

THESE RIFLES HAVE LONG BARRELS AND ARE OFTEN FITTED WITH A LONG-RANGE TELESCOPIC SIGHT TO INCREASE OVERALL PERFORMANCE AND ACCURACY. FOR A RIFLE WITH AN INTERNAL MAGAZINE, ADD 100 GIL TO THE COST AND REMOVE THE LIMITED AMMO QUALITY.

LIGHT AND HEAVY PISTOLS

A LIGHT PISTOL IS A BASIC, MEDIUM CALIBER PISTOL, THE HEAVY VERSION IS MORE ALONG THE LINES OF A BIG, BULKY HAND CANNON.

LIGHT SPEAR

ALTHOUGH A SIMPLE WEAPON, THE SPEAR IS EASY TO WIELD AND ALLOWS SOME DISTANCE BETWEEN THE USER AND THE ADVERSARY.

MACHINE GUN

MACHINE GUNS ARE LARGE, HEAVY, OFTEN CREW SERVED WEAPONS. THEY REQUIRE STRENGTH TO WIELD UNMOUNTED, THOUGH SUCH A SIGHT SETS FEAR INTO THE VERY SOUL OF THE ADVERSARY.

PORTABLE MISSILE LAUNCHER

THIS SHOULDER-FIRED ANTI-AIRCRAFT WEAPON FIRES MISSILES THAT HOMES INTO THEIR TARGET, ALLOWING FOR HIGHLY ACCURATE SHOTS EVEN WITHOUT PROPER AIM.

RIFLE-HALBERD

THIS HYBRID WEAPON ORIGINATES FROM WUTAI, AND IS BASICALLY A HALBERD WITH A BARREL GOING DOWN ITS LENGTH, ALLOWING THE USER TO FIRE AT THEIR INTENDED TARGET BEFORE CHARGING IN.

SHOTGUN

WHEN YOU REALLY WANT TO MAKE AN IMPRESSION IN A FIREFIGHT, A SHOTGUN IS THE WAY TO GO. THESE WEAPONS FIRE SHORT-RANGED CLOUDS OF PELLETS AT THE OPPOSITION WITH IMMENSE FORCE.

SUBMACHINE GUN

SUBMACHINE GUNS, OR SMGs, USE PISTOL-CALIBER AMMUNITION AND A HIGH RATE OF FIRE TO PROVIDE A WHOLE LOT OF DAMAGE CAPACITY IN A SMALL, EASY-TO-USE PACKAGE.

SNIPER RIFLE

SNIPER RIFLES ARE DESIGNED TO FIRE HIGH-CALIBER, HIGH-VELOCITY ROUNDS OVER LONG DISTANCES. THEY ARE POWERFUL WEAPONS, BUT USUALLY BECOMES LESS USEFUL WHEN CLOSING IN TO YOUR TARGET.

ARMOR

THE FINAL FANTASY VII ARMORS ARE DIVERSE AS WELL, THOUGH AGAIN, THINGS HAVE BEEN SIMPLIFIED FOR EASE OF USE.

BANGLE

THIS WRIST-FITTED PIECE OF "ARMOR" ALLOWS FOR EASILY STORING MATERIA. ONE BANGLE CAN BE EQUIPPED AT A TIME, EVEN ATOP OTHER ARMORS.

CARAPACE ARMOR

CARAPACE ARMOR COVERS THE WEARER FROM TOP TO TOE AND WITH THE RIGHT ATTACHMENTS CAN EVEN BE ENVIRONMENTALLY SEALED. THE ARMOR HAS A RIGID OUTER SHELL THAT DEFLECTS OR BLOCKS INCOMING ATTACKS.

FLAK VEST

MADE FROM LIGHTWEIGHT POLYMERS AND BALLISTIC FABRICS, THE FLAK VEST PROVIDES DECENT PROTECTION FROM SMALL ARMS AND SHRAPNEL.

HEAVY JACKET

THIS HEAVY JACKET PROVIDES LITTLE PROTECTION, BUT IS BY FAR THE EASIEST PIECE TO OBTAIN, AND DISCREET AS WELL.

