

FINAL FANTASY (AGE)

v3.0.4

A tabletop RPG setting written for the **Fantasy Age** system by

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and special thanks to
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HISTORY

Welcome to Gaia—A land of kingdoms and crystals, swords and magic. The denizens of Gaia are blessed by the light of the 4 crystals:

The crystal of **Water** grants clean and safe rivers, and people pray to it when they need assistance with interpersonal relationships.

The crystal of **Wind** ensures there is always a cool breeze which allows the ships to sail. People pray to it for matters of intellect and difficult decisions.

The crystal of **Earth** provides bountiful harvests, and when people need help in their career or financial affairs, people seek its power.

And the crystal of **Fire** means there is a warmth and light which can always be found, even in the coldest darkest places. Its light is a source of inspiration to those who need a jolt of creative energy.

Long ago, a strange and mysterious cult came to power, led by the **Mage Hunter Dreggon** and his lackeys. He claimed that if the Four crystals were brought together, its light would eradicate sadness, death, and fear. The world would be a Utopia beyond imagining. As his followers began to grow in number, some of the people began to believe their words, and war broke out.

The followers worked in secret, infiltrated each Kingdom's security, and even killed their fellow men to achieve their goals, and eventually they began acquiring Crystals. Each time a crystal was taken from its temple, the world grew a little darker.

These prophets claimed the Darkening was only temporary—That once all four were brought together, Utopia would be born. But the people began to fear. Townsfolk starved from lack of harvests, the waters ran dark and polluted, and the winds could no longer carry ships across the seas. Only the Fire crystal remained protected by the **Great King Allag**. By the light of this last remaining crystal, he formed an alliance.

The **Allagan Alliance** was a pact between the four kingdoms of *Gaia*. Each King swore to protect the last remaining crystal and rend the cultists asunder. To that end, they fought in the **Battle of the Four Corners**, and finally all of the crystals were reclaimed. They replaced them in their kingdoms and per the Alliance, created the **Allagan Forces**, whose sole purpose was to protect the crystals from ever being disturbed again.

In the 150 years since then, *Gaia* has become a peaceful place once more. Blacksmiths provide weapons, but their use is generally frowned upon unless one's life is threatened. Merchants can be found in every corner, peddling wares and trinkets. Each kingdom is safe and protected by a crystal, and all is as it should be.

But dark forces are never fully quenched, and a plot is unfolding which threatens the happy lives of *Gaia* once more. That is when the **Heroes of Light** step forth...



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ADJUSTMENTS

Currency

In this realm, Gil is used in place of Copper/Silver/Gold. The formula for Gil is as follows:

$$\text{Gil} = \text{Copper} \times 10 \quad \text{-or-} \quad 1000 \text{ gil} = 100 \text{ cp}/10 \text{ sp}/1 \text{ gp}$$

Elements

Enemies will generally have elemental weaknesses and resistances. The following table describes how to modify damage based on elemental attributes.

Attribute	Modifier
Weakness	<i>+3 Damage</i>
Resistance	<i>-3 Damage</i>
Immunity/Nullification	<i>All damage of this type is ignored</i>
Absorb	<i>All damage of this type is converted to healing</i>

New Class

There is an additional core Class you may choose at character creation: the **Mystic Knight**. These are warrior/mage hybrids with access to Magic and Weapons alike.

Specializations

In addition to the new specializations, please refer to the chart below and keep the new names for Core FAGE specs in mind.

Old Specialization	New Specialization
Knight	<i>Chocobo Knight</i>
Elementalist	<i>Arcanist</i>
Miracle Worker	<i>White Mage</i>
Sword Mage	<i>Spellsword</i>
Sharpshooter	<i>Ranger</i>
Arcane Scholar	<i>Sage</i>

Limit Breaks

In addition to Stunt Points, characters in this world have the opportunity to critically succeed. This occurs when the two non-stunt dice on an ability test are both 6. When this happens, the player gains

access to a new set of stunts called Limit Breaks. The number on the stunt die reflects the number of Limit Stunts they may use. Refer to the table below for Limit Break Stunts:

Limit Break Combat Stunts		
1	Braver	Your Battle Acuity reaches it's peak. Reroll the lowest damage die and take the higher and double the total result.
2	Cross Slash	Make a second attack against the same enemy. If both attacks hit, target is knocked prone
3	X Strike	You and an Ally move as one, and strike an enemy so quickly in succession only half their defenses can apply to either of you. You and an ally of your choice gain a +2 bonus on your next ability test against the chosen target. Additionally, you may each use the Pierce Armor stunt at no SP cost when attacking the chosen enemy.
4	Lunatic High	The adrenaline of the battle sends your senses into hyperdrive. Your attack affects an additional enemy adjacent to your primary target, or within 6 yards of it if you are using a missile weapon. At the start of the next round of combat, you are moved to the top of the initiative order.
5	Grand lethal	The enemy takes a severe injury preventing it from performing in battle. Replace The Target's Stunt Die with a d3 when making Fighting and Intelligence tests.

Limit Break Spell Stunts		
1	Riot Blade	Your Mental Acuity reaches it's peak. If your spell does damage or healing, reroll the lowest damage/healing die and take the higher and double the total result.
2	Star Prism	The power of the stars lend themselves to your power. Any effect that requires an opposed test against your spellpower is an automatic failure.
3	Free Energy	You draw from the very flow of battle to power your spells. Decrease the MP Cost of the spell to 0.
4	Last Resort	Your Spell triggers a reaction with the ever present magical energies around you. Your spell's radius expands by 6 yards in all directions.
5	Great Gospel	Your Spell resonates the very heavens themselves. All allies within 20 yards of you heal the amount of your total roll and gain a +2 to defense for the rest of the encounter.

Doom Points

Similar to Limit Breaks, Doom Points occur on the other side of the threshold, when a character Critically Fails. This occurs when a player rolls 1s on the non-stunt die. The number of stunts generated is equal to the number on the stunt die, and players **must** use stunts from the below table:

Doom Point Table		
1	Wiped Out	You are very much “off your game”. Replace your stunt die with a d3 for 1d6 nights rests.
2	Serious Wound	Your injuries are so severe, you'll never be quite as healthy again without intensive care. The next round of damage you take permanently reduces your maximum HP as well for 2d6 consecutive nights rest.
3	Slow Healer	Your wounds will heal, but it will take time. Reduce your Constitution by 1 until you receive three consecutive nights of full rest.
3	Prone	You not only failed to hit your enemy, the attack knocks you off balance. You fall prone and take 1d6 damage.
4	Easy Prey	The enemy takes advantage of your weakened position. Add 1d6 to the next damage you receive.
5	Demoralized	Your failure shakes your confidence. Take a -1 to your next Willpower check.
5	Off Balance	You don't recover as quickly as you should. Reduce Defense by 1 until your next turn.
6	Fumble	You drop your weapon and must use a minor action to retrieve it. This effect bypasses effects that prevent disarmament.

New Actions

Steal *Major Action*

You attempt to pilfer something from your target. The TN and the items available to steal will be determined by the DM.

Scan *Minor Action*

You take a moment to try and identify potential weaknesses in a target. Based on the target, the test will be determined by the DM (Natural Lore, Arcane Lore, etc). The TN also will vary and the information obtained will be determined based on your level of success.

Concentrate *Minor Action*

This is an action which can be taken by mages only. You take a moment and concentrate on the next spell you want to cast. You may add any relevant Arcana focuses to the damage roll of the next spell you cast.

WARRIOR SPECS

Monk

Class: Warrior

Requirements: Strength and Constitution 2 or higher and Unarmed Style (Novice)

Skilled martial artists, fighting with nothing but bare fists. These warriors are at one with the Earth. Their blinding speed and accuracy will make your head spin—if they don't knock it off your shoulders first.

