



Final Fantasy d100

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This is a tabletop RPG based on the Final Fantasy series of games. This guide assumes the reader has general knowledge of tabletop games, roleplaying, and the associated terminology.

This game uses a standard square grid and miniatures to represent player movements.

The Setting

This system uses races and classes representative of the world of Ivalice, a setting that appears in multiple games.

The Core Mechanic

This is a percentile based system. Whenever a character attempts an action that has a chance of failure, first they determine the probability (% chance) of success. They then roll a d100 (or two d10s, one representing the 10's place). If the result is less than or equal to the probability of success, then the character succeeds. If it is higher, they fail.

Using Your Skills

Your chance of success when attempting a skill is (Base Attribute + Skill Bonus).

If the GM determines an act of skill is more challenging than normal, he may provide a penalty to your chance of success (Difficulty). Typically, the GM should not provide a bonus for the ease of an action. If an action is easy, they should not require you to roll for success.

Example Levels of Difficulty:

Moderate (-5%): Attempting to climb a wall with poor handholds.

Tough (-10%): Attempting to swim against a rough current.

Extreme (-25%) Leap 30 feet across a pit.

Near Impossible (-50%): Attempt to track a target after rain obscures their path.

Example: Cloud is trying to climb the outside of a Shinra building. He has a 60% Strength Score, and Athletics is one of his Favored skills, giving him an additional 20%, for a total of 80% success chance. The GM determines that the secure building is specifically designed to stop such things, and adds a 25% difficulty. This makes Cloud's chance of success 65%. He rolls a 51. He succeeds in scaling the building.

Critical Success and Failures

If a roll is equal to or less than 5, it is considered a critical success. If you are making an attack, it does critical damage. If a roll is greater than 95, it is failure, regardless of your success chance.

Opposed Rolls

If you are making a using skill that is opposed by an opponent's skill, you both determine your individual chances of success and roll.

If you both fail, you both take the consequences of failure.

If one succeeds and the other fails, then the one who succeeds wins the contest.

If one critically succeeds and the other does not, the critical success wins the contest, regardless of whether he succeeded or failed.

If it is a tie (both succeed or critically succeed) then whoever had the higher success chance wins the contest.

Example: Zidane is trying to sneak into Dagger's room, past a standing guard. Zidane's chance of success is 70% (50% Dexterity + 20% Favored Skill). The guard has a 50% success chance (50% Mind). Zidane rolls a 60, a success. The guard rolls a 40, a success. As it is a tie, Zidane wins, as he had the higher success chance.

Characters

A character is composed of the following traits:

Attributes

Attributes are rated on a scale from 0% - 99%.

Attributes may not go above 99%. If magic or equipment would increase an attribute above the cap, it instead remains at 99%.

Attributes can not go below 0%. If any attribute is dropped to 0%, your character is disabled until it is raised to at least 1%.

Strength: Your character's raw physical power and ability with melee weapons. It is an important attribute for any melee job.

Strength is used by the following Skills:

Athletics

Break Open

Melee

Parry

Throw

Dexterity: How agile and nimble your character is as well as his accuracy with ranged weapons. Important for characters who want to attack from a range and for stealthy characters.

Dexterity is used by the following Skills:

Acrobatics

Disable Trap

Dodge

Pick Lock

Ranged

Stealth

Vitality: The force of your character's life energy, his general health, and his will to keep up fighting after withstanding damage. Vitality is used when calculating your Max HP. It is important for anything who intends to stand on the front line and take hits.

Vitality is used by the following Skills:

Block

Endurance

Intelligence: A representation of your character's book-smarts, logical reasoning, and deductive powers. It is important for any character that wishes to understand the intricacies of black magic.

Intelligence is used by the following Skills:

Black Magic

Investigate

Lore (Gods and Goddesses)

Lore (Geography)

Lore (History)

Lore (Important Figures)

Lore (Monsters)

Lore (Nature)

Mind: Your character's instincts, natural senses, and common sense. Someone with a high Mind is good at reading people and observing the environment around them. Any character who wishes to use White Magic would benefit from a high Mind.

Mind is used by the following Skills:

Detection

Insight

Survival

White Magic

Charisma: Your character's charm and force of persuasion. Charisma is useful for any character who would rather solve a problem with words rather than swords.

Charisma is used by the following Skills:

Deceive

Handle Animal

Intimidate

Persuade

Perform

Character Level

A measure of your character's overall experiences. A character starts at Level 1 and gains a level every time he completes an adventure. When a character gains a level, he gains increased HP, MP, and access to stronger abilities.

Alternatively, you can use an experience point system to determine character levels.

Job Level

In addition to Character Level, characters will also be gaining levels in one or more jobs. Your Job Level is determined by how many Abilities you have purchased for that job. As you increase in Job Level, you gain access to more powerful abilities, as well as gain the power to use some abilities with other Primary Jobs.

Example: Montblanc has learned five different abilities from the Black Mage job and two abilities from the Time Mage job. He is considered a Level 5 Black Mage and a Level 2 Time Mage.

HP

Your max HP is determined by your current Primary Job, your Character Level, and your Vitality.

Damage reduces your current HP. If your current HP is reduced to 0, your character is KOed and is at risk of death. HP can not go below 0.

Max HP is: $(P. \text{ Job HP} + \text{Vitality}/10) \times \text{Char. Level}$

Example: Squall is Level 5. He has a 50% Vitality score and his current Primary Job is Fighter. Fighter has a Job HP of 10. His max HP is 75 ($50/10 = 5$, added to his Job HP he gains 15 HP per level, $\times 5$ levels).

MP

Your character's Magic Points, or how many spells he can cast without rest. When a character runs out of MP, he can no longer cast spells until he restores some. It is determined by your Primary Job and Character Level

Max MP is: $P. \text{ Job MP} \times \text{Char. Level}$

JP

Job Points, similar to Experience Points in many systems. This is used to buy Abilities from your Jobs. JP is gained at the end of a session based on how many battles / conflicts were resolved that session.

Limit Break

A gauge that fills up during battle until you can unleash a special technique. It starts at 0% and goes up 10% each time you take HP damage, deal damage with a melee, ranged weapon, or spell, or heal the HP of you or an ally with a spell. When you are not in battle, the Limit Break gauge drops back to 0.

More information about Limit Breaks in the appropriate section.

Resistances

Certain abilities and equipment will give you resistance to various damage types. By default, all resistances are at 0, but are increased by Armor.



Character Creation

Follow these steps to create a Level 1 Character:

- 1) Pick a race. Mark on your character sheet your race's starting Attribute scores, Favored Skill, movement speed, and any special abilities it may provide.
- 2) Pick three additional skills to be Favored Skills. Favored Skills gain a 20% bonus. With your race's Favored Skill, you should now have four Favored Skills
- 3) Pick one of the Base Jobs to be your starting Primary Job. Mark on your character sheet your HP and MP.
- 4) Mark on your character sheet your Primary Job's Action Ability and any other abilities it grants at level 1.
- 5) Mark on your character sheet your Primary Job's starting equipment.
- 6) Pick an Limit Break. This can not be changed over the course of the game, so pick an Limit Break that most suits the jobs you will most likely play. Mark the Limit Break's level 1 power on your character sheet.
- 7) Fill in details (physical appearance, background, age, etc.)

Character Advancement

Your character will advance in two primary ways: By Character Level and by purchasing Abilities with JP.

By Character Level

You gain a Character Level whenever you complete an adventure. When you gain a Character Level:

- 1) Determine your new Max HP and MP based on your Primary Job.
- 2) Add 5% to any Attribute.
- 3) At levels 5, 10, 15, and 20, you can choose one more Favored Skill.
- 4) At levels 8 and 16, you gain access to more powerful versions of your Limit Break.

Purchasing Abilities with JP

At the end of every session, you gain JP based on the challenges you have encountered and overcome. You should be rewarded the same whether those challenges were overcome with force or through peace. Some sample challenges:

Easy Challenge (1 JP): A single enemy that is not particularly threatening to the players.

Average Challenge (3 JP): A group of enemies that forces the players to expend resources and take damage during the encounter.

Difficult Challenge (5 JP): A midboss who stands in the way of the party and the completion of an adventure.

Boss Level (10 JP): A significant boss encounter, someone powerful enough to be threatening on a campaign-scale.

When you have JP, you can spend it on abilities in any Job you access to. Every ability you purchase increases your Job Level in the job by 1. See the Job System section for more about Job Levels.



Races

Humes

“The most common of the races, humes can be found throughout Ivalice. In skill and ability they are perhaps the most balanced race. While they excel in no single area, they perform capably in most any role.” -Description from FF Tactics A2



A short lived race without any defining strength, the Humes have nonetheless become the defining power in Ivalice, controlling most of the culture, wealth, and military power. What they lack in pure power they make up for in adaptability and spirit.

Starting Attributes:

Strength: 40%

Dexterity: 40%

Vitality: 40%

Intelligence: 40%

Mind: 40%

Charisma: 40%

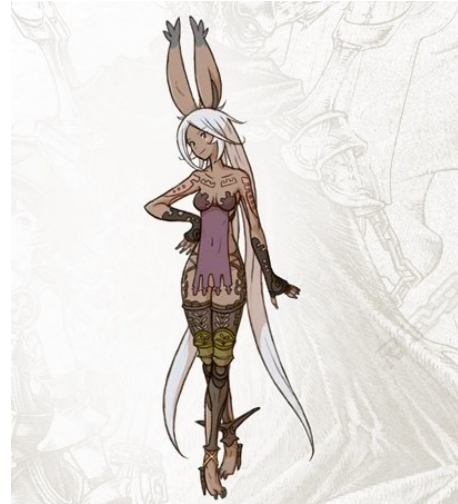
Movement Speed: 6

Favored Skill: Any (Pick One)

Special: Pick two Attributes to increase 10%.

Viera

“Often called the People of the Wood, the viera are a lithe and swift race. Like humes, they can fill a great variety of roles on the battlefield.” -Description from FF Tactics A2



Resembling a hume with rabbit-like features (including ears and supple limbs), dark skin, and silver hair, Viera are an ancient race that lost their homeland centuries ago and have come to live in the woods on the outskirts of hume civilization. Males and females live in separate communities, and only communicate when need arises; the secretiveness of the male communities leads to many misconceptions that the Viera are a female only race. A Viera that leaves the woods to live among Humes becomes an outcast and can never again live among their kind.

Starting Attributes:

Strength: 30%

Dexterity: 60%

Vitality: 30%

Intelligence: 40%

Mind: 40%

Charisma: 40%

Movement Speed: 6

Favored Skill: Detection

Special: Mist Sensitivity: Viera can sense when the Mist is nearby, and enter a Berserk state if they become exposed to high concentrations of it.

Bangaa

“Tough scales cover this reptilian race head to toe. Their violent tempers, powerful physique, and love of the battle make them at home on the front lines.”

-Description from FF Tactics A2



The bangaa are a humanoid reptile race that is widespread across Ivalice. Their scaly skin and tough limbs make them fierce physical combatants, but their vocal structure makes it tough for them to cast incantations, limiting their magic use. Their capability for brute force and savage appearance causes some Humes to be wary of them, despite the fact that their manners are not far different from them. The racial slur “Lizard” is tossed at them a lot, which they resent because it compares them to the far more primitive Lizardmen.

Starting Attributes:

Strength: 60%

Dexterity: 40%

Vitality: 50%

Intelligence: 30%

Mind: 30%

Charisma: 30%

Movement Speed: 6

Favored Skill: Athletics

Special: The Bangaa's skin provides a natural armor, giving them a 1 Resistance to physical damage.

Nu Mou

“Canine features and long, droopy ears set this race apart. Even-tempered and thoughtful, they possess the capacity for great intellect. Like moogles, they shun water and avoid it to all cost. Though ill-suited for the front lines of battle, they make incomparable mages and weavers of magick.”

-Description from FF Tactics A2



The nu mou are a canine-like race with droopy features that make them seem aged and wise even when young. While skin shades vary between individuals, their hair is usually white. Their small and bony physique makes them ill fitted for a melee fight, but their skill in controlling the Mist, combined with a culture of scholarly pursuits, makes them unparalleled in magic ability.

Starting Attributes:

Strength: 25%

Dexterity: 30%

Vitality: 25%

Intelligence: 60%

Mind: 60%

Charisma: 40%

Movement Speed: 4

Favored Skill: Lore (pick one)

Special: Loremaster: If you fail a Lore roll, you may choose to try one more time.

Moogle

“This short-statured race is distinguished by the pom poms on their heads and bat-like wings on their backs. They have no love for water, and will not venture in the shallowest of pools. Moogles are accomplished machinists, and they boast a great many unique jobs all their own.” -Description from FF Tactics A2



A small, inquisitive race, moogles have among their kind some of the most brilliant inventors to ever live. Their constant rush for knowledge and understanding sometimes causes them to act without worrying about the consequences, as evident by the devices of war they built that have since been used in Hume conflicts. They should not be underestimated physically for their stature, though, the legends of the Chocobo Knights hold more truth than you might think.