INFANTRY ARMOR

LIKE THE UNIFORMS WORN BY SHIN-RA PEACEKEEPING FORCE, THE INFANTRY ARMOR PROVIDES DECENT PROTECTION FROM HEAD TO TOE, INCLUDING A HELMET.

WUTAI ARMOR

MADE UP OF SMALL INTERSECTING PLATES, THIS ARMOR

TABLE V.1-2: ARMOR

NAME	DEFENSE	SOAK	ENCUM	PRICE	RARITY	SPECIAL
ARMOR SETS						
CARAPACE ARMOR	1	+2	6	750	7	
FLAK VEST	0	+2	1	475	5	
HEAVY JACKET	0	+1	1	50	1	
INFANTRY ARMOR	1	+1	5	675	6	
WUTAI ARMOR	2	+1	6	850	7	SLOTS 2
ARMOR ACCESSORIES						
BANGLE	0	+0	1	100	3	SLOTS 2

IS EFFECTIVE, BUT ALSO HEAVY. HOWEVER, IT COMES WITH BUILT IN MATERIA SLOTS.

GEAR

THE FOLLOWING ARE JUST EXAMPLES OF GEAR TO BE FOUND IN THE WORLD OF FINAL FANTASY VII, AS THE LIST WOULD SIMPLY BE TOO BIG IF EVERYTHING NEEDED TO BE INCLUDED.

TABLE V.1-3: GEAR

ITEM	ENCUM	PRICE	RARITY
BACKPACK	+4	50	3
CELLPHONE	0	200	3
ETHER	0	75	3
EXTRA CLIP	0	25	2
NIGHT-VISION GOGGLES	1	500	5
POTION	0	50	3
ROPE	1	5	1
TOOLBELT	+1	25	3
MODIFICATIONS			
ROBOTIC ARM OR LEG	-	2000	5

BACKPACK

A BACKPACK IS A CONTAINER PLACED ON THE BACK IN ORDER TO EASILY HOLD ITEMS. IT INCREASED BASE ENCUMBRANCE BY 4.

CELLPHONE

MUCH LIKE CELLPHONES OF OUR WORLD, THIS DEVICE ALLOWS FOR PEOPLE TO CONNECT NO MATTER THE DISTANCE. IT EVEN HAS THE ABILITY TO GO ONLINE.

ETHER

MADE THROUGH CHEMICAL PROCESSES, ETHER'S ALLOW ITS DRINKER TO INSTANTLY REGAIN 2 STRAIN.

EXTRA CLIP

AN EXTRA CLIP CAN BE EXPENDED TO RELOAD A NON-LIMITED AMMO FIREARM USING A MANEUVER.

NIGHT VISION GOGGLES

THESE GOGGLES ALLOW ITS WEARER TO SEE NORMALLY IN THE DARK, REMOVING UP TO ■■ ADDED TO THEIR CHECKS DUE TO DARKNESS.

POTION

LIKE THE ETHER RESTORES STRAIN, THE POTION SPEEDS UP NATURAL HEALING, ALLOWING THE DRINKER TO INSTANTLY REGAIN 2 WOUNDS.

ROBOTIC ARM OR LEG

PROSTHETIC LIMBS ARE MORE ADVANCED IN THE WORLD OF FINAL FANTASY VII THAN IN OURS, ALLOWING FOR FULL FUNCTIONALITY, AT A PRICE. ATTACHING A ROBOTIC ARM OR LEG IS AN **AVERAGE (◆◆) MEDICINE CHECK**. THE SAME CHECK MUST BE PERFORMED TO REMOVE SAID PROSTHETICS.

BESIDES REPLACING A MISSING LIMB, A ROBOTIC ARM OR LEG ADDS +1 TO EITHER BRAWN OR AGILITY (YOUR CHOICE UPON GETTING IT INSTALLED). THESE BONUSES CANNOT BE STACKED. HAVING ONE OR MORE ROBOTIC ARMS OR ONE OR MORE ROBOTIC LEGS DECREASE THE CHARACTER'S STRAIN THRESHOLD BY ONE.