Novice

Your fists are faster than lightning. You can perform **Lightning Attack** as a Major Action instead of a Stunt when using weapons in the Brawling weapon group. The stunt itself may be used in addition to this, bringing the maximum number of attacks per turn to three.

Journeyman

You are at one with mind, body and spirit. Learn **Chakra**, a Major Action. You can meditate momentarily to recover 1d6 HP and remove one disease.

Master

Your martial skills surpass all. Learn the **Sweeping Kick** combat stunt. This can only be used when using weapons in the Brawling weapon group. For 4 SP, your attack affects all opponents in a 2y radius and knocks them prone.



Dragoon

Class: Warrior

Requirements: Strength 3 or higher and the Pole Weapon Style (Novice)

Built and trained to slay dragons, these fierce warriors are one with their Lances, dealing mighty blows to enemies who dare stand in their way. Practically aerial fighters, their jumping ability is not to be underestimated.

Novice

Lances are an extension of your own body and **do not** count as an improvised weapon, even if you are on foot.

Also learn **Jump**, a Major Action which can only be used when wielding a weapon from the Pole group. You target an enemy within your movement range to strike from above. By the power of Dragons, soar high into the sky until the start of your next turn, then crash down on your opponent. On this turn, make your attack roll and generate stunt points normally, but deal *double* damage. However, if the enemy has moved 4y or more since you activated **Jump**, you automatically miss.

You are unable to be targeted by enemies while in the air. For the remainder of the round after you land, you may only perform Free and Minor actions.

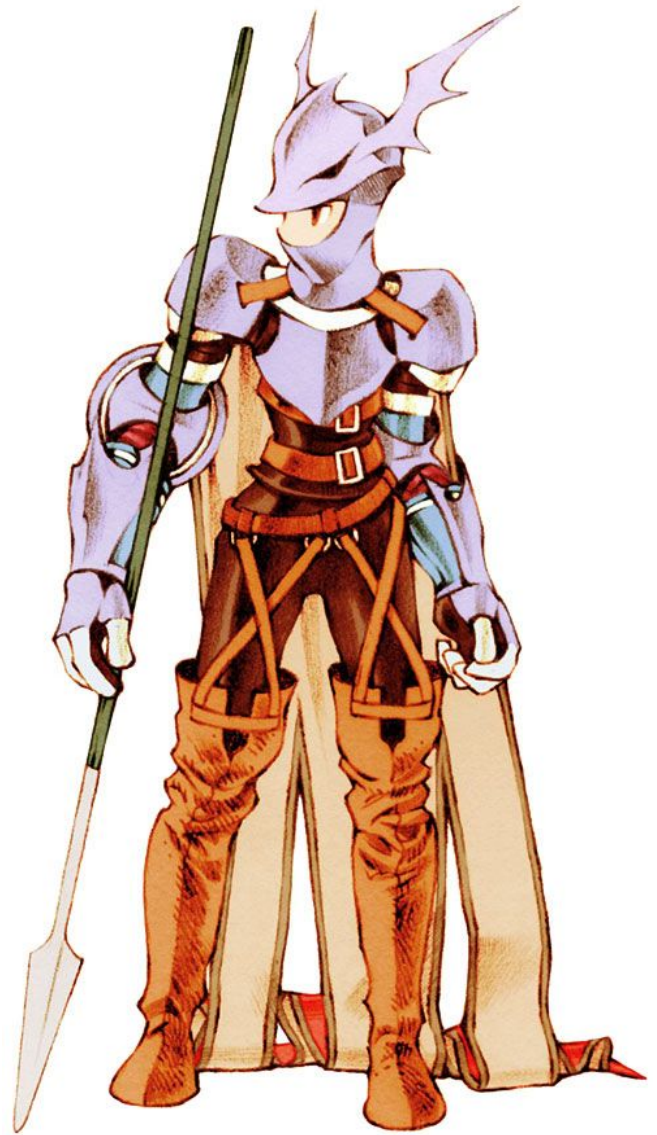
Journeyman

Jumping and falling from great heights barely phases you. Strength (Climbing) tests take half the time they would normally, and you can jump and fall up to 10y with no penalty.

You can also commune with dragons. Learn Speech (Drake).

Master

You learn the stunt **Dragonfire** for 4 SP. When you perform this stunt, you throw your weapon at an enemy from above. Deal an additional 1d6+2 penetrating damage.



Samurai

Class: Warrior

Requirements: Perception 2 or higher

Samurai are known for their fierce loyalty and thick pockets. They are well trained in the art of the sword and are renowned for their quick reflexes and expert maneuvers.

Novice

You are quick to spot weaknesses in enemy attacks. Learn **Counterattack**. Whenever an enemy within your melee range targets you with an attack, you can make an attack against them as a reaction if your Perception is higher than their Dexterity.

This is a free action that does damage equal to $1d6 + \text{Perception}$ (regardless of your weapon damage), but the attack roll does not generate stunt points.

Journeyman

You can anticipate the flow of battle, and now generate stunt points on your **Counterattacks**.

Master

Keenly aware of the battlefield and your enemy's weak points, you are able to exploit weaknesses in enemy movement. Whenever an enemy moves in or out of your melee attack range, you can activate a **Counterattack**, regardless of whether or not this enemy targeted you.



Machinist

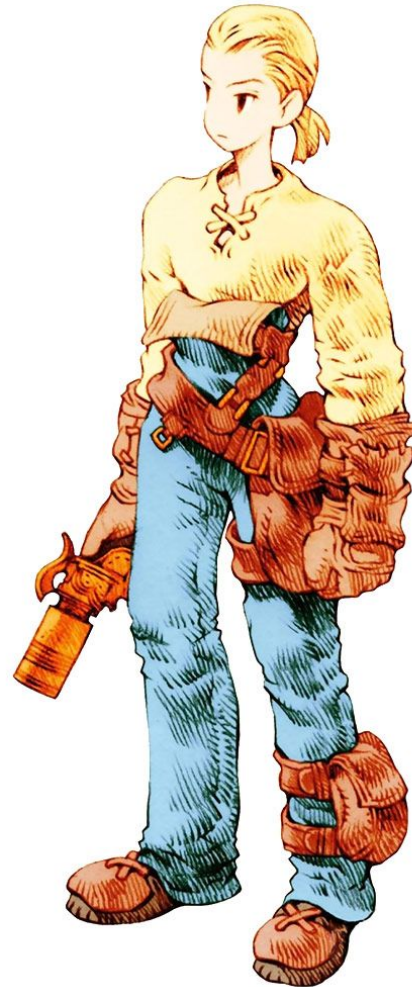
Class: Warrior

Requirements: Black Powder Weapons Talent (Novice)

Novice

Based on your talent with guns, you can be significantly more precise with your weapon, and can utilize the added force for some devastating effects. If you roll less than a 10 on your attack roll when using **Machinist** abilities, your gun gets Jammed and you must use a Minor Action to repair it before you can fire it again.

Black Powder Weapon Talent	Machinist Ability
Novice	Leg Shot - Take a -2 penalty to attack. If your attack connects, the target's speed is reduced to a number equal to their Dexterity (min 1) until your next turn.
Journeyman	Arm Shot - Take a -3 penalty to attack. If your attack connects, the target loses one Major Action on their next turn.
Master	Critical Shot - Take a -4 penalty to attack. If your attack connects, deal an additional 2d6 damage. Target is knocked Prone.



Journeyman

You are a sniper in the field, making it easy for you to attack targets at a distance. Extend the Short and Long Range of your guns by 5 and 10 yards, respectively.