Starting Attributes:

Strength: 30%

Dexterity: 50%

Vitality: 30%

Intelligence: 60%

Mind: 30%

Charisma: 40%

Movement Speed: 4

Favored Skill: Disable Trap

Special: Moogles have an advanced understanding of technology and can use their Disable Trap skill to work on all manner of devices and gadgets.

Seeq

“Though one would not think it to look on them, seeq are remarkably quick and agile, making for formidable foes and valued allies. They are not, however, terribly bright, and their moral compass has lost all direction. They lust for gold, jewels, and the like, often adorning their bodies with such, whether ill-gotten or otherwise.” -Description from FF Tactics A2



Big, brutish, and none too bright. The seeq are one of the most physically intimidating races of Ivalice, only slightly taller than the average hume but much bulkier. Considered a 'lower class' by the humes for their crude manners and lack of intelligence, they will nonetheless use them for physical labor needs. The seeq surprise everyone with their speed, able to easily outpace a hume on foot.

Starting Attributes:

Strength: 60%

Dexterity: 40%

Vitality: 60%

Intelligence: 25%

Mind: 30%

Charisma: 25%

Movement Speed: 8

Favored Skill: Endurance

Special: Seeq can sprint 3x the normal distance before needing an Endurance roll.

Gria

“Wings of a dragon and a powerful tail distinguish this unique race. Outwardly small, some might even say cute, gria make vicious foes in battle. They have a fierce, competitive spirit.” -Description from FF Tactics A2



Starting Attributes:

Strength: 40%

Dexterity: 40%

Vitality: 40%

Intelligence: 40%

Mind: 40%

Charisma: 40%

Movement Speed: 6

Favored Skill: Any (Pick One)

Special: Gria's wings allow them to fly short distances and fall slowly. They are not effected by harsh terrain, can fly across distances equal to their Movement Speed, and do not take fall damage.

A race that has only recently come to the attention of the humes as they explored the forests of Jylland. Originally mistaken for demons due to their horns and wings, the Gria are actually a peaceful, if isolationist, race. A few have left their homelands to learn more about these races from outside they are just now learning of. Their self-reliance has given them a well-rounded skill set.



Job System

Final Fantasy d100 is a little different from other class based systems in that it not only expects but encourages players to change classes (or in this case, jobs) in order to make the character build they want.

Primary Job

A player has one job 'equipped' or active at any given time. This is the Primary Job. The character always has access to all the purchased abilities of their primary job.

Changing Your Primary Job

When you have at least eight hours to rest, you can change your primary job to any other job you have access to. When you change you Primary Job:

- 1) Calculate your new Max HP and Max MP for the new Job.
- 2) Mark your new Active Ability and other abilities your new job gives you access to. Be sure to mark which abilities you no longer have access to.
- 3) If your new job has different weapon and armor licenses than your previous job, you will have to remove your current equipment and change it to something job appropriate.

Base Jobs

Everyone starts with access to five basic Jobs: Fighter, Thief, White Mage, Black Mage, and Archer. You can purchase abilities from these jobs and switch any of them to your Primary Job freely.

Advanced Jobs

Advanced Jobs require certain conditions to be met before you gain can purchase abilities from them. Usually, this means having a certain combination of Job Levels, but it might also require purchasing certain abilities. An Advanced Job is unlocked the moment you purchase its Active Ability.

Crystal Jobs

Like Advanced Jobs, Crystal Jobs require certain conditions to be met before they are unlocked. In addition to the normal requirements, a Crystal Fragment must also be found and carried on your possession. While you have the Crystal Fragment, you have access to the job. If the Crystal Fragment is not in your possession, you lose access to the job and all associated abilities. You can only have one Crystal Fragment in your possession at a time.



Abilities

There are four different kinds of job abilities. These are: Active Abilities, Support Abilities, Common Abilities, and Special Abilities. Some abilities must be equipped to have access to them, while others you always have access to.

Active Abilities:

Every job has one Active Ability that gives them access to all their Techniques (special attacks, buffs, magic, and so on). For example, the Black Mage's Active Ability is Black Magic Spellcasting.

When you equip a job as your Primary Job, you automatically have access to a basic level of their Active Ability. More advanced levels must be purchased.

Secondary Active Ability:

Every character can have one Active Ability Equipped from a job besides their Primary Job. In order to have access to an Active Ability as a Secondary Active Ability, you must be Job Level 5 in that Job. Ability Equipped at a time. You must still have access to the Job in order to equip its Active Ability.

Example: Montblanc is a Level 5 Black Mage. A serious battle is coming and Montblanc thinks he could use some healing magic, however, he does not want to give up his Black Magic. He switches his Primary Job to White Mage. Since he is at least Job Level 5 in Black Mage, he is capable of equipping Black Magic Casting as a Cross-Job Active Ability. He now has access to both Black and White Magic.

Support Abilities

In addition to the Cross-Job Active Ability, each character can also equip two Support Abilities. The Support Abilities can be from the Primary Job or from any other Job the character has access to. Each job has support abilities for purchase. If you lose access to a Job, you can no longer equip its support abilities.

Common Abilities

When you purchase a Common Ability, its effect will always be active, no matter what your Primary Job is, so long as you still have access to its job.

Special Abilities

Special Abilities are active as soon as you purchase them, but only so long as its job is your Primary Job. If you switch Primary Jobs from the one which you purchased the Special Ability, it no longer has effect.

Abilities Example

Cloud is a 5th Level Fighter, 1st Level White Mage, and 2nd Level Thief. His currently Equipped Primary Job is Thief, giving him automatic access to the 'Steal' Active Ability. He has purchased the 'Infiltrator' special ability, which is active so long as he remains a Thief. Because he is a 5th Level Fighter, he can equip the Fighter Active Ability "Combat Basics." For a Support ability, he equips the Fighter ability "Equip Shield," allowing him to use a shield even as a Thief. He has only one White Mage ability, the Common Ability "Quick Rest." Because it is a Common Ability, he can use it to quickly recover HP between combats.



Basic Jobs

Fighter

Also called warriors, or soldiers, or in the case of those training under a knight with the hopes of knighthood themselves, squires. The term has come to represent all who take up melee combat in its simplest form. 'Simple' does not mean 'poor'; while Fighters might lack the advanced tactics and styles of the more advanced melee jobs, but their efficiency in their simplicity, and a competency that can not be overlooked.

Job HP: 10

Job MP: ½ (minimum 1)

Licenses: Heavy Armor, Shields, Swords, and Axes

Starting Abilities:

Combat Basics: Active Ability. Pick one technique from the Combat Basics technique list.

Counter: Special Ability: When you are hit for HP damage from an enemy within melee range, you may spend your Reaction to make an attack back. Roll your Melee skill, if it is a success deal damage as normal.

Starting Equipment:

Cuirass

Adventurer's Pack

Potion x2

100 gil

Pick one of the following:

Longsword and Shield or

Greataxe

Purchasable Abilities:

Combat Basics II (10 JP): Pick two more techniques from the Combat Basics technique list.

Combat Basics III (40 JP): Gain the last four techniques from the Combat Basics technique list.

Weapon Guard (10 JP): Support Ability. You can use the block Skill with melee weapons.

Equip Shields (5 JP): Support Ability. Grants you the Shield license, regardless of job.

Equip Axes (5 JP): Support Ability. Grants you the Axe license, regardless of job.

Beastmaster (20 JP): Support Ability. You may tame a beast to fight alongside you. The beast's level is can be no greater than your half the total of your Fighter Level and Character Level. For example, a Level 3 Character who is Level 2 Fighter can only tame up to Level 2 beasts (5/2).

To tame a beast, it must not be hostile to you. Make a Handle Animal roll, on a success the beast is tamed. It will only fight alongside you so long as this ability is equipped, but will remain friendly with you even when it is not.

Certain beasts can gain access to special abilities when trained by a Beastmaster.

Monkey Grip (20 JP): Support Ability. You may use a two handed weapon in one hand, or use both hands to wield a massive weapon.

Extra Attack (30 JP): Support Ability. When you make a normal melee attack action, you may make one more attack against the same target.

Unbreakable (10 JP): Special Ability. You gain (5 x Fighter Level) added to your Max HP.

Heavy Swing (15 JP): Common Ability. When you make a melee, ranged, or thrown attack (both normally and through the use of techniques) you may add a Difficulty to your roll of anywhere in the range of 5 and 40. Any attempt to defend against this attack has a Difficulty equal to the Difficulty you applied. In addition, the attack deals an additional 1 damage of its type for every 5 Difficulty. (So on a Heavy Swing with a Difficulty of 20, a damage bonus of 4 is applied) Any additional attacks made this turn are all made at the same penalty, with the same bonuses.

First Aid (10 JP): Common Ability. You may spend 1 minute to bandage recent cuts, apply salve to bruises, and set bones. Recover Xd8 HP on yourself, where X is equal to your Character Level. Usable once per day.

Guts (20 JP): Special Ability. You gain 5% more to your Limit Break gauge when you take HP damage.

Combat Basics

Combat Basics techniques cover a variety of attack strategies to allow a Fighter to overcome enemy defenses.

Rush: Make a regular Melee attack. If successful, in addition to normal damage, it also pushes a foe back 1 space.

Throw Stone: A regular Throw attack that does not require ammunition. It deals $1d4 + \text{Damage Mod}$ physical damage.

Wild Swing: Swing your weapon in a wide arc in front of you. On a Melee Skill success, deals damage to enemies in three adjacent squares in melee range. Each affected enemy can defend normally.

Beatdown: Sacrifice accuracy for damage. Make a Melee skill roll with only 25% Difficulty. If successful, it deals double the normal damage.

Blitz: Sacrifice damage for a chance to slip past an enemy's defenses. On a Melee Skill success, deal half the normal damage. Your target may not Block, Parry, or Dodge this ability.

Provoking Strike: Attack with the intent of drawing the enemy's attention. On a successful Melee Skill success, deal normal damage and your target may not attack anyone but you during its next turn.

Through Strike: On a successful Melee Skill, deal your melee damage. It pierces armor.



Thief

Scoundrels, muggers, and other ne'er do wells.

Thievery is a job often looked upon by traditional fighters, seeing stealthily moving around and striking an enemy unawares to be cowardly. Thieves find their work pragmatic, and when the tide of a battle turns because the enemy is missing precious supplies or their devices of war have been sabotaged, the thief needs not the thanks of his comrades to know he did a job well done.

Job HP: 6

Job MP: 1

Licenses: Daggers, Knives, Light Armor

Starting Abilities

Steal: Active Ability. Your hands are so deft, they can pick an enemy's pocket while facing them in battle. You start with the Steal Item technique.

Backstab: Special Ability. If you hit an enemy with a melee or thrown attack while he is unaware of you, deal an extra d4 physical damage for each Thief Level.

Starting Equipment

Leather Garb

Combat Knife

Thief's Pack

200 gil

Purchasable Abilities

Steal II (10 JP): Learn the Mug technique.

Steal III (20 JP): Learn the Steal Shield technique.

Steal IV (40 JP): Learn the Steal Weapon technique and the Steal Armor technique.

Combat Readiness (10 JP): Support Ability. At the beginning of any combat you are aware of, you begin at the top of the turn order. If more than one combatant has this ability, determine which one of them goes first by Dexterity.

Equip Daggers (5 JP): Support Ability. Grants you the Dagger license, regardless of job.

Hinder: (15 JP) Special Ability. When you Backstab an enemy, you deal 10% damage to their Strength score.

Infiltrator (20 JP): Special Ability. You can move at full speed while being stealthy.

Vital Wounds (20 JP): Special Ability. Add your Backstab damage as bonus damage to your melee, ranged, and thrown critical hits.

Greed (20 JP): Special ability. Gain 10% to your Limit Break gauge when you steal from an enemy.

Evasion (25 JP): Common Ability. If you would take half damage after succeeding on a Dodge Skill, instead take no damage.

Improved Evasion (30 JP): Special Ability. Requires Evasion. If you fail a Dodge roll against a spell that deals damage, you take half damage instead. Any effects are still applied.

Poison Lore (15 JP): Common ability. You can apply poisons to your weapons. This takes one action, or can be done out of combat. When poisoned, your weapon will inflict the Poison status on the next creature it hits.



Steal

The thief's ability to take items and equipment from an enemy in the middle of combat.

Steal Item: Taken an item from an opponent that is not currently equipped. Roll Stealth, with a difficulty equal to $\frac{1}{4}$ of your opponent's Detection OR Melee Skill (their choice). On success, steal a random item from their pack.

Mug: Same as Steal Item, except instead of a Stealth you roll Melee Skill. An opponent can defend against it normally. On success, deal normal damage and steal a random item from their pack.

Steal Shield: Steal a currently equipped shield. Roll Stealth, with difficulty equal to $\frac{1}{2}$ of your opponent's Detection OR Melee Skill (their choice). On success, steal their shield.