ROPE

A SIMPLE HEMPEN ROPE ABOUT 10 METERS IN LENGTH

TOOLBELT

A TOOLBELT ALLOWS FOR ONE TO PLACE THEIR TOOLS WITHIN ARM'S REACH, GRANTING A +1 TO ENCUMBRANCE.

MATERIA

MATERIA IS NEXT. WE HAVE NOT INCLUDED SUMMON MATERIA, AS IT SHOULD, IDEALLY, NOT BE BOUGHT, BUT AWARDED.

TABLE V.1-4: MATERIA

MATERIA	TYPE	PRICE	RARITY
ALL	SUPPORTIVE	50	3
BARRIER	WHITE MAGIC	300	5
DESTRUCT	WHITE MAGIC	300	5
EARTH	BLACK MAGIC	150	4
ELEMENTAL	SUPPORTIVE	300	5
FIRE	BLACK MAGIC	60	3
HEAL	WHITE MAGIC	150	4
ICE	BLACK MAGIC	60	3
POISON	BLACK MAGIC	150	4
RESTORE	WHITE MAGIC	60	3
SEAL	WHITE MAGIC	300	5
THUNDER	BLACK MAGIC	60	3
TIME	WHITE MAGIC	600	5

ALL MATERIA

ALL MATERIA ALLOWS A CASTER TO ADD ADDITIONAL TARGET TO THEIR BLACK MAGIC SPELLS BY INCREASING DIFFICULTY BY ONE. IF THE CHECK IS SUCCESSFUL, THE SPELL MAY AFFECT AN ADDITIONAL TARGET, PLUS ONE FOR EVERY UNCANCELLED Δ .

BARRIER MATERIA

BARRIER MATERIA ALLOWS THE CASTER TO FORM A PROTECTIVE SHIELD OF SPIRITUAL ENERGY AROUND THEMSELVES OR ANOTHER.

THE DEFAULT DIFFICULTY FOR CASTING BARRIER IS **EASY** (\blacklozenge). IF THE CHECK IS SUCCESSFUL, UNTIL THE END OF THE CHARACTER'S NEXT TURN, REDUCE THE DAMAGE OF ALL HITS THE TARGET SUFFER BY ONE, AND FURTHER REDUCE IT BY ONE FOR EVERY UNCANCELLED $\star\star$ BEYOND THE FIRST.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
ADDITIONAL TARGET.	$+\blacklozenge$
RANGE	$+\blacklozenge$
ADD DEFENSE	$+\blacklozenge\blacklozenge$
EMPOWERED	$+\blacklozenge\blacklozenge$
REFLECTION	$+\blacklozenge\blacklozenge$

DESTRUCT MATERIA

DESTRUCT MATERIA ALLOWS THE CASTER TO DISPEL HARMFUL EFFECTS FROM ALLIES, AND BENEFICIAL ONES FROM FOES.

THE DEFAULT DIFFICULTY FOR CASTING DESTRUCT IS **HARD** ($\blacklozenge\blacklozenge\blacklozenge$). IF THE CHECK IS SUCCESSFUL, ANY EFFECTS THE TARGET IS UNDER IMMEDIATELY ENDS.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
RANGE	$+\blacklozenge$
ADDITIONAL TARGET	$+\blacklozenge\blacklozenge$

EARTH MATERIA

EARTH MATERIA ALLOWS THE CASTER TO USE THE VERY EARTH AS A WEAPON, BREAKING IT APART VIOLENTLY IN ORDER TO HURT OR CRUSH FOES.

THE DEFAULT DIFFICULTY FOR CASTING EARTH IS **MEDIUM** ($\blacklozenge\blacklozenge$). IF THE CHECK IS SUCCESSFUL, THE ATTACK DEALS DAMAGE EQUAL TO INTELLECT, PLUS 1 DAMAGE PER UNCANCELLED \star AND HAS THE **IMPACT** ADDITIONAL EFFECT. THE ATTACK HAS NO CRITICAL RATING AND CAN ONLY INFLICT A CRITICAL INJURY ON A \oplus .