Master

You are practiced in the art of preventing weapon jams. You may reroll the lowest die on your attack rolls, but you must keep the second result.

ROGUE SPECS

Ninja

Class: Rogue

Requirements: Dexterity 3 or higher, and Thrown Weapon Style (Novice)

Sneaking and striking with precision, Ninja's are known for being unseen. They stalk the battlefield dealing powerful blows from the shadows.

Novice

You are well versed in the arts of stealth and surprise. Learn **Flank**, an Activate Action which can be used when you are behind an enemy or in a blind spot, and the enemy isn't currently targeting you. Attacks made while this skill is activated deal additional damage equal to your Dexterity.

Journeyman

You are nimble and as one with the shadows. Gain a +2 bonus on all Dexterity (Stealth) and Dexterity (Acrobatics) tests.

Master

Weapons fly from your hands with deadly force. Gain a bonus on all damage from Throwing Weapons equal to half your Dexterity. (Can stack with Flank.)



Bard

Class: Rogue

Requirements: Communication 3 or higher, Music Talent (Novice)

Bards are revered for their uplifting spirits and empowering melodies. You use the power of music to aid your allies. Although they are not mages, their musical talent is uncanny, and they can prove to be essential allies on and off the battlefield.

Novice

Your tunes have the ability to truly inspire. Learn **Sing**. As a Major Action, you may perform a song for one character to provide them a 1d6 inspiration die which they may use on any ability test. When used, players roll a 3d6 plus their inspiration die, and discard the *lowest* non-stunt die.

Players can only have one inspiration die at a time, and they expire after 1 minute (or 4 rounds of combat). You may inspire a number of players equal to your Communication.

Journeyman

You learn to play music which disrupts your enemies.

Learn **Dissonant Melody**. As a Major Action, play a song that confuses your enemies. All enemies must make a Willpower (Self-Discipline) test vs. your Communication (Performance). If they fail, they suffer a -2 penalty on their next attack or spellcasting roll and generate -1SP on their next stunt.

Master

You are a skilled performer, known far and wide. When you perform a song for friends and allies, make a Communication (Performance) test to see how well you are received, and gain the following bonus on your next turn:

Roll	Additional Effect
3-10	+1 <i>Damage</i>
11-15	+2 <i>Damage</i> , +1 <i>Defense</i>
16+	+3 <i>Damage</i> , +1 <i>Defense</i>



Chemist

Class: Rogue

Requirements: Alchemy (Novice) or better

Swift pockets and nimble fingers, those trained in Chemistry make the most of every item. Sometimes they even seem to create them out of thin air!

Novice

You learn the art of synthesizing consumable items, even transposing those items into exploding versions which can be used on targets far away. Gain the following bonuses based on your training in the Alchemy talent:

Alchemy Talent	Effect
Novice	<i>You may craft Potions for 100 gil. Further, you may spend 300 gil to transpose any Potion or Recovery item into a ranged Vial. Vials follow the rules of Grenades when used.</i>
Journeyman	<i>You may craft Echo screens, Antidotes and Eye drops for 100 gil; Holy Water, Maiden's Kiss, and Gold Needle for 200 gil; and Hi-Potions for 500 gil.</i>
Master	<i>You may craft Phoenix Down for 5,000 gil and Remedy for 750 gil.</i>



Journeyman

You excel at making things go BOOM! You may perform the **Kaboom!** Stunt for -1 SP.

Also learn **Vaccine**, a Major Action. Use two of a single recovery item (like **Antidote** or **Eye Drops** but not **Remedy**) to vaccinate one character against the corresponding disease for one hour or encounter. Vaccinated characters do not need to perform opposed tests when defending against the vaccinated disease, it will never be inflicted.

Characters may only be vaccinated for one disease at a time. Vaccination does not treat diseases already inflicted.

Master

You are full of surprises. When using any consumable item, you may make a TN 16 Intelligence test to see if you can use this item with extreme efficiency. If successful, you manage to save enough of this item for one additional use.

Dancer

Class: Rogue

Requirements: Communication 3 or higher

Dancers are experts at weaving in and out through a battlefield, moving deftly from front lines to rear effortlessly. They utilize their body to confuse and startle enemies.

Novice

Your movements are like water on the battlefield. You may activate **Sword Dance** mode as a minor action. While this is active, you gain +1 to all stunt points generated, so long as you are not wearing Mail or Plate Armor.

Journeyman

Enticing is your middle name. Learn **Charm**, a Major Action. By performing a successful Communication (Seduction) or (Persuasion) test against an adjacent target's Willpower (Self-Discipline), you can **Charm** them to your way of thinking for a number of rounds equal to your willpower. If successful, this target must do as you suggest while under this action's effect. Otherwise, it has no effect.

At the end of their turn, the target can attempt to break free of your hold on their will by making another Willpower (Self-Discipline) test vs the original result of your Seduction or Persuasion test. If they ever take damage from an ally, they will also "snap out" of this effect.

Master

Your dances make waves on the battlefield. While **Sword Dance** is active, you also gain +2 to your defense.



MAGE SPECS

Astrologian

Class: Mage

Requirements: Intelligence 3 or higher and either Fate or Divination Arcana

Astrologians derive their power from the stars, and use Tarot cards to aid allies and disrupt enemies. By reading the paths of the stars and patterns of the cards, they become in tune with nature and the bonds of fate. When you take up the Way of the Astrologian, you obtain a Deck of 78 and this deck becomes your Arcane Device (if it wasn't already).

Novice

Your spells are empowered by the energy of the stars. You may use the **Knock Prone** stunt as a spell stunt. Also learn **Draw**.

Draw a card from your deck of 78 (1d6). Gain an effect to immediately bestow upon yourself or an ally within 20y of yourself, to last until the start your next turn. Roll a 1d3 to determine the buff amount when necessary. **Draw** is a Minor Action.

1d6	Effect	Value
1	<i>The Chariot</i> : Increase Speed	+3
2	<i>The Moon</i> : Reduce MP Cost (min 1 MP)	-2
3	<i>The Tower</i> : Reduce the cost of next Stunt (min 1 SP)	-1
4	<i>The Star</i> : Execute one minor action as a free action	--
5	<i>The Empress</i> : Increase Armor	+2
6	<i>The Sun</i> : Increase Damage	+3

Journeyman



The stars bless you with luck. You may reroll the result of a Draw until you pull a different card than before, keeping the final result.

Master

You begin to better understand how cards relate to each other. Immediately after drawing a card, you can choose not to apply its effect to a target, but instead use it to **Empower** the next card you use. Effect is based on card used to Empower. **Empower** is a Minor Action and costs 3 MP. You may only carry the effect of one Empowerment at a time; Subsequent **Empower** actions will overwrite any unused Empowerments.

Example: I draw the The Sun, and use 3 MP to Empower my next draw. On my next turn I draw The Moon. I can now reduce MP cost for a friendly character by 6.

Card Drawn	Empower
<i>The Star, The Chariot</i>	Extend duration. Effect lasts for 2 turns instead of 1.
<i>The Moon, The Tower</i>	Widen radius. Use the effect on all targets in a 6y radius.
<i>The Sun, The Empress</i>	Boost effect. Double the potency.*

* Star: Execute a Major Action for a Minor Action

Summoner

Class: Mage

Requirements: Willpower and Communication 2 or Higher

In a distant land lies a special form of Magic where masters of a certain Arcana could call upon deities to perform miracles on their Behalf. This power has since been lost to the ages, however, those who know of its power seek to call upon it.

Novice

You can now invoke the physical forms of Arcana. Learn **Summon**, a Major Action. When you attain Journeyman in an arcana, you also obtain it's Summon. Refer to the table below to determine what Summons you have received. You may only use **Summon** once per encounter.