Steal Weapon: Steal a currently equipped weapon. Roll Stealth, with difficulty equal to $\frac{1}{2}$ of your opponent's Detection OR Melee Skill (their choice). On success, steal their weapon.

Steal Armor: Steel a currently equipped piece of armor. Roll Stealth, with difficulty equal to your opponent's Detection OR Melee Skill (their choice). On success, steal a piece of armor.



Archer

Behind every line of fighters, there are their equally important ranged support. Some strategists even claim that the true power behind every formation is not the line of soldiers, or even mages, but how the rows of bowmen are deployed. But even a single archer can make the difference, if he knows how to pick his targets.

Job HP: 8

Job MP: 1

Licenses: Bows, Crossbows, Light Armor

Starting Abilities

Aim: Active Ability. Pick one technique from the Aim techniques list.

Boost: Special Ability. You can spend your action taking special aim and care with your draw. The next weapon attack you make does double damage if it hits.

Starting Equipment

Leather Garb

Adventurer's Pack

150 gil

Pick one of the following:

Longbow and Arrows x 20

Crossbow and Bolts x 20

Purchasable Abilities

Aim II (10 JP): Pick an additional Aim technique.

Aim II (25 JP): Pick an additional Aim technique.

Aim IV (40 JP): Learn the last remaining Aim technique.

Double Shot (30 JP): Support Ability. When you use your Ranged Skill to make a normal attack, you may have it do twice the damage at the cost of an extra ammunition.

Faster Movement (20 JP): Support Ability. Your Movement Speed is increased by 3 spaces.

Equip Bows (5 JP): Support Ability. Grants the Bow License, regardless of Job.

Equip Crossbows (5 JP): Support Ability. Grants the Crossbow License, regardless of Job.

Archery Love (20 JP): Special Ability. Whenever you hit an opponent with an Aim technique, gain 5% of your Limit Break gauge.

Sharper Arrows (25 JP): Special Ability. Your arrows and bolts have the "Sharp" attribute (their critical multiplier is increased by 1).

More Precise Arrows (25 JP): Special Abilities. Your arrows and bolts have the "Precise" attribute (they deal critical damage a roll of 10 or less).

Point Blank Shot (10 JP): Common Ability. You can use the Ranged Skill against enemies in adjacent spaces.

Bow Martial Arts (15 JP): Common Ability. When wielding a Bow or Crossbow, you may treat the weapon as if it is a melee weapon with 1d4 physical damage and x2 critical damage. You may use your bow for melee techniques and abilities.



Aim

An archer's ability to make called shots, hitting certain points of an enemies body to hinder their abilities. Targets can defend against Aim techniques normally.

Aim: Legs: On a successful Ranged Skill roll, target takes 1 HP of physical damage that penetrates armor and is inflicted with Root for turns equal to your Archer Level. No effect on creatures that have wings or otherwise do not require legs to move.

Aim: Arms: On a successful Ranged Skill roll, target takes 1 HP of physical damage that penetrates armor, and is Disabled for turns equal to your Archer Level. No effect on creatures without arms.

Aim: Lips: On a successful Ranged Skill roll, target takes 1 HP of physical damage that penetrates armor, and is Silenced for turns equal to your Archer Level.

Aim: Eyes: On a successful Ranged Skill roll, target takes 1 HP of physical damage that penetrates armor, and is inflicted with Darkness for turns equal to your Archer Level.



White Mage

The healers, supporters, and caretakers that keep the fighters on their feet and healthy. Practicing the ancient art of White Magic, which calls upon their inner wisdom for understanding, White Mages are known for being compassionate and kind, and adverse to violence. But run towards violence they often must, for no company of fighters is confident without a White Mage to support them should they need it.

Job HP: 4

Job MP: 4

Licenses: Staffs, Maces, Robes

Starting Abilities

White Magic Casting: Active Ability. You begin with access to all Level 1 White Magic spells.

White Magic Familiarity: Special Ability. Your chance of success of casting White Magic spells is increased 20% (this stacks with the bonus for Favored Skill). You can recognize other forms of White Magic being cast without having to roll for success.

Starting Equipment

Robes

Staff

Mage's Pack

150 gil

Purchasable Abilities

White Magic II (10 JP): Gives you access to all Level 2 White Magic Spells.

White Magic III (20 JP): Gives you access to all Level 3 White Magic Spells.

White Magic IV (30 JP): Gives you access to all Level 4 White Magic Spells.

White Magic V (40 JP): Gives you access to all Level 5 White Magic Spells.

Arcane Defense (25 JP): Support Ability. You gain 5 Resistance to Fire, Water, Air, and Earth magic attacks.

Regenerator (20 JP): Support Ability. When you take HP damage, you gain the Regen status for 3 turns.

Equip Maces (5 JP): Support Ability. Grants the Mace License, regardless of Job.

Holy Strike: (10 JP): Support Ability. You may use your Mind attribute to determine your Melee Damage Mod as opposed to your Strength.

Blessings (20 JP): Special Ability. Whenever you cast a "Shell" or "Protect" type spell on one of your allies, your Limit Break gauge gains 10%.

Healer (15 JP): Common Ability. Your "Cure" type spells heal an additional 1d8 HP.

Healer II (30 JP): Special Ability. Requires Healer. The bonus to your "Cure" type spells increases to 3d8.

Quick Rest (15 JP): Common Ability. If you rest for an hour, you can recover 2 MP / White Mage Level.



White Magic Casting

Spells to cure the wounded and protect the standing. Spells cost Level-squared MP to cast. The difficulty of casting a spell greater than Level 1 is 5 x Spell Level

Level 1 (1 MP, Difficulty 0)

Cure: Restore $1d8 + \text{Magic Mod HP}$ to one target.

Shell: For turns equal to your White Mage level, all spells that would damage target ally have their numerical effects halved. This halving is applied after Resistance is applied.

Protect: For turns equal to your White Mage level, all physical damage that would be dealt to target ally is halved. This halving is applied after Resistance is applied.

Level 2 (4 MP, Difficulty 10)

Cura: Restore $3d8 + \text{Magic Mod HP}$ to one target.

Esuna: Cures a target of poison, stone, silence, disable, darkness, toad, paralysis, and sleep.

Sharp: Target weapon gains the “Sharp” property for turns equal to your White Mage Level. (That weapon has its critical multiplier increased by 1)

Precise: Target weapon gains the “Precise” property for turns equal to your White Mage Level. (That weapon deals critical damage on a roll of 10 or less)

Reflect: For turns equal to your White Mage level, any spells that target the target of this spell have a 30% chance of effecting the caster instead.

Level 3 (9 MP, Difficulty 15)

Curaga: Restores $4d8 + \text{Magic Mod HP}$ to up to four targets.

Raise: Restores a KOed ally, bringing him back to consciousness with $1d8 + \text{Magic Mod HP}$.

Wall: Grant one target the effects of both the Shell spell and the Protect spell.

Level 4 (16 MP, Difficulty 20)

Shellga: Grants up to four targets the effect of the Shell spell.

Protectga: Grants up to four targets the effect of the Protect spell.

Sharpa: Grants up to four target weapons the effect of the “Sharp” spell.

Precisa: Grants up to four target weapons the effects of the “Precise” spell.

Holy: Deals $6d6 + \text{Magic Mod}$ light damage to 3x3 area.

Level 5 (25 MP, Difficulty 25)

Arise: Restore a KOed ally to consciousness with half of Max HP.

Curaja: Restores $8d8 + \text{Magic Mod HP}$ to up to six targets.

Heal: Restore one target to Max HP.



Black Mage

If magic is a school of war, then Black Mages are the professors. Tapping into the power of the Ether to rain destruction upon their enemies, typically in elemental form, the Black Mage is either your best friend or most hated enemy, depending on which side of the battlefield you find yourself on.

Job HP: 4

Job MP: 4

Licenses: Staffs, Robes

Starting Abilities

Black Magic Casting: Active Ability. You begin with access to all Level 1 Black Magic spells.

Black Magic Familiarity: Special Ability. Your chance of success of casting Black Magics spells is increased 20% (this stacks with the bonus from Favored Skill). You can recognize other forms of Black Magic being cast without having to roll for success.

Starting Equipment

Robes

Staff

Mage's Pack

150g

Purchasable Abilities

Black Magic II (10 JP): Gives you access to all Level 2 Black Magic Spells.

Black Magic III (20 JP): Gives you access to all Level 3 Black Magic Spells.

Black Magic IV (30 JP): Gives you access to all Level 4 Black Magic Spells.

Black Magic V (40 JP): Gives you access to all Level 5 Black Magic Spells.

Mage Armor (15 JP): Support Ability. While you are wearing only Robes, gain 2 Resistance to Physical Damage.

Intelligent Strikes (10 JP): Support Ability. You may use your Intelligence to determine your Melee Damage Mod instead of your Strength.

Magic Counter (40 JP): Special Ability. When you are hit with a Black Magic spell that you have access to, you may use your reaction to cast that spell back at them.

Ether Reserves (20 JP): Special Ability. Your Max MP is increased by (2 x Black Mage Level).

Twincast (30 JP): Special Ability. You may cast two Black Magic spells with one action.

Arcane Fury (20 JP): Special Ability. When you hit an enemy with a Black Magic spell that deals a type of damage that they are weak to, gain 10% to your Limit Break Gauge.

Arcane Strength (25 JP): Common Ability. When you cast any Black Magic spell, you may double the mana cost to double its damage.

High Knowledge (15 JP): Common Ability. You may make one Lore Skill a Favored Ability.



Black Magic Casting

Spells to rain devastation on your enemies. Spells cost Level-squared MP to cast. The difficulty of casting a spell greater than Level 1 is $5 \times \text{Spell Level}$

Level 1 (1 MP, Difficulty 0)

Fire: A single fireball dealing $1d8 + \text{Magic Mod fire damage}$ to one target.

Thunder: A lightning bolt that deals $2d4 + \text{Magic Mod air damage}$ to one target.

Blizzard: A spear of ice that deals $1d6 + \text{Magic mod water damage}$ to one target.

Level 2 (4 MP, Difficulty 10)

Poison: Inflicts one target with the Poison status.

Geo: A rock deals $2d8 + \text{Magic Mod earth damage}$ to one target. The space it hits becomes rough terrain.

Drain: Deal $1d12 + \text{Magic Mod dark damage}$ to one target. You regain HP equal to the HP damage the target takes, up to your Max HP.

Level 3 (9 MP, Difficulty 15)

Fira: A large fireball dealing $4d8 + \text{Magic Mod fire damage}$ to one target and any creatures in adjacent spaces to the target.

Thundara: Multiple bolts of lightning that deal $6d4 + \text{Magic Mod air damage}$ to up to three targets.

Blizzara: A cascade of ice that deals $5d6 + \text{Magic Mod water damage}$ to creatures in a 3-square cone.

Level 4 (16 MP, Difficulty 20)

Toad: The target is inflicted with the Toad status. It remains a Frog until it is cured or until it is dealt damage.

Flare: A powerful spell that dramatically increases the heat of an area. A 5×5 area is converted to magma. Creatures in the area take $6d6$ fire damage immediately (they can not defend from this effect). Any creature ending a turn on an effected square or passing through an effected square or who ends their turn on an effected square takes $3d6$ fire damage.

Warp: Moves you and a number of willing creatures to another location. The number of creatures you can effect with this spell is equal to your Black Mage Level.

The target location must meet one of the following conditions:

- Be in the same building/dungeon/cave as you.
- Be an area in Ivalice you have visited that has a strong Mist presence.
- Be a Mage Guild office in a major city you have visited.

Level 5 (25 MP, Difficulty 25)

Firaga: Fireballs rain from the sky, dealing $8d8 + \text{Magic Mod fire damage}$ to all creatures in a 5×5 area.

Thundaga: Lightning bolts strike all around, dealing $12d4 + \text{Magic Mod air damage}$ to all enemies in line of sight.

Blizzaga: Freeze a wide area, dealing $8d6 + \text{Magic Mod water damage}$ to all creatures in a 5-square cone.

Death: Causes Insta-Death to one target.



Advanced Jobs

Paladin

Righteousness is often a bad match for a fighter; if you want to survive you need to be willing to do whatever it takes. But some manage to turn their righteousness into a powerful zeal, fueling their strength and allowing them to cut a path of justice through the darkness.

Requirements: Fighter 2, White Mage 1

Special Requirement: Must have a symbol from a Church or other religious order whose tenants you uphold. You lose access to this Job upon breaking those tenants.

Job HP: 12

Job MP: 2

Licenses: Heavy Armor, Swords, Shields

Purchasable Abilities:

Holy Blade I (10 JP): Active Ability. You may strike with your Melee weapon as a spell with line of sight range. This costs 1 MP. Roll your Melee skill as usual. On a success, you deal light damage instead of physical damage.

Holy Blade II (20 JP): Your Holy Blade deals an additional 1d6 light damage.

Holy Blade III (30 JP): You may spend an additional 1 MP when using Holy Blade. If you do, it targets a 3x3 area. All creatures in the area may defend as normal.