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
BLAST	$+\blacklozenge$
CLOSE COMBAT	$+\blacklozenge$
DEADLY	$+\blacklozenge$
RANGE	$+\blacklozenge$
DESTRUCTIVE	$+\blacklozenge\blacklozenge$
EMPOWERED	$+\blacklozenge\blacklozenge$

ELEMENTAL MATERIA

ELEMENTAL MATERIA ALLOWS THE CHARACTER TO ADD THE EFFECTS OF BLACK MAGIC MATERIA TO THEIR WEAPONS BY PERFORMING A **MEDIUM** ($\blacklozenge\blacklozenge$) **BLACK MAGIC** CHECK. IF THE CHECK IS SUCCESSFUL, THE WEAPON TAKES ON THE PROPERTY OF THE USED MATERIA UNTIL THE END OF THE CHARACTER'S NEXT TURN, PLUS ONE ADDITIONAL ROUND FOR EVERY UNCANCELLED \star BESIDES THE FIRST.

THE EFFECTS ON THE WEAPON ARE AS FOLLOWS:

MATERIA USED	EFFECT GAINED
EARTH	IMPACT
FIRE	FIRE
ICE	ICE
POISON	POISONOUS
THUNDER	LIGHTING

FIRE MATERIA

FIRE MATERIA ALLOWS THE CASTER TO WIELD FLAME AS A WEAPON, FROM SIMPLE FIREBALLS TO FIRESTORMS

THE DEFAULT DIFFICULTY FOR CASTING FIRE IS **MEDIUM** ($\blacklozenge\blacklozenge$). IF THE CHECK IS SUCCESSFUL, THE

ATTACK DEALS DAMAGE EQUAL TO INTELLECT, PLUS 1 DAMAGE PER UNCANCELLED ✨ AND HAS THE **FIRE** ADDITIONAL EFFECT. THE ATTACK HAS NO CRITICAL RATING AND CAN ONLY INFLICT A CRITICAL INJURY ON A ☹.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
BLAST	+◆
CLOSE COMBAT	+◆
DEADLY	+◆
RANGE	+◆
DESTRUCTIVE	+◆◆
EMPOWERED	+◆◆

HEAL MATERIA

HEAL MATERIA ALLOWS THE CASTER TO HEAL A STATUS EFFECT OF THEIR ALLIES. THIS IS NOT TO BE CONFUSED WITH THAT DESTRUCT DOES, AS THAT ONE SIMPLY REMOVES MAGICAL EFFECTS.

THE DEFAULT DIFFICULTY FOR CASTING HEAL IS **EASY** (◆). IF THE CHECK IS SUCCESSFUL, THE TARGET IS HEALED OF ONE ONGOING STATUS EFFECT.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
ADDITIONAL TARGET	+◆
RANGE	+◆

ICE MATERIA

ICE MATERIA ALLOWS THE CASTER TO FREEZE AIR PARTICLES AROUND THEM TO BARRAGE THEIR OPPONENT IN FREEZING WINDS AND ICICLES.

THE DEFAULT DIFFICULTY FOR CASTING ICE IS **MEDIUM** (◆◆). IF THE CHECK IS SUCCESSFUL, THE ATTACK DEALS DAMAGE EQUAL TO INTELLECT, PLUS 1 DAMAGE PER UNCANCELLED ✨ AND HAS THE **ICE** ADDITIONAL EFFECT. THE ATTACK HAS NO CRITICAL RATING AND CAN ONLY INFLICT A CRITICAL INJURY ON A ☹.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
BLAST	+◆
CLOSE COMBAT	+◆
DEADLY	+◆
RANGE	+◆
DESTRUCTIVE	+◆◆
EMPOWERED	+◆◆

POISON MATERIA

POISON MATERIA ALLOWS THE CASTER TO COVER THEIR FOES IN DEADLY POISON, SLOWLY SAPPING AWAY AT THEIR LIFE.