Also learn **Channeling**, a Major Action. You can begin channeling a specific Summon. While Channeling, you cannot move or perform any other actions, but each consecutive turn you spend Channeling reduces the TN of the Summon by 1, to a maximum of -4 TN. Each turn, you may decide whether to continue Channeling or to attempt to Summon.

Journeyman

Your Empathy with Summons has opened your eyes to other ideas and perspectives. Gain a +2 bonus to Perception (Empathy) and Communication (Animal Handling) tests.

Master

You are in tune with your Summons more intensely than before. You may reroll a failed Summoning roll and keep the second result.



Arcana	Summon	MP	TN	Effect
---	<i>Carbuncle</i>	--	13	Gain this Summon by default. Carbuncle follows you, but can be assigned another player to follow instead as a free action. While active, you can use this free action at any time to change Carbuncle's designated character. All allies within it's light (10y) gain a +2 bonus on all tests to resist spells. Can also be used to like a torch to light passageways. While you have Carbuncle active, your max MP takes a penalty of 10+half your Level (rounded down). You cannot Summon again until Carbuncle is dismissed. Dismissing Carbuncle removes the MP penalty but the character does not regain any lost MP.

Air	Garuda	25	17	You call upon the bloodthirsty maiden of the winds to displace your enemies in a flurry of wind and feathers. Choose an enemy within 30y of you. Deal 1d6+9 Damage to enemies in a 5y radius of your target. Enemies affected may be pushed 5y in any direction.						
Divination	Cait Sith	30	16	A mischievous talking cat reads your party's fortune. All Allies receive a +2 Bonus to their Defense and to all Attack rolls for the remainder of the encounter, or 1 hour.						
Draw	Siren	25	16	Plays a song that sings sweetly in your allies ear and spells doom for your foes. All hearing allies gain the effect of Drain Samba. For the remainder of the encounter, players restore their HP for half the amount of damage they deal (before armor).						
Earth	Titan	30	17	Stalwart defender of the earth emerges and erects a mountainous wall to defend you and your allies. Choose an ally within 20y of you. A spherical Wall with a 12y radius is erected centered around this target. It's has an Armor Rating equal to your Willpower and it's HP is equal to your Spellpower + Level. Enemies attacking allies in the wall will still make attack rolls vs. their defense, but the Wall will take any damage, until its HP reaches zero. While the wall is up and has HP, enemies outside it must make a Dexterity (Climbing) test vs. your Spellpower in order to move over it.						
Fate	Tonberry	30	19	A small tonberry with a gleaming knife waddles up to your target and impales them. Choose a target within 20y of you. Deal penetrating damage equal to the Target's Defense+Your Spellpower.						
Fire	Ifrit	40	18	In a swathe of flames, a demon appears and spreads fire and chaos in its wake. Choose a target within 30y of you. Deal 2d6+8 damage to all enemies within a 15y radius of your target. Affected targets who fail a Dexterity (Acrobatics) test vs. your Spellpower are also knocked prone.						
Gravity	Atomos	35	18	A towering disembodied mouth rises, and begins swallowing up everything in it's path. Choose a target within 30y of you. This foe and all foes in a 20y radius of them take 2d6+3 penetrating damage and must make a Constitution (Stamina) test. If they fail, they are moved 6y closer to your target.						
Healing	Unicorn	30	19	A unicorn with a gleaming horn gallops into the battlefield to aid those in need. Choose an ally within 30y of you. This ally and all allies within a 12y radius are Revived and have their HP and MP fully restored.						
Heroic	Gilgamesh	20	16	Legendary hero Gilgamesh lands in the battlefield, wielding one of two blades to varying degrees of success. Roll a 3d6 to determine effect. <table><tr><td>≤12</td><td>Excalipoor</td><td>Deal 1d6+Willpower damage to one target within 30y of you.</td></tr><tr><td>13+</td><td>Excalibur</td><td>Deal 1d6+13 damage to enemies in a 15y wide, 10y long cone in front of you.</td></tr></table>	≤12	Excalipoor	Deal 1d6+Willpower damage to one target within 30y of you.	13+	Excalibur	Deal 1d6+13 damage to enemies in a 15y wide, 10y long cone in front of you.
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Ice	<i>Shiva</i>	25	17	The battlefield chills, and out of icicles that form, a woman emerges. With a snap of her fingers, the ice shatters, leaving behind cold devastation. Choose a target within 30y of you. Deal 1d6+7 Damage to all enemies in a 10y radius of this target. Affected enemies have their speed halved for the next 3 turns.
Light	<i>Alexander</i>	40	21	A castle of stone floats down from the heavens above, guided by silver wings, unleashing a flurry of golden beams upon your enemies. All targets in a 15 yard circle you designate take 2d6 + Twice your Willpower penetrating damage and are seared. At the start of their turn, affected targets must succeed a Willpower (Faith) test vs. your Spellpower, or take another 1d6 + your Willpower penetrating damage. This effect continues until they succeed or until 3 of their turns pass.
Lightning	<i>Ramuh</i>	45	20	Looking upon the battlefield, a bearded man with a large staff calls upon the sky itself to deliver judgement. Choose a target within 20y of you. Deal 3d6+6 penetrating damage against this target. Up to 4 enemies within 10 yards of this target also take 2d6+Willpower penetrating damage.
Poison	<i>Cúchulainn</i>	30	16	An abomination from the depths of hades rises into the battlefield, carrying all the miasma of the dead with it. All enemies on the battlefield must make a Constitution (Stamina) test vs. your Spellpower, and if they fail they are diseased with <i>Fever</i> , <i>Poison</i> , and <i>Virus</i> .
Power	<i>Bahamut</i>	50	22	The sky itself parts to call the King of Dragons. His breath leaves devastation in its wake. Choose a target within 30y of you. Deal 2d6 + Your Spellpower penetrating damage to all enemies in a 12y radius of your target.
Shadow	<i>Diabolos</i>	30	17	A spherical void swallows up all light in a 10y radius around a target of your choice within 30y, creating a dense fog of darkness that lingers for 1 hour or encounter. All targets affected (even those with Dark Sight) have their speed halved and must make successful a Dexterity (Acrobatics) test vs your Spellpower when moving through the fog. If they fail, they fall and take damage equal to 1d6 + (their Constitution ×2), and are knocked prone.
Shield	<i>Carbuncle+</i>	--	18	Carbuncle functions as he does normally, but instead applies the effect of Protect and Shell on all those in range of his light. Increase his MP penalty to 20 + Half your Level (Rounded down) while in this mode.
Time	<i>Chocobo</i>	30	16	The forest bird emerges onto the battlefield and provides a blessing to your allies with a resounding 'Kweh!' Increases the Speed of all allies by 6 and bestows upon them one bonus Minor and Major action, which expires at the end of the encounter if unused.
Water	<i>Leviathan</i>	40	18	A sea serpent appears on the battlefield, riding a tsunami that engulfs even the driest landscape. Deal 2d6+7 damage in a 20y radius, and make the battlefield soaking wet. All enemies are now considered weak to Lightning damage.
Wood	<i>Sylph</i>	25	16	Protectors of the forest heed your call and come to your aid, calling upon the forest itself to assist you wherever you may be. Thorned trees and plants begin to grow even in the harshest

				environments, and they damage foes in the process. Each target must make a successful Dexterity (Acrobatics) test upon moving, or trip and suffer 1d6+5 damage. Choose any ally to be healed by an amount equal to the damage taken by the target(s).
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Black Mage

Class: Mage

Requirements: Intelligence 2 or higher

With unparalleled wisdom and wit, Black Mages use their knowledge of the different dimensions of the universe to enhance their spells. They are frightfully powerful on the battlefield – If you encounter one, you better hope they are on your side!