Cover I (10 JP): Support Ability. You can spend your reaction to take damage meant for a creature in a space adjacent to you.

Cover II (25 JP): When you use Cover, you take half damage. This is applied before Resistance.

Just Cause (10 JP): Special Ability. Other members of your Church/order, as well as others who respect them, will provide you reasonable accommodations and supplies while you on a mission, without the need for a Persuasion roll.



Knight

The great Knight orders might claim most of those on the path to knighthood, but some find work with the freelance companies, particularly those unlanded or who have become outcasts. Knights are renown as the fiercest of melee opponents, possessing some of the finest training for defeating others weapon-to-weapon.

Requirements: Fighter 3

Job HP: 12

Job MP: 1

Licenses: Heavy Armor, Swords, Shields, Knight-swords

Purchasable Abilities:

Chivalry (10 JP): Active Ability. When you purchase this ability, pick one Chivalry technique.

Chivalry II (20 JP): Pick one more Chivalry technique.

Chivalry III (30 JP): Pick one more Chivalry technique.

Chivalry IV (40 JP): Gain the last Chivalry technique. Your Chivalry techniques now deal HP damage in addition to their other effects.

Master of Form: (20 JP): Special Ability. Increase the damage done by your Chivalry techniques by ($\frac{1}{2}$ Fighter Level + Knight Level).

Example: A Level 2 Knight who is also a Level 5 Fighter would deal an extra 4 damage to an opponent's Strength with a successful Rend Power.

Equip Knight-swords (5 JP): Support Ability. You gain the license for Knight-swords regardless of job.

Chivalry:

Rend Speed: On a successful Melee Skill, deal your damage to your opponent's Dexterity attribute. This can change their position in the turn order.

Rend Magic: On a successful Melee Skill, deal your damage to your opponent's MP.

Rend Power: On a successful Melee Skill, deal your damage to your opponent's Strength attribute.

Rend Weapon: Make an opposed Melee Skill roll with your opponent. If you win, an opponent's weapon is inflicted with Rend (the weapon is unusable until the end of battle).



Dragoon

The devastating power of the dragons has always been a concern to the people on the outskirts of civilization. Some have trained to match them, leaping high into the air to fight them on their own turf, wielding wicked spears to cut through their thick hides.

Requirements: Fighter 2, Thief 2

Job HP: 8

Job MP: ½ (Minimum 1)

Licenses: Polearms, Light Armor

Purchasable Abilities

Jump (10 JP): Active Ability. You leap 20 feet into the air. While in the air, you can not be targeted by Skills, techniques, or spells, besides those from aerial creatures, or techniques specifically designed for hitting aerial creatures. At the start of your next turn, you land on a space up to 3 spaces from where you started. Any enemies in that space, or in the air between you and that space, take your weapon's damage. This damage pieces armor. You may not take an action the turn you land.

Jump II (20 JP): You can perform an Evasive Jump. Anytime you would perform a Dodge, you may roll Athletics instead. Any Difficulty that would be applied to the Dodge Roll is applied to the Athletics Roll. On a success, you are considered to have dodged (if a spell deals half damage on a dodge, you take that damage). At the start of your next turn, you land on a space in your Jump range, dealing your Jump damage as usual. You may not take an action the turn you land.

Your Jump technique now reaches 30 feet into the air and up to 5 spaces, and does an additional d6 damage.

Jump III (30 JP): When you successfully perform an Evasive Jump, a spell or effect that would deal half damage on a successful dodge instead deals no damage.

Your Jump technique reaches 40 feet into the air and up to 7 spaces, and does an additional d6 of damage.

Piercing Strikes (25 JP): Special Ability. Your attacks and techniques with an equipped polearm ignore half the target's resistances.

Dragon-Slayer (20 JP): Special Ability. You gain 10 Resistance to fire damage.

Equip Polearms (5 JP): Support Ability. You gain the license for Polearms, regardless of job.



Fencer

Light on their feet and quick with their blade, fencers combine swordsmanship and footwork to gain the advantage on slower opponents. They laugh at enemies whose heavy armor slows them down and makes them easy targets.

Requirements: Thief 2, Fighter 1

Job HP: 6

Job MP: 1

Licenses: Swords, Light Armor

Purchasable Abilities

Lunge (10 JP): Active Ability. When you gain this ability, learn one Lunge technique.

Lunge II (25 JP): Learn an additional Lunge technique. Your movement speed increases by 1 so long as Lunge is equipped.

Lunge III (40 JP): Learn the final two Lunge techniques. Your movement speed increases an additional 1 so long as Lunge is equipped.

Footwork (10 JP): Support Ability. Your movement speed is increased by your Fencer Level. You may move before and after your action, up to your movement speed.

Double Strike (25 JP): Special Ability. You may make two Melee attacks or use two Lunge techniques during your action.

Parry Master (20 JP): Special Ability. You get one bonus reaction per turn, to be used only for a Parry skill.

Lunge

Piercethrough: Melee attack does only half damage but pierces armor.

Shadowstick: Melee attack. If it hits, deals normal damage and inflicts the target with Root status until the start of your next turn.

Featherblow: Melee attack that can not be blocked or parried.

Rapidblow: Melee attack that can not be dodged.



Monk

Wading into battle with only their first and nothing more, the monk is nonetheless a force a force to be reckoned with. Masters of ancient martial arts, the monk's entire body is toned to a weapon that rivals even the best forged swords.

Requirements: Fighter 3

Job HP: 8

Job MP: 1

Licenses: Robes

Purchasable Abilities

Martial Arts (10 JP): Active Ability. While Martial Arts is equipped, your unarmed attacks do 1d6 + Damage Mod physical damage. Learn one technique from Martial Arts when you buy this ability.

Martial Arts II (20 JP): Learn one Martial Arts technique.

Martial Arts III (30 JP): Learn the final two Martial Arts technique. Your unarmed attacks now do 1d8 + Damage mods physical damage.

Iron Body (20 JP): Support Ability. You have 5 Resistance to physical damage while not wearing armor, and 2 Resistance to Fire, Water, Air, and Eath.

Unarmed Block (15 JP): Special Ability. You may use the Block skill without a shield while unarmed.

Wearing Strikes (20 JP): Special Ability. Each time an opponent successfully blocks, parries, or dodges one of your unarmed strikes, their attempts to defend against your unarmed attacks have a 5% Difficulty for the rest of combat. This Difficulty stacks with each successful defense.

Martial Arts

Cyclone: Unarmed Melee attack that targets all creatures in adjacent spaces to you (both friendly and hostile). All affected creatures may defend normally.

Aurablast: Unarmed Melee attack that strike creatures up to 4 spaces away.

Pummel: Make two unarmed melee attacks against a single target.

Leg Sweep: Unarmed Melee attack. If successful, the target takes damage and is knocked down. They can not defend until the start of their next turn. They are Rooted on their next turn



Ranger

Far from the front lines of battle, moving carefully through the woods to position themselves, tracking lone enemies and scouting encampments are the rangers. Watch out when trying to track one, you may stumble into one of their carefully laid traps.

Requirements: Archer 2, Thief 2

Job HP: 8

Job MP: 1

Licenses: Light Armor, Bows, Crossbows, Knives, Daggers

Purchasable Abilities

Traps (10 JP): Active Ability. You have the ability to quickly lay traps in combat. You may have up to two such traps deployed at a time. When you lay a trap, opponents who can see you roll Detection with difficulty equal to 10 x Ranger Level. If they succeed, they are aware of the trap. When you buy this ability, learn one Trap technique.

Traps II (20 JP): Learn two additional Traps.

Traps III (30 JP): Learn two additional Traps.

Camouflage (15 JP): Support Ability. As long as you are outdoors you can attempt to hide/stealth, even if there is nothing to hide behind.

Beast Lore (20 JP): Special Ability. You may role Lore (Nature) as an action fighting a natural creature. On a success, you and all party members deal an extra 1d6 damage to that type of creature for the rest of combat.

Awareness (10 JP): Special Ability. You are always aware of traps.

Traps

Sten Needle: Deal physical damage equal to half the trapped creature's current HP. Pierces Armor.

Silence Gas: Trapped enemy is inflicted with Silence.

Poison Trap: Trapped enemy is inflicted with Poison.

Bear Trap: Trapped enemy is dealt 1d8 damage that Pierces Armor and is Rooted until someone spends an action to assist them out of the trap.

Caltrops: Traps an area of 3 adjacent squares. The effected square count as rough terrain. A creature that steps on an effected square take 1d6 damage that pierces armor. This trap is not expended upon being triggered.



Sniper

The elusive sniper to some seems like just an archer who has decided to do his aiming from further back. Well ... they are not wrong.

Requirements: Archer 4

Job HP: 8

Job MP: 1

Licenses: Light Armor, Bows

Purchasable Abilities

Sharpshoot (10 JP): Active Ability. While Sharpshoot is equipped, the range of your bows is line of sight. You also have access to all your learned Aim techniques. Your Sniper Level is added to your Archer Level to determine the length of inflicted status effects.

Sharpshoot II (25 JP): When firing from more than six spaces away, your Aim techniques do normal damage (as opposed to 1 HP).

Sharpshoot III (40 JP): You gain an additional technique: Aim: Headshot. A successful Ranged Attack with this technique deal critical damage.

Advanced Archery (30 JP): Special Ability. If you have purchased the “Sharper Arrows” and/or “More Precise Arrows” Archer Abilities, you have access to them while your Main Job is Sniper.

Snipe from Shadows (20 JP): Special Ability. When you fire your bow out of hiding, you may immediately attempt to hide again, at a 30% difficulty.

Snipe from Shadows II (30 JP): When your bow attack hits an unaware enemy, you deal an extra 2d6 damage.



Alchemist

Most who would use their book-smarts to help on the battlefield would dedicate their study to the magic arts. But some turn to the laws of chemistry and mechanics, mixing together powerful salves and tools of war.

Requirements: Black Mage 1, Thief 1

Job HP: 6

Job MP: 2

Licenses: Robes, Bombs, Staffs

Purchasable Abilities

Mix Items (10 JP): Active Ability. You may use two consumable items with one action. If you use certain combination, you get special effects.

Any two of the same Potion = next tier Potion

Two Ether = High Ether

Two Phoenix Down = Mega Phoenix Down

Elixir + Ether = Mega Elixir

Ether + Potion = X-Potion

Antidote + Hi-Potion = Remedy

Any Potion + Poison = Devil's Juice: Thrown weapon dealing dark damage equal to the healing effect of the used Potion. Pierces Armor.

Elixir + Poison = Antilixir. Thrown weapon dealing dark damage equal to half of target's current HP and MP. Pierces Armor.

Holy Water + Potion = Holy Breath. Thrown weapon. Instantly kills any Undead under Level 5.

Throw Items (15 JP): Support Ability. You can throw any consumable item up to four spaces. You do not need to roll to hit friendly targets. To hit hostile targets you must make a Throw Roll.

Item Lore (20 JP): Support Ability. Doubles the effect of all Potions and Ethers.

Astra (10 JP): Special Ability. You may use your action to bestow upon one target a temporary protection from negative status effects. It is consumed the first time its effect is used. If it is not consumed, the effect ends at the end of battle.

Maintenance (30 JP): Special Ability. Items in your pack can not be stolen during combat.

Bomb License (5 JP): Support Ability. Grants you the Bomb License, regardless of Job.



Berserker

The battle rage can take any man. There are stories of passive Nu Mou, who, when pushed in the heat of battle, fought like wild animals, baring teeth and claw. Of course, for most this is temporary state. But for a few of the primitive races, and even a handful of Humes, this fighting style becomes a bigger part of them.

Requirements: Fighter 4

Job HP: 12

Job MP: 0

Licenses: Swords, Axes, Light Armor

Purchasable Abilities

Savagery (10 JP): Active Ability. You may use an action to enter into the Berserk status. This state lasts until the end of combat, or until it is removed.

Savagery II (20 JP): Your damage bonus from the Berserk status increases to 1d12. Your Physical Resistance bonus from the Berserk status increases to 5.

Savagery III (40 JP): Your weapon has the “Sharp” property while you are in Berserk status. You may use Techniques while under the Berserk status.

Scream (25 JP): Special Ability. You may make a battle-roar as an action. All hostile creatures that can hear you lose one buff at random. Does not effect buffs granted by equipment.

Intimidating Presence (20 JP): Special Ability. When dealing with NPC's who are a lower Character Level than you, you automatically succeed on Intimidate checks to be granted reasonable support and information.

Bloodlust (15 JP): Support Ability. When you kill/KO an enemy with a melee attack, you may make an additional normal melee attack against another enemy within range. This triggers for each enemy killed.



Time Mage

Weaving ether to distort the flow of space and time itself, the Time Mage both recognizes their power and how powerless they are against time's nonstop fury. With significant control, a time mage can speed up time in or slow down time in localized areas.