THE DEFAULT DIFFICULTY FOR CASTING POISON IS **HARD** (◆◆◆). IF THE CHECK IS SUCCESSFUL, THE ATTACK DEALS DAMAGE EQUAL TO INTELLECT, PLUS 1 DAMAGE PER UNCANCELLED ✨ AND HAS THE **POISONOUS** ADDITIONAL EFFECT. THE ATTACK HAS NO CRITICAL RATING AND CAN ONLY INFLICT A CRITICAL INJURY ON A ☹.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
BLAST	+◆
CLOSE COMBAT	+◆
DEADLY	+◆
RANGE	+◆
EMPOWERED	+◆◆

RESTORE MATERIA

RESTORE MATERIA ALLOWS THE CASTER TO MEND WOUNDS AND REVIVE THE INCAPACITATED WITH RENEWED VIGOR

THE DEFAULT DIFFICULTY FOR CASTING EARTH IS **EASY** (◆). IF THE CHECK IS SUCCESSFUL, THE TARGET HEALS ONE WOUND PER UNCANCELLED ✨ AND 1 STRAIN PER UNCANCELLED ⚡.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
ADDITIONAL TARGET	+◆
RANGE	+◆
HEAL CRITICAL	+◆◆
REVIVE INCAPACITATED	+◆◆

SEAL MATERIA

SEAL MATERIA ALLOWS THE CASTER TO PUT ENEMIES TO SLEEP, OR KEEP THEM FROM CASTING MAGIC.

THE DEFAULT DIFFICULTY FOR CASTING SEAL IS **EASY** (◆). HOWEVER, THE USER **MUST** CHOOSE ONE OF THE FOLLOWING EFFECTS:

EFFECT	DIFFICULTY MOD
SILENCE	+◆
SLEEP	+◆◆

IF **SILENCE** IS INFLICTED THROUGH A SUCCESSFUL CHECK, THE TARGET CANNOT CAST SPELLS FOR A NUMBER OF ROUND EQUAL TO UNCANCELLED ✨.

IF **SLEEP** IS INFLICTED, THE TARGET FALLS ASLEEP FOR THE REST OF THE ENCOUNTER, UNLESS FORCEFULLY WOKEN UP.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
ADDITIONAL TARGET	+◆
RANGE	+◆

THUNDER MATERIA

THUNDER MATERIA ALLOWS THE CASTER TO USE LIGHTNING AS A WEAPON, USING BOLTS OF ELECTRICITY.

THE DEFAULT DIFFICULTY FOR CASTING THUNDER IS **MEDIUM** (◆◆). IF THE CHECK IS SUCCESSFUL, THE ATTACK DEALS DAMAGE EQUAL TO INTELLECT, PLUS 1 DAMAGE PER UNCANCELLED ✨ AND HAS THE **LIGHTNING** ADDITIONAL EFFECT. THE ATTACK HAS NO CRITICAL RATING AND CAN ONLY INFLICT A CRITICAL INJURY ON A ⚡.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
BLAST	+◆
CLOSE COMBAT	+◆
DEADLY	+◆
RANGE	+◆
DESTRUCTIVE	+◆◆
EMPOWERED	+◆◆

TIME MATERIA

TIME MATERIA ALLOWS THE CASTER TO INCREASE THE SWIFTNESS OF ALLIES, OR DECREASE THE SPEED OF FOES – OR EVEN STOP THEM DEAD IN THEIR TRACKS.

THE DEFAULT DIFFICULTY FOR CASTING TIME IS **EASY** (◆). HOWEVER, THE USER **MUST** CHOOSE ONE OF THE FOLLOWING EFFECTS:

EFFECT	DIFFICULTY MOD
HASTE	+◆
SLOW	+◆
STOP	+◆◆◆

IF **SLOW** IS INFLICTED THROUGH A SUCCESSFUL CHECK, THE TARGET IS RESTRICTED TO ONE MANEUVER FOR A NUMBER OF ROUND EQUAL TO UNCANCELLED ✨.

IF **STOP** IS INFLICTED, THE TARGET CANNOT ACT TILL THE END OF THE CASTER'S NEXT TURN. THIS COUNTS AS TE **PARALYZED** ADDITIONAL EFFECT.

HASTE WORKS AS NORMAL.

IT CAN BE GIVEN THE ADDITIONAL EFFECTS, EXPLAINED IN THE **GENESYS** CORE RULEBOOK, SHOWN BELOW, BY INCREASING DIFFICULTY OF THE SPELL:

EFFECT	DIFFICULTY MOD
ADDITIONAL TARGET	+◆
RANGE	+◆