Novice

Your mind is sharp and in tune with the world around you. You may spend additional MP to improve your Spellpower for a single cast. Pay MP relative to your Willpower and refer to the chart below to obtain the bonus:

MP Cost	Spellpower bonus
Willpower + 1	+1
Willpower × 2	+2
Willpower ²	+3

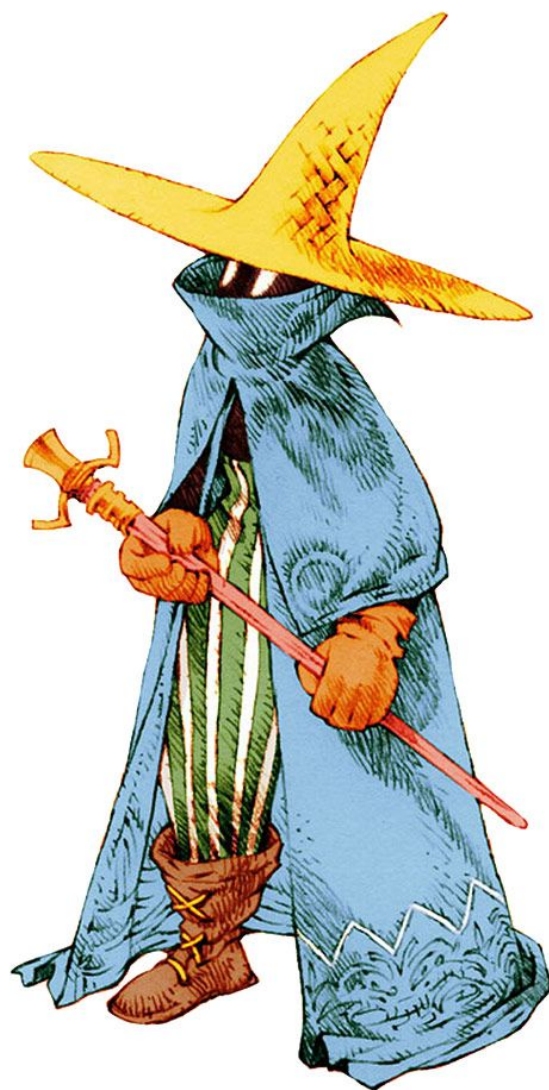
Journeyman

You are obsessed with magic, and are more likely to successfully cast spells and perform spell stunts. You have the option to pay an additional 5 MP to empower a spell you are casting. Roll a 4d6 instead (3d6 + 1d6 stunt), and choose one of the non-stunt die to disregard. Use the remaining dice to determine stunts and casting success.

(This cannot be used in conjunction with a Bard's Inspiration die.)

Master

You learn how to call upon a version of yourself that hasn't happened yet. You may attempt to cast **any** spell from an Arcana you've achieved Novice or better in, but you must pay twice the normal MP cost of that spell.



Geomancer

Class: Mage

Requirements: Willpower 2 or higher; Intelligence (Natural Lore) focus

Novice

You begin to understand the language of the planet around you. If you fail an Intelligence (Natural Lore) test, you may reroll it but you must keep the second result.

Additionally, learn **Nature's Wrath**. When you are attacked with Elemental magic, you can counter with your own. The spell you counter with must have an MP cost no greater than 4 and must have a casting time of a Major Action or less. When using this action, the MP cost of whichever spell you choose is always 4.

Journeyman

The whispers of the planet keep you aware of the world around you, but only if you listen. You may attempt to **Scry** on a person you've met or a location you've been to. This costs 5 MP and takes 10 minutes. The DM will describe the visual clues you receive from the planet about what is around the object of your Scry at the time you cast it.

Master

You may implore the planet to aid you in your quest.

Describe the assistance you seek, and roll 3d6. If

you roll a number equal to or lower than your level, the planet hears your plea, and intervenes. The DM chooses the nature of the intervention. If you succeed in earning the Planet's favor, you cannot use this ability again for 7 days. Otherwise, you can attempt it again after a full 8 hours of rest.



MYSTIC KNIGHT

Primary Abilities	Strength, Fighting, Intelligence, Willpower	Starting Health	25 + Con + 1d6
Weapon Groups	Brawling, and any two others as long as at least one of the following is chosen: Axes, Bludgeons, Heavy Blades, Light Blades, Spears or Staves.		
Talents	May take any Talent except: Dual Weapon Style, Quick Reflexes, Thievery, Scouting, or Armor Training		
Starting Equipment	One weapon, an arcane device, and Heavy Leather armor		

The Mystic Knight class sacrifices physical mobility for diversity in battle. These warriors are often seen in the form of Holy or Dark knights, but can be crafted in many versatile ways. They are allowed to take on a limited number of Arcana, but none of them are off-limits—they can even Master one, if they choose.

Mystic Knights can be found either in the rear, defending the mages of your group, or on the front lines along with the warriors. Since they are able to wear armor without hindering their magical abilities, they know how to take a punch. However, what they gain in versatility, they lack in agility. These knights tend to be cumbersome and slow.

It takes great patience and determination to master both Might and Magic. Know this before taking on the challenge.

Lv 1

Arcane Token: Each Mystic Knight must have a small token by which to channel their magical abilities. It can be a piece of jewelry, an orb, a tome, or even a tattoo. Choose your Arcane Token before you make your character. If you lose your Token for any reason, you will need to spend an hour and 5 MP recrafting or finding a new one.

Magic Training: Study a New Arcana. Become a Novice in one of the following **Elemental** Arcanas: *Air, Earth, Fire, Ice, Lightning, or Water*. They are considered to have **Spellpower** equal to 8 + Willpower.

Magic Points: Gain **MP** equal to 10 + 1d6 + Willpower. MP will increase as you level. From levels 3-9, You gain 1d6 + Willpower MP on **odd** levels. From level 11 onwards, you gain only Willpower on **odd** levels.

Starting Talent: You become a Novice in one of the following talents: *Archery Style, Pole Weapon Style, Single Weapon Style, Throwing Weapon Style, Two-Hander Style, Unarmed Style, Weapon and Shield Style*. You also become a Novice in **Mage Armor Training**.

Mage Armor Training

Novice

You have adapted to the constraints of Leather and Mail armor and can focus easily while wearing it. You do not suffer the Strain penalty to MP cost.

Journeyman

You have adapted to the constraints of Plate armor. You do not suffer the Strain penalty to MP cost.

Reduce the Dex and Speed penalty rating of Leather and Mail armor by 1.

Master

You are at home in your armor. Reduce all Elemental damage taken by half (rounded down).

Reduce the Dex and Speed penalty rating of all armor by 2 (total).

Lv 2

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

<i>Lv 3</i>	<i>Lv 4</i>
Study a New Arcana. Become a Novice in any new magic talent.	<p>New Specialization: You may choose one specialization for your class. You gain the Novice degree of its specialization talent.</p> <p>Follow-up: You cast a spell after striking a foe with a melee attack, or vice-versa. This is a stunt that costs 3 stunt points. If casting a spell, it cannot have a MP cost greater than 3, and a casting roll is required as usual. If you roll doubles on this attack or spell casting roll, do not generate additional stunt points.</p>
<i>Lv 5</i>	<i>Lv 6</i>
<p>Advanced Arcana. Obtain the next degree of understanding in any of your chosen Arcana.</p> <p>New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.</p>	New Specialization Talent: You gain the Journeyman degree in the specialization talent you gained at level 4.
<i>Lv 7</i>	<i>Lv 8</i>
<p>New Weapon Group: You learn a new weapon group of your choice.</p> <p>New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.</p>	<p>New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 6.</p> <p>Elemental Strike. For 2 SP, you may use an Elemental Arcana you have achieved Novice or better in to empower a physical attack. Treat all damage as Elemental based on the Arcana used to empower.</p>
<i>Lv 9</i>	<i>Lv 10</i>
Absorb Mana: Whenever an enemy deals damage to you as a direct result of a spell, automatically regain MP equal to that spent by the enemy.	Advanced Arcana. Obtain the next degree of understanding in any of your chosen Arcana.
<i>Lv 11</i>	<i>Lv 12</i>
<p>New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.</p> <p>Magic Points: From level 11 onwards, only gain Willpower in MP on odd levels.</p>	New Specialization: You may choose one new specialization for your class. You gain the Novice degree of its specialization talent.