Requirements: Black Mage 4

Job HP: 4

Job MP: 4

Licenses: Robes, Staffs, Rods

Purchasable Abilities

Time Magic Casting (10 JP): Active Ability. For the purposes of Skill Rolls and Magic Mod, Time Magic is considered Black Magic. Status Effect granting spells last for (Black Mage Level + Time Mage Level) turns. When you purchase this ability, you learn the Level 1 Time Magic spells.

Time Magic Casting II (20 JP): Learn all Level 2 Time Magic Spells.

Time Magic Casting III (40 JP): Learn all Level 3 Time Magic Spells.

Last Quicken (20 JP): Support Ability. If you are reduced to last than 20% of your Max HP, you are affected by 'Haste' as the spell.

Undo (30 JP): Special Ability. When a you or a creature in line of sight takes damage from an attack, spell, or technique, you may expend your reaction to negate that damage. Any effects that trigger when the target is hit, such as status-effects, do not trigger.

Teleport (15 JP): Special Ability. You may spend 2 MP to move to any space in line of sight. If you do, you may not take any other action or movement this turn.



Time Magic Casting

Spells to control the space and time in localized areas. Spells costs Double(Level-squared) to cast. Spells greater than level 1 have a difficulty of 10 x Level. Status-effect granting spells last for (Black Mage Level + Time Mage Level) turns.

Level 1 (4 MP, Difficulty 0)

Haste: Target moves faster. Target may make two actions on his turn. If target is slowed or stopped, instead removes that effect.

Slow: Target moves more slowly. Target must choose between taking an action or a movement. If target is effected by Haste, instead remove that effect.

Levitate: Target floats, allowing them to ignore rough terrain when they move.

Level 2 (16 MP, Difficulty 20)

Quarter: Massively increase the gravity near target. Deals dark damage equal to 25% of target's current HP. Pierces Armor.

Hastega: Applies Haste to up to four targets.

Slowga: Applies Slow to up to four targets.

Level 3 (36 MP, Difficulty 30)

Stop: Target can not move, take an action, or take a reaction..

Demi: Massively increase the gravity near target. Deals dark damage equal to 50% of the target's current HP. Pierces Armor

Return: An incredibly brief jump backwards in time (of about 3 seconds). Return the battle to the state it was at the start of your last turn, except for the MP cost of this spell.

Mystic

Ether flows through all us. Whether or not we are aware of it, or capable of controlling it, is just a matter of training. Mystics learn to control the Ether found in others to to wreak havoc on their bodies.

Requirements: White Mage 4

Job HP: 4

Job MP: 4

Licenses: Robes, Staffs, Books

Purchasable Abilities

Mystic Casting (10 JP): Active Ability. For the purposes of Skill Rolls and Magic Mod, Mystic spells are considered White Magic. Status-effecting spells last for turns equal to (White Mage Level + Mystic Level). When you purchase this ability, you learn the Level 1 Mystic spells.

Mystic Casting II(20 JP): Learn all Level 2 Mystic spells.

Mystic Casting III(40 JP): Learn all Level 3 Mystic spells.

Absorb MP (20 JP): Support Ability. When you are targeted by a spell cast by an opponent, or in the area of an opponent's spell's effect, recover MP equal to the MP the opponent spent on that spell. The spell does not need to harm you for this effect.

Calming Presence: (15 JP): Support Ability. Enemies get no Limit Gauge for doing damage to you or from taking damage from you.

Harmony (20 JP): Special Ability. You are immune to poison, paralysis, stone, sleep, darkness, disable, and silence effects.



Mystic Casting

Spells that control the Ether in opponent's bodies. Spells costs Double(Level-squared) to cast. Spells greater than level 1 have a difficulty of 10 x Level. Status-effecting spells last for turns equal to (White Mage Level + Mystic Level).

Level 1 (4 MP, Difficulty 0)

Umbra: Target is effected by Darkness.

Hesitation: Target is effected by Disable.

Silence: Target is effected by Silence.

Repose: Target is effected by Sleep.

Level 2 (16 MP, Difficulty 20)

Paralyze: Target is effected by Paralysis.

Corruption: Target is treated as an Undead (healing effects damage them, dark damage heals them, weakness to light).

Regen: Target is effected by the Regen status.

Level 3 (36 JP, Difficulty 30)

Ether Pull: Any number of targets are effected by your choice of Darkness, Disable, Silence, or Sleep.

Induration: Target is effected by Stone. Stone lasts until cured.

Harmonize: Any number of targets you choose are cured of poison, paralysis, stone, sleep, darkness, disable, and silence effects.

Crystal Jobs

Red Mage

Students of all but masters of none. Red Mages realize that versatility is the key to surviving any battle. Whether it is going toe to toe in melee combat, blasting the enemies with Black Magic, or healing themselves with White Magic, the Red Mage can do a bit of everything.

Requirements: White Mage 2, Black Mage 2, Fencer 1, Red Mage Crystal

Job HP: 6

Job MP: 3

Licenses: Light Armor, Robes, Swords, Shields

Purchasable Abilities

Red Magic Casting (10 JP): Active Ability. You have a Red Magic spell list composed of the Level 1-3 White Magic spells you know and the Level 1-3 Black Magic spells that you know.

Advanced Magic Study (25 JP): Special Ability. Your Red Magic spell list now includes the Level 4 White Magic spells that you know and the Level 4 Black Magic spells that you know.

Magical Versatility (25 JP): Special Ability. Pick one: Time Mage or Mystic. Your Red Magic spell list now includes the Level 1 spells you know for your choice.

Spellblade (30 JP): Support Ability. When you make a Melee Attack, you may spend 1 MP. If you do, add 1d6 damage or either fire, water, air, or earth type.

Catch Items (15 JP): Support Ability. When someone throws an item or weapon at you, you can attempt to catch it. Roll Dexterity. On a success, add the item to your pack.



Ninja

The undisputed master of stealth and deception. If you know a ninja, it probably means they are not doing their job right. They sneak through shadows, cutting throats and filling the enemy with throwing knives before disappearing just as quick.

Requirements: Thief 4, Sniper 1, Ninja Crystal

Job HP: 6

Job MP: 1

Licenses: Robes, Knives, Daggers, Shuriken

Purchasable Abilities

Ninjutsu (10 JP): Active Ability. Your thrown weapons have double range. You may throw any weapon in your possession, with a range of 4 spaces and a damage equal to its Melee Damage.

Ninjutsu II(20 JP): You gain access to the Thief Special Ability Backstab. Your Ninja Levels are added to your Thief Levels to determine Backstab damage while Ninjutsu is equipped.

Ninjutsu III(30 JP): You may make two Throw attacks with one action.

Dual Wield (20 JP): Support Ability. You may equip two one-handed weapons. While dual wielding, you may attack with both weapons with one action.

Vanish (30 JP): Special Ability. Requires an action. For turns equal to your Ninja level, or until you make another action, you are invisible.



Samurai

Far to the east, they have their own version of knighthood's chivalry, called Bushido. More of a way of life than a combat style, those trained in Bushido learn to treat their weapon as an extension of themselves. Using the power of the Iaido, they can draw out the spirits of their katana to attack their enemies.

Requirements: Knight 1, Monk 1, Samurai Crystal

Job HP: 10

Job MP: 1

Licenses: Heavy Armor, Light Armor, Robes, Swords, Katana

Purchasable Abilities

Iaido (10 JP): Active Ability. Calls out the hidden spirit of your Katana. The ability is based on which Katana you are wielding. While Iaido is equipped, you may draw a Katana from your pack and/or put a currently equipped Katana away as part of your Movement.

Ashura: Attack with a spirit blade. Melee attack that Pierces Armor.

Osafune: Melee attack that damages the opponent's MP instead of HP.

Murasame: Heals a target in an adjacent space to you for HP equal to your Weapon's Damage + Damage Mod.

Masamune: You are affected by Haste and Regen, as the spells. They last for turns equal to your Samurai Level.

Bushido (25 JP): Special ability. You can not be hit critically with melee attacks.

Blade Grasp (15 JP): Support ability. You may parry ranged attacks with a melee weapon.

Doublehand (30 JP): Support ability. You can wield a one-handed weapon with two hands. When you do, it deals 1.5x the normal damage (this modifier is applied before other multipliers, such as critical hits).

Equip Katana (5 JP): Support ability. Have the license to use Katana regardless of Job.



Mechanist

Swords are bows are for plebeians. The Mechanist knows the only smart way to enter a battle is with a gun at your side. These are inventors, turning their horrible tools of war against their enemies.

Requirements: Alchemist 2, Archer 2, Mechanist Crystal

Job HP: 6

Job MP: 1

Licenses: Light Armor, Guns

Purchasable Abilities

Gunmanship (10 JP): Active Ability. Pick one Gunmanship technique to learn when you buy this ability.

Gunmanship II (20 JP): Learn two additional Gunmanship abilities.

Gunmanship III (30 JP): Learn the final three Gunmanship abilities.

MP Shield (20 JP): Special Ability. A device which projects a shield out of your natural energy. When you would take HP damage, reduce the damage by 10 at the cost of 1 MP.

Equip Guns (5 JP): Support Ability. Have the license to use Guns regardless of Job.

Gunmanship

Fireshot: Ranged attack. It deals an additional 1d6 damage, and all damage it deals is fire damage.

Iceshot: Ranged attack. It deals an additional 1d6 damage, and all damage it deals is water damage.

Boltshot: Ranged attack. It deals an additional 1d6 damage, and all damage it deals is air damage.

Blindshot: Ranged attack, damage and inflicts Darkness if successful.

Silentshot: Ranged attack, damage and inflicts silence if successful.

Disableshot: Range attack, damage and inflict Disable if successful.



Master

Every few generations, a martial artist emerges that has truly master not just the techniques but the spirit of their art. A Master is powerful and frightening force, a human weapon with no equal.

Requirements: Monk 5, Master Crystal

Job HP: 8

Job MP: 2

Licenses: Robes

Purchasable Abilities

Martial Spirit (10 JP): Active Ability. Your Martial Spirit Technique list includes your known Martial Arts Techniques. Learn one Martial Spirit technique when you buy this ability. Your unarmed damage is 1d10 + Damage mod when this ability is equipped.

Martial Spirit II (25 JP): Learn another Martial Spirit Technique.

Martial Spirit III (40 JP): Your unarmed damage while Martial Spirit is equipped is 1d12 + Damage Mod. Learn the final Martial Spirit Technique.

Improved Iron Body (20 JP): Your Iron Body ability now provides 6 Resistance to physical damage and 4 Resistance to fire, water, air, and earth damage.

Blink Counter (20 JP): Special Ability. When you successfully Block a Melee attack or technique while unarmed, you may immediately make a Melee attack back.

Martial Spirit

Improved Pummel: Replaces Pummel. Make three unarmed Melee attacks against a single target.

Dark Fist: Deal dark damage with an unarmed attack. This damage penetrates armor.

Inner Focus: Removes from you Poison, Silence, Paralysis, and Darkness. You may use this technique as a Move instead of an action.



Bard

The unremarkable bard is perhaps the most underestimated fighter on the battlefield. Some think they are only around to keep up their allies spirits with a jaunting tune, but there is power within their melodies. Listen.

Requirements: Ranger 1, Any Spellcasting Level 2, Perform Favored Skill, Bard Crystal

Job HP: 6

Job MP: 2

Licenses: Light Armor, Bow, Instruments

Purchasable Abilities

Bardsong (10 JP): Active Ability. Learn one Bardsong spell. They are cast with the Perform Skill and cost 1 MP each. Calculate the Magic Mod using your Charisma.

Bardsong II (15 JP): Learn an additional Bardsong.

Bardsong III (20 JP): Learn an additional Bardsong.

Bardsong IV (30 JP): Learn the final Bardsong.

Bardic Immunity: (10 JP): Special Ability. You may make Perform Rolls in place of Persuade Rolls. You gain a 10% bonus to such rolls.

Bardsongs

There is only one level of Bardsong Spells. They cost 1 MP each.

Seraph Song; Restore $1d6 + \text{Magic Mod MP}$ to all allies who can hear the song.

Life's Anthem: Restores $4d8 + \text{Magic Mod HP}$ to all allies who can hear the song.

Dirge's Melody: Deals $3d6 + \text{Magic Mod dark}$ damage to all enemies who can hear the song. Can't be Dodged. Pierces Armor.

Finale: Until the start of your next turn, whenever an ally who can hear this song gains a part of their Limit Break Gauge, they gain an additional 10%.



Dark Knight

Somewhere between legends and nightmares falls the Dark Knight. All pretense of their knightly oaths forgotten, the Dark Knight focuses on only one aspect of their training: the killing. Mixing some Black Magic into their repertoire to increase their killing potential, the Dark Knight is the last opponent you want to see charging towards you on the battlefield.

Requirements: Knight 2, Black Mage 2, Must Have Killed at Least 20 Humanoids, Dark Knight Crystal

Job HP: 12

Job MP: 2

Licenses: Heavy Armor, Swords, Knight-swords, Axes

Purchasable Abilities

Darkness (10 JP): Active Ability. You have learned to channel Black Magic in its rawest form into your blade. Learn one Darkness technique when you buy this ability. Darkness techniques cost 1 MP to use.