<i>Lv 13</i>	<i>Lv 14</i>
<p>Study a New Arcana. Become a Novice in any new magic talent.</p> <p>Sinister Strike: You are an achieved spellsword. When using Elemental Strike with an Arcana you have achieved Journeyman or better in, add your Willpower to the attack damage.</p>	<p>New Specialization Talent: You gain the Journeyman degree in the specialization talent you gained at level 12.</p>
<i>Lv 15</i>	<i>Lv 16</i>
<p>Study a New Arcana. Become a Novice in any new magic talent.</p>	<p>New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 12.</p> <p>Brute Force: You can substitute Strength for Willpower when dealing damage with spells.</p>
<i>Lv 17</i>	<i>Lv 18</i>
<p>New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.</p> <p>You may perform Elemental Strike for -1 SP.</p>	<p>Advanced Arcana. Obtain the next degree of understanding in any of your chosen Arcana.</p>
<i>Lv 19</i>	<i>Lv 20</i>
<p>New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.</p>	<p>Master Mystic: Pick one type of stunt. You gain a +1 bonus when generating stunt points of that type.</p>

Paladin

Class: Mystic Knight

Requirements: Willpower 2 or Higher, Healing Arcana (Novice) or better

Paladins are blessed with holy magic and are the wall that prevents evil from preying on the weak. While Guardians tend to defend on the front lines, Paladins can often found taking up the rear, offering aid to the mages and archers in their party.

Novice

Become a sentinel on the battlefield, selflessly protecting allies with your body and shield. Choose an ally and enter **Cover** mode with an Activate action. Once per round, if your chosen ally is within movement range and is going to take damage, you may dash to them and take the blow in their place. If you are holding a shield, you may use half your Armor Rating to mitigate some damage (unless the blow itself is penetrating).

Journeyman

Your aura radiates holy energy. When you successfully Cover for an ally, they restore HP equal to 1d3 + your Willpower.

Also gain the ability to **Sense Evil**. Gain a +2 bonus on Perception tests to search for malicious characters or items.

Master

You are adept in the art of self-sacrifice, and learn to out-manuever opponents even as you are dashing to your ally's aid. You may use your full Armor Rating when using a shield to cover attacks (unless the blow itself is penetrating).



Dark Knight

Class: Mystic Knight

Requirements: Strength and Constitution 2 or higher; Shadow Arcana (Novice) or better

These fierce warriors tap into the darkness in their own hearts to cause equal pain to their enemies. They sacrifice their own life and well-being to this end, and thrive off the damage they do in battle.

Novice

You earn more lethal blows at the cost of your own lifeforce. With an Activate action, you can enter **Darkside** mode. Lose HP for **each** attack or damage-dealing spellcasting roll you make in this mode equal to the number on the stunt die, and add the same amount to the damage of the attack.

You are unable to be healed with magic or items until you end **Darkside**. You can end **Darkside** with another activate action.

Journeyman

Your thirst for blood empowers you. While **Darkside** is active, you may use the **Siphon** stunt. For 3 SP, restore HP equal to twice the amount you paid for Darkside this turn (ignore the no-healing penalty of Darkside).

Master

You tap into the deepest depths of your tormented soul. Your **Darkside** gains a permanent +3 bonus. Note that this affects the HP cost to you, as well as the damage buff.



Red Mage

Class: Mystic Knight

Requirements: Fighting and Intelligence 2 or higher

Quick to utilize their full skillset, Red Mages are the epitome of a Jack-of-all-trades. Their signature move relies on switching to and from magic to melee, dealing fast and lethal damage.

Novice

Stringing together magic and melee is second-nature to you. When you perform the **Follow-up** stunt, you may cast a spell with a cost of up to 5 MP instead of the usual 3.

Journeyman

When you are motivated, nothing can stop you. You may now use the **Swiftcast**. You may double the MP cost of a spell to reduce its casting time by half. For example, if a spell is usually a Major Action, you can use **Swiftcast** to cast for a Minor Action instead. Spells with 1 minute casting times are reduced to 30 seconds (2 rounds of combat).

Master

Use might and magic with a particular flourish, chaining together melee attacks and spells with ease. You now generate additional stunt points on each casting or attack roll you make when using **Follow-up**. However, each consecutive Stunt used increases the cost of all stunts by 1.



Gun Mage

Class: Mystic Knight

Requirements: Intelligence 2 or higher; Black Powder Weapon Group

Mystics who have chosen to take up gun ownership are known as Gun Mages, and they are learned in the art of creating ammunition from their own mental prowess, able to channel their magical abilities through their weapons.

Novice

Learn to create ammunition with your mental ability. You can substitute ammunition for MP at a rate of 2 MP per round. When using MP rounds, damage from your gun counts as magical. Loading your gun with an MP round is a Minor Action.

Journeyman

Targeting enemies is even easier when you use your intuition. You can substitute Intelligence for Accuracy when using Black Powder weapons.

Master

You are at one with the elements in your arsenal. When shooting MP rounds, you may use **Elemental Strike** at no SP cost by investing an additional 1 MP per round. Rounds you have empowered with this method deal additional damage equal to your Intelligence.



Tactician

Class: Mystic Knight

Requirements: Perception 2 or Higher

Experts of battlefields, monsters, and strategy. Tacticians use their superior intellect and calm demeanor to identify weaknesses and craft master plans.

Novice

If you are stronger, appear weak, and if you are weaker, appear stronger. The truth of these words resonates with you. You may reroll **Scan** ability tests and take the better result.

Journeyman

The Battlefield is an essential aspect of any battle, able to tilt the battle in one way or another. Choose a focus: Hearing, Smelling, or Touching. If you fail a Perception test with your chosen focus, you can reroll it, but you must keep the result of the second roll.

Master

You are able to convey your plans easily and fluently to those who would listen and follow. If you spend 10 minutes explaining a cohesive plan to a group of people total to your communication, they gain a +2 to all ability tests for any effort geared toward bringing that plan to fruition.



ARCANA

Poison

You learn to weaken your enemies from the inside out.

Novice: You learn the spells *Fever* and *Bio*

Journeyman: You learn the spell *Virus*. Also gain the focus Intelligence (Poison Arcana)

Master: You learn the spell *Fester*. You can also choose one spell stunt to use for -1SP when using Poison Arcana.



Fever

Requirement	Poison Arcana (Novice)	Spell Type	Utility
MP Cost	3	Casting Time	Major Action
Target Number	10	Test	Constitution (Stamina) vs. Spellpower

You inflict a target within 10y of you with a mostly harmless yet fiercely stubborn poison for four turns. Your target must succeed a Constitution (Stamina) test vs your Willpower. If they fail, their body begins to fight it's own defensive systems, leaving them more susceptible to diseases. The target takes a -2 penalty on Constitution (Stamina) tests for four turns.

Bio

Requirement	Poison Arcana (Novice)	Spell Type	Attack
MP Cost	5	Casting Time	Major Action
Target Number	11	Test	Constitution (Stamina) vs. Spellpower

Poison your target. Choose an enemy within 15y of yourself. The target must make a Constitution (Stamina) test vs. your Spellpower. On a success, the spell has no effect. On a failure, the target takes 1d6 + Willpower penetrating damage. At the start of each their turns, the target must make another Constitution (Stamina) test vs. your Spellpower, taking 1d6 + Willpower penetrating damage on a failure. The spell continues until a successful test is made or four rounds pass.

Virus

Requirement	Poison Arcana (Journeyman)	Spell Type	Attack
MP Cost	8+	Casting Time	Major Action
Target Number	14	Test	Constitution (Stamina) vs. Spellpower

You focus your rot against your targets immune system. A target within 10y of you makes a Constitution (Stamina) test vs. your Spellpower. If they fail, they cannot be healed with magic or items for 2 turns, or until the target's HP reaches zero. Player can invest an additional 4 MP to increase the duration by one turn. This status can be cured by an Antidote.

Fester

Requirement	Poison Arcana (Master)	Spell Type	Attack
MP Cost	11	Casting Time	Major Action
Target Number	16	Test	Constitution (Stamina) vs. Spellpower

If a target is wounded, you can make their wounds fester. Choose an injured target within 15y of yourself to deal 2d6+Willpower penetrating damage. If they fail a Constitution (Stamina) test, they are also diseased with **Bio**.

Gravity

Bend the forces of space itself to your will.

Novice: You learn the spells *Float* and *Heavy*

Journeyman: You learn the spell *Warp*. Also gain the focus Intelligence (Gravity Arcana)

Master: You learn the spell *Demi*. You can also choose one spell stunt to use for -1SP when using Gravity Arcana.



Float

Requirement	Gravity Arcana (Novice)	Spell Type	Defense
MP Cost	3	Casting Time	Major Action
Target Number	9	Test	None

You manipulate space itself to temporarily levitate one character within 20y of yourself 1ft. off the ground. This character ignores any terrain penalties, and stays floating for four turns or one minute. They are also considered immune to Earth elemental damage.

Heavy

Requirement	Gravity Arcana (Novice)	Spell Type	Attack
MP Cost	5	Casting Time	Major Action
Target Number	13	Test	Strength (Might) vs. Spellpower

Choose a target within 15y of you and strengthen the force of gravity around them. This target is afflicted with a -2 penalty to Speed and Dexterity, and increases Strain by 2. If the enemy is wearing metal armor, they must succeed a Strength (Might) test vs. your Spellpower or increase the potency of Heavy to 3. On each turn, the target can make another Strength (Might) test to see if they can break the effect.

Warp

Requirement	Gravity Arcana (Journeyman)	Spell Type	Utility
MP Cost	9+	Casting Time	Variable
Target Number	14	Test	Willpower (Self-Discipline) vs. Spellpower

Bend space and time to warp a target somewhere else. Choose a target within 20y of you. If this target fails a Willpower (Self-Discipline) test vs. Your Spellpower, they can be instantly teleported to a location of your choice within 10y of their current position. The new location must be on the ground (you cannot send a target off a cliff) and you must be able to see it. Additionally, the path from which you want to warp one target to another must have a **clear, unobtrusive path**. Friendly characters and allies can choose to bypass the resistance test.

By expending additional MP, you can expand the radius of this spell and affect more than one target at a time. Pay an additional 3 MP per target. You may move a number of targets equal to your Willpower. The casting time becomes a Major Action if moving multiple targets.

Demi

Requirement	Gravity Arcana (Master)	Spell Type	Attack
MP Cost	10	Casting Time	Major Action
Target Number	16	Test	None

The fabric of the universe bends to your will. Choose a target within 20y of you and roll a 1d6 + the target's Constitution to determine the percentage of their total HP to deal as penetrating:

1d6+Con	Damage
≤ 2	5% (1/20)
3-4	10% (1/10)
5-6	20% (1/5)
7-8	25% (1/4)
9+	33% (1/3)

Time

The mysteries of time do not elude you.

Novice: You learn the spells *Haste* and *Slow*

Journeyman: You learn the spell *Quickening*. Also gain the focus Intelligence (Time Arcana)

Master: You learn the spell *Timeslip*. You can also choose one spell stunt to use for -1SP when using Time Arcana.



Haste

Requirement	Time Arcana (Novice)	Spell Type	Defense
MP Cost	4	Casting Time	Major Action
Target Number	11	Test	None

Share your understanding of time with a target of your choice within 15y. For them, time itself seems to slow down. Double their speed for three turns.

Slow

Requirement	Time Arcana (Novice)	Spell Type	Attack
MP Cost	6	Casting Time	Major Action
Target Number	13	Test	Dexterity (Initiative) vs. Spellpower

Manipulate time to your advantage. For your target, time appears to speed up around them. Their speed is considered halved for up to three turns, but they may try and break the effect at the start of their turn by succeeding a Dexterity (Initiative) test vs. your Spellpower.

Quickening

Requirement	Time Arcana (Journeyman)	Spell Type	Utility
MP Cost	10	Casting Time	Major Action
Target Number	14	Test	None

Adjust the flow of time, and change the order of Initiative. Choose one target to be moved to the top of the initiative order for the remainder of the encounter. On their next turn, this character can take one additional Major Action than normal.

Timeslip

Requirement	Time Arcana (Master)	Spell Type	Attack
MP Cost	12	Casting Time	Major Action
Target Number	16	Test	Dexterity (Initiative) vs. Spellpower

Your understanding of time develops enough to stop a target in their tracks. All targets within 10y must pass a Dexterity (Initiative) test vs. your Spellpower, and if they fail have their initiative order dropped to the bottom for the remainder of the encounter, and cannot make a Major Action on their next turn.

Ice

Whip up a blizzard with deadly accuracy

Novice: You learn the spells *Cold Touch* and *Icicle*

Journeyman: You learn the spell *Blizzard*. Also gain the focus Intelligence (Ice Arcana)

Master: You learn the spell *Freeze*. You can also choose one spell stunt to use for -1SP when using Ice Arcana.

Cold Touch

Requirement	Ice Arcana (Novice)	Spell Type	Utility
MP Cost	3+	Casting Time	1 Minute
Target Number	10	Test	None

When you cast this spell, you are able to create structures of ice, like walls or bridges, out of thin air. You can create a structure with 10 sq ft of Ice as material. This effect lasts for 1 hour and can be extended for 2 MP per additional hour.

Icicle

Requirement	Ice Arcana (Novice)	Spell Type	Attack
MP Cost	5	Casting Time	Major Action
Target Number	12	Test	Dexterity (Acrobatics) vs. Spellpower

Launch a frozen spear at enemies in a straight line. The spear's reach is 10y long and 1y wide. The first target in range takes 2d6 + Willpower damage. All other targets in range must make a Dexterity (Acrobatics) test vs. your Spellpower or take damage equal to your Willpower.

Blizzard

Requirement	Ice Arcana (Journeyman)	Spell Type	Attack
MP Cost	6	Casting Time	Major Action
Target Number	13	Test	Constitution (Stamina) vs. Spellpower

A storm of ice assaults a 6y by 6y area within 20y of you that you designate. The blizzard lasts for four turns. Those who stay in the affected area must make a Constitution (Stamina) test vs. your Spellpower at the start of their turns. If they fail, they take 1d6 + Willpower damage and halve their speed for that round.

Freeze

Requirement	Ice Arcana (Master)	Spell Type	Attack
MP Cost	12	Casting Time	Major Action
Target Number	15	Test	Constitution (Stamina) vs. Spellpower

Wrap a target in a stone of ice. Deal 3d6 + Willpower damage. The target must make a Constitution (Stamina) test vs. your Spellpower, and if they fail are prevented from making any Major Actions on their next turn.