Darkness II (25 JP): Learn an additional Darkness technique.

Darkness III (40 JP): Learn the final Darkness technique.

HP Boost (20 JP): Support Ability. Increase your Max HP by (4 x Character Level).

Fell Blade (25 JP): Special Ability. Whenever you make a Melee attack, you deal an additional 1d6 dark damage.

Darkness

Darkness abilities cost 1 MP. They are techniques, not spells.

Sanguine Sword: Melee attack, if successful, restore you own HP by (1/4) of the damage dealt.

Crushing Blow: Melee attack, if successful, inflicts Slow, as the spell, on the target. Lasts turns equal to your Dark Knight Level..

Abyssal Blade: Melee attack that effects an area in front of you of a size of your choice. Deals an additional d6 of dark damage for each Dark Knight Level. Deal a d6 dark damage to yourself for the size of the area in spaces. The damage to yourself can not be resisted.

Example: You want the Abyssal Blade to impact a 3x3 area, you take 3d6 damage.



Chocobo Knight

The order of the Chocobo Knights is one of Ivalice's strangest yet effective combat forces. While most moogles approach combat through magical or, barring that, stealthy means, some train in plate and prepare to fight on the front lines. Astride their Chocobo companions, they are an adorable wave of terror.

Requirements: Knight 3, Moogle Race, Handle Animal Favored Skill, Chocobo Knight Crystal

Job HP: 10

Job MP: 1

Licenses: Light Armor, Heavy Armor, Swords, Knight-swords, Polearms, Shields

Purchasable Abilities

Chococraft (10 JP): Active Ability. As an action, you can order your Chocobo to use one of his innate powers. The techniques you have access to depends on the breed of Chocobo. Roll Handle Animal for all Chococraft techniques. The Mod for the techniques is your (Knight Level + Chocobo Knight Level).

Mounted Combat Mastery (20 JP): Support Ability. If your mount is targeted by an attack, you may roll Handle Animal to redirect that attack to you. This does not use your reaction and you may defend normally.

Mounted Combat Mastery II (30 JP): If you would take half damage from a spell after a successful Handle Animal check, you instead take no damage while Mounted Combat Mastery is equipped.

Ride-by-Attack (20 JP): Special Ability. You may move before and after your action, up to your mount's maximum speed.

Two Minds, One Body (15 JP): Special Ability. If a spell would restore your HP, it also restores your Chocobo's HP. If a spell would give you Buff-status, your Chocobo also gains the same status.

Chococraft

Mod for Chococraft is (Knight Level + Chocobo Knight Level).

Yellow:

Choco Cure: Restores $2d8 + \text{Mod HP}$ to the Chocobo, the rider, and any creatures in adjacent spaces to the Chocobo.

Choco Beak: Melee Attack performed by your Chocobo. Deals $1d10 + \text{Mod Physical Damage}$ and knocks your target back one space.

White:

Choco Esuna: Cures the Chocobo, the rider, and any creatures in adjacent spaces of poison, silence, disable, darkness, paralysis, and sleep.

Choco Barrier: Casts Protect and Shell on the Chocobo and its rider. Lasts for Mod turns.

Red:

Choco Meteor: Deal $4d6$ dark damage to a 3×3 area within line of sight. Treat this technique as a spell.

Choco Doublepeck: Two melee attacks, performed one after another, dealing $1d10 + \text{Mod Physical Damage}$ each.

Black:

Choco Pellets: Ranged attack with a range of 6 and a damage of $2d4 + \text{Mod}$. Also hits creatures in spaces adjacent to target.

Choco Flame: Deal $3d8 + \text{Mod fire damage}$ to a single target. Treat this technique as a spell.

Gold:

Pick any two Chococraft techniques when you obtain a Golden Chocobo.



Onion Knight

Are they a joke, or are they Ivalice's greatest heroes? The answer seems to change based on who you ask. These strange characters wield a wide variety of weapons and magic, as well as an onion-shaped caps. For reasons.

Requirements: Fighter 2, Archer 2, Thief 2, Black Mage 2, White Mage 2, Onion Knight Crystal

Job HP: 10

Job MP: 3

Licenses: Robes, Light Armor, Heavy Armor, Shield, Swords, Knight-Swords, Axes, Daggers, Knives, Staffs, Bows, Crossbows, Polearms

Purchasable Abilities:

Free Ability (10 JP): Treat this as an additional Secondary Active Ability slot. Normal requirements for Secondary Active Abilities remain (must be level 5 in the job that has the ability).

Extra Support (40 JP): Special Ability. You have a third Support Ability slot.

Extra Support II (40 JP): Special Ability. You have a fourth Support Ability Slot.



Summoner

Arguably the most powerful, and most dangerous, magic belongs to the Summoners. Able to bond the Espers themselves to their will, they can wreak destruction on their enemies, or on themselves should they lose control. Only the most practiced of mages should dare attempt an Esper bonding.

Requirements: Mystic 2, Time Mage 2, Summoner Crystal

Job HP: 4

Job MP: 4

Licenses: Robes, Staffs, Evoker's Horn

Purchasable Abilities:

Summon (10 JP): Active Ability When you meet an Esper, you can attempt to bond with it. Roll Black Magic. On a success, you are now bonded with the Esper, and with proper knowledge can summon it forth.

For Skill and Damage Mod purposes, Summon spells are treated as Black Magic. If you fail a Summon spell, the Summon's effect will target everyone on the battlefield.

When you purchase this ability, you learn to summon level 1 Espers. You must still bond with each Esper before summoning them.

Summon II (20 JP): Learn how to summon Level 2 Espers. You must still bond with each Esper before summoning them.

Summon III (30 JP): Learn how to summon Level 3 Espers. You must still bond with each Esper before summoning them.

Summon IV (40 JP): Learn to to summon Level 4 Espers. You must still bond with each Esper before summoning them.

Mana Font (25 JP): Support Ability. Your Max MP is increased by 2 x Character Level.

Summon

You must first bond with an Esper before you can summon them. Summon Spells cost 10 x Level MP, and have a difficulty of 10 x Level. If you fail a summon, it's effect with target everyone on the battlefield.

Level 1 (10 MP, Difficulty 10)

Ifrit: Deal 4d8 + Magic Mod fire damage to all enemies.

Golem: Creates an earthen wall around allies that prevents all damage. Breaks after 40 damage has been absorbed.

Faerie: Heals all allies for 4d6 + Magic Mod HP.

Level 2 (20 MP, Difficulty 20)

Shiva: Deal 6d6 + Magic Mod water damage to all enemies.

Ramuh: Deals 10d4 + Magic Mod air damage to all enemies.

Carbuncle: All allies are effected by Reflect, as the spell. Lasts 3 turns.

Level 3 (30 MP, Difficulty 30)

Titan: Deals 6d8 + Magic Mod earth damage. Any space with an enemy effected by this becomes rough terrain.

Sylph: Effects all enemies with the Silence and Disable status.

Pheonix: Revives all KOed allies with half their Max HP.

Level 4 (40 MP, Difficulty 40)

Leviathan: Deals 12d6 + Magic Mod water damage to all enemies. The battlefield becomes a chest-high lake of water.

Bahamut: Deals 12d8 + Magic Mod fire damage to all enemies. All trees, vegetation, and structures on the battlefield are scorched down.

Odin: Odin appears on the battlefield atop his fearsome mount to fight alongside his allies. He lasts for 5 turns or until the battle is won.

Scholar

A scholar reaches a level of understanding of magic that surpasses book-smarts. Magical understanding becomes a part of their life, as natural as breathing or blinking. And when they apply this deep understanding to secrets locked away in old tomes ... interesting things happen.

Requirements: Mystic 1, Alchemist 1, Scholar Crystal

Job HP: 4

Job MP: 4

Licenses: Robes, Staffs, Books

Purchasable Abilities

Lore Casting (10 JP): Active Ability. For the purposes of Skill Rolls and Mods, Lore spells are considered White Magic. Learn Level 1 Lore spells when you buy this ability.

Lore Casting II (25 JP): Learn Level 2 Lore Spells.

Lore Casting III (40 JP): Learn Level 3 Lore Spells.

Study (10 JP): Support Ability. Spend an action to learn the HP, MP, Job (if applicable), and Weakness of target creature.

Mad Scientist (20 JP): Special Ability. Spend your movement giving a target a random buff.



Lore Casting

Lore spells cost 5 x Level MP to Cast, and have a difficulty of 5x Level.

Level 1 (5 MP, Difficulty 5)

Aero: Deals 4d4 + Magic Mod air damage to creatures in a 4x4 square area.

Water: Deals 3d6 + Magic Mod water damage to creatures in a 3x3 square area.

Bio: Inflict Poison status on creatures in a 4x4 square area.

Level 2 (10 MP, Difficulty 10)

Natural Selection: Deal 4d6 physical damage to all creatures of a single race. If you know a race's elemental weakness, it deals damage of that type instead.

Resistance: Grants target 10 Resistance to a single type of elemental damage. Lasts for turns equal to your (White Mage Level + Scholar Level).

Level 3 (15 MP, Difficulty 15)

Scathe: Unleash the pure essence of magic. Deals 10d6 + Magic Mod physical damage to creatures in a straight line of six squares in front of you. Pierces Armor.

Shadow Shade Tome: Deals 6d6 + Magic Mod dark damage to all creatures on the battlefield.

Holy Light Tome: Deals 6d6 + Magic Mod light damage to all creatures on the battlefield.

Limit Breaks

Limit Breaks are incredibly powerful techniques and spells that your character can use when he pushed to his physical and mental breaking points.

Learning Limit Breaks

At the beginning of the game, you pick one of the four types of Limit Breaks. You gain access to its Level 1 Version. At Character Level 8, you gain access to its Level 2 version. At Level 16, you gain the Level 3 version.

Limit Gauge

All PC's have a gauge that shows how close they are to a limit break. It starts at 0% and goes up 10% each time you take HP damage, deal damage with a melee, ranged weapon, or spell, or heal the HP of you or an ally with a spell. Some abilities will make it raise faster.

When you are not in battle, the gauge resets to 0.

The gauge has a maximum of 100% when you only have access to the first level Limit Breaks. Its maximum increases to 200% when you unlock the second level, and then to 300% when you unlock the third.

Using Limit Breaks

When your Limit Gauge is at 100%, you are ready to use your Level 1 Limit Break. On your turn, you may spend all your Limit Gauge to activate your Limit Break. Level 2 Limit Breaks requires the gauge to be at 200%, and Level 3 requires it to be at 300%.

You do not need to wait for the gauge to be filled if you have higher levels of Limit Break available. The Limit Break gauge always completely empties when you use any level of it.

Example: Cloud's Limit Gauge is at 115%. He knows his Level 2 Limit Break, but does not want to wait for his Gauge to charge to 200%. Since he has at least 100%, he can use his Level 1 Limit Break, Braver. Doing so reduces his Limit Gauge back to 0.

Melee Limit Break

Level 1: Braver: A melee attack that will always hit and do critical damage (you do not need to roll your Melee Skill). It can not be blocked, parried, or dodged.

Level 2: Slice and Dice: Roll a d6. You make a number of melee attacks equal to the result + 1. These melee attacks will always hit (you do not need to roll your Melee Skill). These can not be blocked, parried, or dodged. The final attack does critical damage.

Level 3: Final Heaven: A melee attack that will always hit (you do not need to roll your Melee Skill). It deals an additional 10d8 special damage (not resisted by any kind of Resistance). An enemy hit by it must Roll Vitality, with difficulty equal to the damage done. On a failure, they are instantly KOed. This attack can not be blocked, parried, or dodged.

Ranged Limit Break

Level 1: Big Shot: A ranged attack that will always hit and do critical damage (you do not need to roll your Ranged Skill). It can not be blocked, parried, or dodged.

Level 2: Desperado: A ranged attack that will always hit and do critical damage (you do not need to roll your Ranged Skill). Hits all enemies in range. Can not be blocked, parried, or dodged.

Level 3: Satellite Beam: A ranged attack that will always hit and does double the critical damage (you do not need to roll your Ranged Skill). Hits all enemies in line of sight and inflicts them with Disable, Silence, and Darkness.

Tank Limit Break

Level 1: Shieldwall: You take no damage until the start of your next turn. While this is in effect, allies can not be the target of attacks or hostile abilities.

Level 2: Might Guard: You take no damage until the start of your next turn. While this is in effect, allies can not be the target of attacks or hostile abilities. When this effect ends, it grants you the Protect and Shell statuses, they last until the end of battle or until dispelled.

Level 3: Dark Force: You take no damage until the start of your next turn. While this is in effect, allies can not be the target of attacks or hostile abilities. When this effect ends, grants you and all your allies 10 Resistance to all damage types until the end of battle.

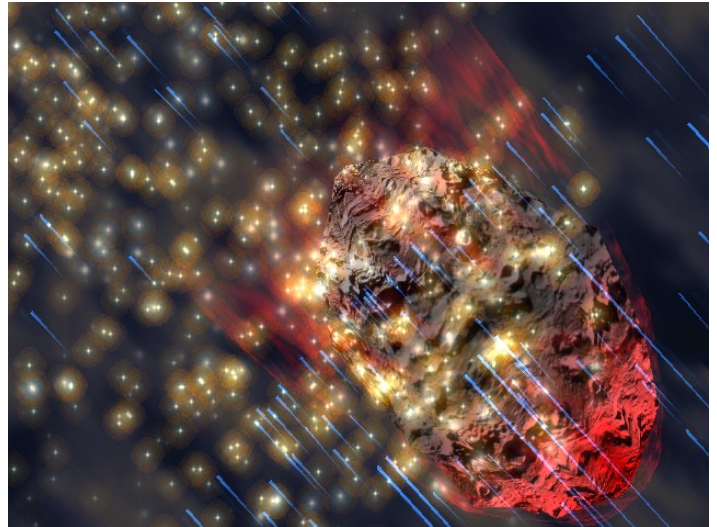
Magic Limit Break

(When you pick this Limit Break, pick either White Magic or Black Magic to determine the Damage Mod)

Level 1: Skyshard: Deal $4d6 + \text{Magic Mod}$ Dark damage to creatures in a 4x4 area. Creatures in the effected area miss their next turn.

Level 2: Starstorm: Deal $12d6 + \text{Magic Mod}$ Dark damage to creatures in a 6x6 area. Creatures in the effected area miss their next turn.

Level 3: Meteor: Deal $20d6 + \text{Magic Mod}$ Dark damage to an 10x10 area. Creatures in the effected area miss their next turn. The effected area become rough terrain.



Skills

Skills, both for combat and for role-play, work the same way. They have a percent-chance of success based on the Attribute they belong to.

Favored Skills

If a Skill is Favored, it gains a 20% bonus to the chance of success. At the beginning of the game, you receive a Favored Skill based on your race, and you choose three other Skills to be Favored.

Strength Skills

Athletics: The Skill to run, jump, climb, and swim.

Break Open: For those characters without no-how or the time to pick locks, simply breaking open doors and chests is a huge time saver.

Melee: Used to make melee attacks.

Parry: Used to parry melee weapons.

Throw: Used to throw knives and other throwing weapons.

Dexterity Skills

Acrobatics: Tumble, balance, and slip out of restraints.

Disable Trap: Disable a mechanical trap or similar devices.

Dodge: Avoid damage from a sprung trap. Can also be used in combat.

Pick Lock: Open locked doors and chests.

Ranged: Used to make attacks with ranged weapons.

Stealth: Hide and move silently through the shadows. Often opposed by Detection.

Vitality Skills

Block: Used to block attacks in combat.

Endurance: Keep yourself sprinting over short distances, walking over long distances, and to hold your breath underwater.

Intelligence Skills

Black Magic: Used to cast and understand Black Magic.

Investigate: Search for clues and then deduce facts from them.

Lore: Measure of a character's knowledge of the world of Ivalice. There are multiple different knowledge skills:

Lore (Gods and Goddesses)

Lore (Geography)

Lore (History)

Lore (Important Figures)

Lore (Monsters)

Lore (Nature)

Mind Skills

Detection: See hidden enemies and traps. Often opposed by Stealth.

Insight: Tell a person's motives; see if they are truthful.

Survival: Live off the land, hunt, and track.

White Magic: Used to cast and understand White Magic

Charisma Skills

Deceive: Lie, bluff, cheat. Also used in disguises.

Handle Animal: Calm, ride, and tame wild beasts.

Intimidate: Scare a person into doing what you want.

Persuade: Ask nicely for someone to do what you want.

Perform: Play an instrument, dance, sing, or some combination of the three.

Combat

Entering Combat

Combat becomes entered the moment two hostile factions are aware of one another. The area around them becomes the battlefield.

Turn Order

The person with the highest Dexterity goes first. If there is a tie, roll for it. Turn order can be changed mid-combat but changes to a Dexterity score.

The complete pass of everyone's turn is a round. A round lasts about 3 seconds in-game time.

On Your Turn

On your turn, you have to do: a Move and an Action.

Move

Self-explanatory, on your move you move your character up to their movement speed. This can be done before or after their action.

Movement

You typically move at a 1 space for 1 movement speed basis. Some exceptions:

Diagonal Spaces: Every 2 diagonal spaces you move cost an extra movement speed (for a total of 3 speed for 2 spaces).

Rough Terrain: Jagged rocks, soft sand, entangling roots, and so on. Rough Terrain costs 2 movement speed to move across per space.

Stealth: If you are stealthing, each space costs 2 movement speed to move across.

Water/Climbing: If you are swimming, or on such a surface as you need to be on all fours, each space costs 3 to move across. On a successful Athletics roll, each space costs 2 to move across instead.

Endurance: If you are climbing, swimming, or sprinting, you can only keep it up for turns equal to your Vitality/10 while in combat due to the added stress of the situation (out of combat up to the GM's discretion). Afterwards, you must begin passing Endurance rolls with progressive difficulty. One a failure, you cease to make progress climbing/swimming, or you no longer can sprint.

Actions

You have a few options when it comes to what to do with your action. You can:

- Make an attack
- Make a Skill Roll
- Use a Techniques
- Cast a Spell
- Activate an Limit Break
- Make an additional Move up to your Movement Speed.
- Use an Item from your pack.
- Change you weapon with another from your pack.

Making an Attack

You can use your action to make a Melee, Ranged, or Thrown attack. Roll the appropriate Skill. On a success, the attack is successful. Note the opponent can still defend against it, so you still might not deal damage. These attacks do damage based on the equipment used and the Damage Mod (see the section on Damage Mods)

Making a Skill Roll

There are a couple of Skills besides attacks that could come into handy during a battle. You may use any of them as your action.

Using a Technique

Any technique that you know and is part of a currently equipped Active Ability can be used for your action. Follow all the rules for that ability.

Extra Move

You may move spaces up to your movement speed. If you moved in a straight line during your initial movement, and you continue to move in a straight line, you may sprint, moving up to your movement speed again as long as you continue down that straight line (for a total of 3x your Movement speed for that turn).

Use an Item

You may use an item you have in your pack. Most consumable items can be used on yourself or on a target in an adjacent space, unless otherwise stated.

Cast A Spell

You can use any spell you know that is part of a currently equipped Active Ability. Spells cost MP and sometimes have a difficulty associated with them. You will have to Roll either White Magic or Black Magic (depending of the spell school), If you succeed, the MP costs is consumed and the spell is successfully cast.

Spells typically have a range of line-of-sight (aka the whole battlefield, assuming not obstructions). Spells can target single enemies or ally, square areas, or a group of creatures.

Activate a Limit Break

If your Limit Break Gauge is full, you can consume it to activate your limit break as an action.

Enemies Turn

When it is not your turn, you are not completely defenseless. You have one (1) reaction to spend each round on defense. Spend it wisely, though; if you have multiple opponents all attacking you at once, try to reason which hit you need to avoid more.

The types of Reactions are:

- Dodge
- Block
- Parry
- Defend Against a Spell

Dodge

Must not be in heavy armor. You may attempt to defend against a melee attack or technique, or a ranged attack or technique with your Dodge skill. Roll Dodge. On a success, you cause the first hit of the turn to miss you. Note that if an enemy is using a technique or ability that lets them make multiple attacks against you, you only dodge the first one.

Block

Requires a shield. You may attempt to defend against a melee attack or technique, or a ranged attack or technique with your Block Skill. Roll Block. On a success, you block all such attacks this turn (not for the round but for this opponent's turn).

Parry

Requires a melee weapon. You may attempt to defend against a melee attack or technique with your Parry Skill. You can not parry ranged attacks. Roll Parry. On a success, you parry the first melee attack. Note that if an enemy is using a technique or ability that lets them make multiple attacks against you, you only parry the first one.

Defending Against Spells

If you have not used your reaction, you may use it when you are going to be effected by a spell. Typically, this can only be done with Dodge, but some special shields will allow you to use Block.

If a spell has a Difficulty to cast, it has that Difficulty to defend against.

You may attempt to Dodge a spell no matter what Armor you are wearing.

On a successful Dodge Roll:

Any HP or MP damage is halved.

You avoid any status effects it would give.

Example: Aerith casts the Level 2 Black Magic spell "Geo." It has a Difficulty of 10 to Cast. As she succeeds on her Black Magic roll, her target wants to try and Dodge. A Difficulty of 10 is applied to his dodge. On a success, he takes half damage.

Damage

Weapons and spells have a base damage they do if they are successful. For example, a Greataxe has a base damage of 2d10. To this we usually add a Mod, called a Damage Mod for physical attacks and Magic Mod for magic attacks. Note the Magic Mod is often used also for healing effects.

Damage Mod:

For Melee Weapons and Thrown Weapons, the Damage Mod is based on Strength. For Ranged Weapons, it is based on Dexterity.

The Damage Mod is:

- 1% - 20%: 0
- 21% - 30%: +1
- 31% - 40%: +2
- 41% - 60%: +3
- 61% - 70%: +4
- 71% - 80%: +5
- 81% - 99% : +7

Magic Mod

All Magic is considered either White Magic or Black Magic for the purposes of the Magic Mod. For White Magic, use Mind. For Black Magic, use Intelligence.

- 0% - 30%: 0
- 31% - 40%: +2
- 41% - 50%: +3
- 51% - 55%: +4
- 56% - 60%: +5
- 61% - 70%: +6
- 71% - 80%: +7
- 81% - 99%: +9

Critical Damage

If your Melee, Ranged, or Thrown skill is rolled critically (01 – 05), you deal bonus damage. The amount of bonus damage is based on the weapon (see the equipment section).

Spells always deal critical damage equal to 2x the normal damage.

Damage multipliers go up in increments (so if damage is already 2x and it would be doubled again, it goes to 3x, and so on).

Damage Types

Melee weapons, ranged weapons, thrown weapons deal physical damage, unless an technique or enchantment changes it.

There are four different kinds of elemental damage: fire, water, earth, and air. There are also two types of holy damage: light and darkness.

Resisting Damage

Each Character has a Resistance Score to each type of Damage. This starts at 0, but increases with Armor and abilities. Resistances stack. When you would take damage of a type you are Resistant to, reduce that damage by your Resistance.

Some effects will reduce cut damage in half (such a Protect for physical damage. Modify for these kinds of effect after you apply your Resistance to damage.

Pierce Armor:

Techniques and other abilities that say 'Pierce Armor' are unaffected by the Resistance provided by Armor or other non-magical sources (such as a Support Ability). They are still effected by Resistance provided by a magical source (such as a Protect spell).

Creature Weaknesses and Resistances

Some creatures are naturally resistant to certain types of damage and will only take half damage from those sources.

Some creatures also have certain weaknesses to damage types and will take 2x the normal damage.

KO and Death

If you are reduced to 0 HP in battle, you become KOed. This is more serious than it sounds: your character is barely clinging onto the last shreds of his life. He can no longer be healed with Cure spells or potions, only Phoenix Downs and Raise spells will get him back into the fight.

If the attack that KOed you did at least half your Max HP in damage, roll Vitality. On a fail, you are dead, and nothing will bring you back.

When you are first KOed you are unstable. Every minute of being unstable, roll Vitality. On a critical success you stabilize. On a fail, you die. An ally can stabilize you with a Mind Roll. After 8 hours of rest, you will recover naturally.

Finishing a KOed Character

You can attack KOed characters to try and finish them. Every time they are dealt damage they must roll Vitality again. If you hit them for half their Max HP, they die.

Recovering HP/MP

There are a couple of Common Abilities that deal with recovering HP/MP after a short rest. By default:

- Resting for 1 hour will restore HP equal to your Character Level, and will cure you of Silence, Disable, Darkness, Paralysis, and Poison
- Resting for 8 hours will restore you to Max HP and MP and will revive KOed characters.
- A good stock of potions and ethers are handy to have for long dungeon runs to keep HP and MP up.

Status Effects

There are a handful of buffs and debuffs you might become effected by over the course of battle.

Bufs:

Regen: You recover 1d6 HP per turn.

Haste: You may make two actions on your turn. Counters Slow and Stop.

Protect: Half physical damage on you.

Shell: Half magical damage on you.

Reflect: Spells that would effect you have a 30% chance of effecting the caster instead.

Berserk: You deal an extra 1d6 damage with melee, ranged, and thrown weapons. You gain 3 Physical Resistance. You can not cast spells or use techniques. Each turn, you attack the closest enemy.

Debuffs:

Poison: You take 1d6 dark damage per turn (ignores Resistance).

Slow: You can only take a move or an action on your turn. Counters Haste.

Stop: You can not take a move or action on your turn, and you can not take reactions. Counters Haste.

Silence: You can not cast spells.

Disable: You can not use techniques.

Root: You can not move from your current square.

Darkness: Melee, ranged, and thrown attacks have a 30% difficulty applied to them.

Toad: Your movement speed becomes 1. You may not take actions or reactions. Ends when you take damage.

Stone: You may not move, take actions, or take reactions. You do not take damage while in this state, but it lasts until cured.

Paralysis: You may not move, use techniques, or cast spells.

Sleep: You may not move, take actions, or take reactions. Ends when you take damage.

Undead: You are treated as an undead (you have weakness to light, healing effects damage you, dark damage heals you).

Weapon Statues

Sharp: Weapon's Critical Multiplier is increased by 1.

Precise: Weapon deals Critical Damage on a roll 10 or less.

Rend: Weapon is unusable until the end of battle.

Equipment

All characters start the game with a pack of same kind. Packs are magically crafted to contain multiple pocket dimensions. Characters can reach into their packs to pull out any item at a moments notices. A pack can hold up to 99 items, regardless of the items size or weight.

Weapons

Weapons are separated by license. Your character must have the proper license to use a weapon. Weapons have the following attributes:

Melee Weapons

Melee Weapons do their damage plus Damage Mod based on Strength. Massive weapons require an ability to use. Wielding two 1-handed weapons requires an ability.

Swords

Name	Damage	Critical	Hands	Gil
Longsword	1d10	x2	1-handed	200 gil
Shortsword	1d8	x2	1-handed	150 gil
Broadsword	2d6	x2	2-handed	400 gil
Greastsword	2d8	x2	2-handed	800 gil
Rapier	1d6	x3	1-handed	500 gil
Oversized Blade	2d12	x2	Massive	1500 gil

Knight-sword

Name	Damage	Critical	Hands	Gil
Knight-sword	2d6	x2	1-handed	800 gil

Katana

Samuria's Iaido ability has different effects based on the name of his Katana.

Name	Damage	Critical	Hands	Gil
Ashura	1d12	x2	1-handed	1000 gil
Osafune	1d8	x3	1-handed	1000 gil
Morasame	1d10	x2	1-handed	900 gil
Masamune	2d6	x2	1-handed	1100 gil

Daggers

Name	Damage	Critical	Hands	Gil
Dagger	1d6	x3	1-handed	25 gil

Axes

Name	Damage	Critical	Hands	Gil
Battle-Axe	1d12	x2	1-handed	100 gil
Greataxe	2d10	x2	2-handed	300 gil
Oversized Axe	3d8	x2	Massive	700 gil

Polearms

Polearms have the special trait that they can hit opponents up to one space away.

Name	Damage	Critical	Hands	Gil
Spear	1d8	x2	1-handed	100 gil
Lance	2d6	x2	2-handed	400 gil

Staff

Name	Damage	Critical	Hands	Gil
Staff	1d6	x2	2-handed	50 gil

Maces

Name	Damage	Critical	Hands	Gil
Mace	1d6	x2	1-handed	120 gil
Warhammer	2d4	x2	2-handed	250 gil

Ranged Weapons

Ranged weapons do their damage plus a Damage Mod based on you Dexterity. All ranged weapons require two hands to wield. You must have Ammo to fire your weapon.

Bows

Name	Damage	Critical	Range	Gil
Shortbow	1d8	x2	6 spaces	200 gil
Longbow	1d10	x2	8 spaces	400 gil
Arrows x20				20 gil

Crossbow

Name	Damage	Critical	Range	Gil
Crossbow	1d6	x3	10 spaces	250 gil
Bolts x20				20 gil

Gun

Name	Damage	Critical	Range	Gil
Handcannon	2d8	x2	6 spaces	1000 gil
Bullets x 20				40 gil

Thrown Weapons

Each type of thrown weapon requires its own license. Thrown Weapons do their damage plus Damage Mod based on Strength. They are used from your pack like consumables.

Name	Damage	Critical	Range	Gil
Knives x5	1d4	x3	4 spaces	25 gil
Shuriken x5	1d8	x3	6 spaces	100 gil
Bombs x5*	2d4	x2	4 spaces	200 gil

Bombs do their damage to the spaces adjacent to where they land as well.

Caster Weapons

Caster weapons provide a 20% bonus to one of the caster Skills while they are equipped. They can also be used to damage the enemy for a small amount physical damage. Roll your attack roll with your Caster Skill. They do not get a Damage Mod. Each caster weapon has its own license.

Name	Damage	Critical	Caster Skill	Gil
Rod	1d4	x2	Black Magic	300 gil
Book	1d4	x2	White Magic	300 gil
Evoker's Horn	1d6	x2	Black Magic	600 gil
Instrument	1d6	x2	Perform	100 gil

Upgraded Weapons

You can purchase weapons made from better materials at the cost of more gil. Below is a chart of material you can use to upgrade your weapons, the effects, and the costs of upgrade. Note: For ranged weapons, you must upgrade the ammo, not the weapon.

Material	Effect	Cost
Silver	Undead, Vampires, and Werewolves are weak to Silver	x5 Base Cost
Diamond	Weapon immune to Rend	x10 Base Cost
Platinum	Weapon always has the Sharp status.	x15 Base Cost
Adaman	Weapon always has the Precise status.	x15 Base Cost
Materia	Weapon damage unaffected by magical effects that provide Resistance or Reduce Damage (such as Protect)	x20 Base Cost

Armor

Armor provides some degree of protection from attacks that get past your defenses. Armor increases your Resistance scores (the amount of damage you prevent from every attack).

There are three tiers of armor: Robes (clothing), Light Armor (leather and chain), and Heavy Armor (plate). You require a license to wear a set of armor.

Robes

Robes are clothing weaved to provide a degree of protection from the elements. They provide good Magic-type damage resistances, but little to no physical resistance.

Name	Resistances	Gil
Robes	Fire 2, Earth 2, Air 2, Water 2	50 gil
Silken Robe	Fire 3, Earth 3, Air 3, Water 3	750 gil
Wizard's Robes	Fire 5, Earth 5, Air 5, Water 5, Dark 3, Light 3	2000 gil
Lord's Robes	Fire 5, Earth 5, Air 5, Water 5, Physical 3	2000 gil

Light Armor

Simple armor for those wading into the thick of combat, but without the strength or training to wear the heaviest pieces. Provides some damage resistance to both physical and magical damage.

Name	Resistances	Gil
Leather Garb	Fire 1, Earth 1, Air 1, Water 1, Physical 1	75 gil
Chain Vest	Fire 2, Earth 2, Air 2, Water 2, Physical 2	500 gil
Mythril Vest	Fire 3, Earth 3, Air 3, Water 3, Physical 6	2500 gil
Adaman Armor	Fire 4, Earth 4, Air 4, Water 4, Physical 4, Dark 2, Light 2	2500 gil

Heavy Armor

Plate and mail to shirk aside the occasional blade or axe. Provides good physical resistance but poor magic resistance.

Name	Resistances	Gil
Cuirass	Physical 2	100 gil
Chain Mail	Physical 4	750 gil
Plate Mail	Physical 10	2500 gil
Mirror Mail	Fire 2, Earth 2, Air 2, Water 2, Physical 8	2500 gil

Shields

A shield is required to use the Block skill, unless you possess an ability that allows you to block without one.

Name	Special	Gil
Shield	Allows use of the Block skill.	100 gil

Consumable Items

Each consumable item can only be used once. One consumable item can be used as an action.

Name	Effect	Gil
Potion	Restores 1d8 + 1 HP.	50 gil
Hi-Potion	Restores 3d8 + 3 HP	200 gil
X-Potion	Restores 6d8 + 6 HP	500 gil
Ether	Restores 2d6 + 2 MP	400 gil
Hi-Ether	Restores 4d6 + 4 MP	1000 gil
Elixir	Restores half of Max HP and half of Max MP	2000 gil
Mega Elixir	Restores full HP and MP	5000 gil
Antidote	Cures Poison	25 gil
Eye Drops	Cures Darkness	25 gil
Echo Herbs	Cures Silence	25 gil
Courage	Cures Disable	25 gil
Maiden's Kiss	Cures Toad	25 gil
Alarm	Cures Sleep	25 gil
Soft	Cures Stone	50 gil
Golden Needle	Cures Paralysis	50 gil
Holy Water	Cures Undead-status	50 gil
Bacchus Wine	Causes Berserk-status	100 gil
Calm	Removes Berserk-status	50 gil
Remedy	Cures Poison, Darkness, Silence. Disable, Toad, Stone, Paralysis, Undead-status	250 gil
Pheonix Down	Restores KOed creature with 1d8 + 1 HP	250 gil
Mega Pheonix	Restores KOed creatures with half Max HP.	1000 gil
Poison	Your next attack with your weapon inflicts Poison status. Requires ability.	50 gil

Starting Pack

Each of the base classes has a starting pack of items that includes things they will find useful on their adventures. Each pack cost 50 gil to buy a replacement.

Adventurer's Pack: Included 100ft of rope, chalk, a tent and everything needed to set one up, a bedroll, a pick, three torches, and flint and steel, among mundane trifles.

Thief's Pack: Includes a lockpick set, a 6ft pole, manacles, a set of dark clothing, a bedroll, and flint and steel, among mundane trifles.

Mage's Pack: Includes a pouch of regents for spellcasting, paper and ink, oil, a lantern, three candles, and a bedroll, among mundane trifles.

Mounts

While airship travel is common for traveling great distances, anyone planning on adventuring through the deserts or the icelands where the airships don't travel will eventually have to get themselves a loyal mount. Fortunately, Ivalice is the home of a friendly and intelligent species of animal called a Chocobo.

Chobobos come in several breed, recognizable by the color of their feathers. The different varieties are:

Yellow: The most common and widespread, yellow chocobos can be found all over Ivalice. They are fairly easy to tame, and many breeders have a wide stock for sale at relatively affordable prices.

White: The albino chocobo is not as rare as some believe, but it is very elusive. Incredibly skittish, it is tough for a hume to even get close enough to try and tame one. Some tamers claim that it is caused by a strong connection to the ether.

Black: One of the rarer breeds, it is the only chocobo known to have the capacity of flight.

Red: A violent and ill-tempered variety of the typically docile chocobo, they are tough to tame as mounts, though skilled beastmasters have been seen riding between battles with them and then fighting side by side.

Gold: The rarest all choco breeds, gold chocobos are highly sought after both for the stunning color of their feathers and for their speed, which handily surpasses all other breeds.

Other Mounts

Ivalice is also home to many horses, such as the powerful warhorses used by the Judges, and light rouncies sometimes favored by the nobility for the smoothness of their strides. Uncommon mounts such as ponies, large cats, and even unicorns are not considered strange sights. With enough gil and the proper handling skill, you are free to travel Ivalice in the style you see fit.

Mounted Combat

When riding a mount into combat, you must roll Handle Animal each turn to keep control of the mount, unless your mount is specifically trained for combat. A combat-trained mount will follow your orders to move through combat without a roll. You can also order it to attack with its natural weapons in place of your action (if it has one that is not being used for stability). While on a mount, you can attack normally, and use spells and techniques that do not move you. Mounting and dismounting in combat takes an action.

Enemies may choose to attack you or your mount. If your mount takes damage, you must roll Handle Animal with a Difficulty equal to the damage to remain mounted. Attacks directed at you can be blocked or parried as normal while mounted, but you can not dodge Melee, Ranged, or Thrown Weapons. If you would be effected by a spell, you may roll Handle Animal in place of a dodge. On a success, you take half damage and your mount is unharmed.

Magic Weapons

Swords of flames, invisible daggers, arrows that veer towards their targets. Magic weapons are the stuff of legends, forged in times forgotten and passed down through the generation. The greatest adventurers of our time often mark their success by which artifact of power they have managed to wield.

Defender

Type: Knight-sword

Special: You are treated as having the Fighter Ability “Weapon Guard” while wielding this weapon.

Mage Masher

Type: Dagger

Special: HP damage dealt with this weapon is also dealt to the target's MP.

Slasher

Type: Greataxe

Special: Critical Hits with Slasher inflict the opponent with the Slow status.

Special Armor

It's tough to forge magic into something as big as an entire suit of armor, but that does not stop some from trying bigger and better solutions to keep themselves from getting fried by a fire spell or cut by a sword. Treated with special chemical, lined with glyphs in important places, or sometimes just adding more steel to the point the wearer can barely move are all techniques used to create these unique suits of armor.

White Mage's Vestments

Type: Robes

Special: You take half damage from Fire, Water, Earth, and Air sources. Does not stack with other effects that halve damage.

Magical Accessories

Without true magic armor to speak of, the most powerful warriors supplement their armor with magical helms, ribbons, scarfs, and so on. You can only have Magic Accessory equipped at a time.

Auto-Shell Amulet

Special: Whenever you are the target of a spell that would deal HP damage to you, you are automatically effected the Shell status, which lasts until the end of the turn.

Black Mage's Hood

Special: Your Max MP is increased by by 1 per Character Level.