Shield



Novice: You learn the spells *Protect* and *Shell*

Journeyman: You learn the spell *Wall*. Also gain the focus Intelligence (Shield Arcana)

Master: You learn the spell *Reflect*. You can also choose one spell stunt to use for -1SP when using Shield Arcana.

Protect

Requirement	Shield Arcana (Novice)	Spell Type	Defense
MP Cost	4	Casting Time	Major Action
Target Number	9	Test	None

A veil of arcane magic envelops a single target, protecting them from physical harm. Choose a target within 8 yards of you that you can see. For 1 minute, this target increases its Armor Rating by 2. In addition, adversaries wishing to knock the target prone must spend an additional 1SP to do so.

Shell

Requirement	Shield Arcana (Novice)	Spell Type	Defense
MP Cost	5	Casting Time	Major Action
Target Number	10	Test	None

You may grant the power of an arcane bubble to provide a barrier against magical damage. Choose a target within 8 yards of you that you can see. For 1 minute, this target reduces all magical damage taken (even penetrating) by 2, and may reroll any ability tests related to resisting spell effects (keeping the second result).

Wall

Requirement	Shield Arcana (Journeyman)	Spell Type	Defense
MP Cost	11	Casting Time	Major Action
Target Number	14	Test	None

You may bestow a boon of temporary stamina upon a target within 6 yards of you. This character gains additional HP equal to your Spellpower for the next hour, as well as the Constitution (Stamina) focus, if they didn't have it already.

Reflect

Requirement	Shield Arcana (Master)	Spell Type	Defense
MP Cost	15	Casting Time	Major Action
Target Number	16	Test	None

Surround yourself in a warped shield of pure mana which deflects magic. The next spell to target you ricochets off and affects the person who casted it instead. The caster must make any resistance tests against it's own Spellpower, and calculate damage based on it's own ability scores.

Draw

Novice: You learn the spells *Drain* and *Osmose*

Journeyman: You learn the spell *Absorb Stats*. Also gain the focus Intelligence (Draw Arcana)

Master: You learn the spell *Action Drain*. You can also choose one spell stunt to use for -1SP when using Drain Arcana.



Drain

Requirement	Draw Arcana (Novice)	Spell Type	Attack
MP Cost	5+	Casting Time	Major Action
Target Number	12	Test	None

You tap into the magical forces around you to suck the life from your victim. Deal 1d6 damage per 5 MP you spend (up to a maximum of 3d6 for 15 MP) to an enemy within 10 yards and restore half that amount (rounded down) to yourself.

Osmose

Requirement	Draw Arcana (Novice)	Spell Type	Attack
MP Cost	0	Casting Time	Major Action
Target Number	14	Test	Willpower (Self-Discipline) vs. Spellpower

Your sheer will is strong enough to induce the mana powers from your target to be absorbed into you. Choose a target within 10 yards of you. If they fail a Willpower (Self-Discipline) test vs. your Spellpower, you obtain an amount of Mana Points equal to 1d6 + twice the target's Willpower. Otherwise, nothing happens.

Sap

Requirement	Draw Arcana (Journeyman)	Spell Type	Attack
MP Cost	10	Casting Time	Major Action
Target Number	15	Test	None

Adept at identifying strengths and weaknesses, you learn to take some strength for yourself. Choose a target within 10 yards and an Ability. The target loses one point of the chosen Ability score for one minute, and you gain a point of the same Ability for the same length of time. A target can only be affected by this once, casting it again overrides and dispels the previous effect.

Action Drain

Requirement	Draw Arcana (Master)	Spell Type	Attack
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MP Cost 15
Target Number 16

Casting Time Major Action
Test **Dexterity (Initiative)** vs Willpower (Self-Discipline)

Tapping into the natural magical energies of the world around you, attempt rob your opponent of an action. Choose a target within 10 yards of you and make a Willpower (Self-Discipline) test vs. their Dexterity (Initiative). If you succeed, the opponent loses a Minor Action on their next turn and you may use an extra Minor Action in it's place.

Light

Novice: You learn the spells *Flash* and *Banish*

Journeyman: You learn the spell *Faith*. Also gain the focus Intelligence (Light Arcana)

Master: You learn the spell *Holy*. You can also choose one spell stunt to use for -1SP when using Light Arcana.



Flash

Requirement	Light Arcana (Novice)	Spell Type	Attack
MP Cost	3	Casting Time	Major Action
Target Number	10	Test	-Perception (Seeing) vs. Spellpower

A flash of blinding light emanates from your body. If anyone within 3 yards of you is currently attacking you, they are blinded for a number of turns equal to your Willpower. All other targets within the radius must make a **negative** Perception (Seeing) test vs. your Spellpower or are also blinded. Each time a target is afflicted with Blindness, they gain a stacking +2 bonus to resist the same effect until the end of the encounter.

Banish

Requirement	Light Arcana (Novice)	Spell Type	Attack
MP Cost	5	Casting Time	Major Action
Target Number	12	Test	Willpower (Faith) vs. Spellpower

Unleash a beam of holy energy from your arcane device that pierces all targets in a straight line that is 10 yards long and 1ft wide. The first target takes 1d6 + Willpower damage. All other targets in the area of effect must succeed a Willpower (Faith) test vs. your Spellpower or take penetrating damage equal to your Willpower.

Faith

Requirement	Light Arcana (Journeyman)	Spell Type	Defense
MP Cost	7	Casting Time	Major Action
Target Number	13	Test	None

You bestow a target of your choice within 5 yards of you with enhanced spiritual focus. Until the end of the encounter, this target gains a +1 bonus to their Willpower and is considered to have the Willpower (Faith) focus if they didn't already.

Holy

Requirement	Light Arcana (Master)	Spell Type	Attack
MP Cost	12	Casting Time	Major Action
Target Number	15	Test	Willpower (Morale) vs. Spellpower

Your connection to the divine culminates into a physical form. A weapon of your choosing appears and causes damage to a target within 20 yards of you equal to $3d6 + \text{Willpower}$. The target must make a successful Willpower (Morale) test vs. your Spellpower or it becomes afraid of you, causing it to be unable to target you *or* move closer to you until your next turn.

DISEASES

These are possible diseases you can employ in this Final Fantasy-inspired setting, caused by enemy abilities, traps, or dungeon mechanics.

Disease	Effect	Resist
<i>Silence</i>	You are prevented from all forms of vocal communication. All magic is sealed and you may not attempt to cast any spells.	Communication (Persuasion) vs. Spellpower
<i>Blind</i>	Your sight is lost to darkness. Attack rolls suffer a -6 penalty.	Perception (Seeing) vs. Spellpower
<i>Confusion</i>	You must roll a 1d6 before performing any action. If you roll an odd number, take damage equal to the roll and lose this turn.	Willpower (Self-Discipline) vs. Spellpower
<i>Poison</i>	At the start of your turn (or every 15 minutes), make a Constitution (Stamina) test with a TN of 14 (or Spellpower). If you fail, take 1d6 penetrating damage. Lasts up to 4 turns or a successful test.	Constitution (Stamina) vs. Spellpower
<i>Curse</i>	You are prevented from changing your current weapon and gear and suffer a -2 penalty on all Spellcasting rolls.	Willpower (Faith) vs. Spellpower
<i>Zombie</i>	Healing magic and items have the reverse effect, causing you to take damage instead. Actions are mindless and are made for you by the GM.	Constitution (Stamina) vs. Spellpower
<i>Petrify</i>	You are turned to stone. You may not move, speak, or take any actions.	Constitution (Stamina) vs. Spellpower
<i>Toad</i>	You are transformed into a toad, and are prevented from making any attack or spell action. You can still move, but your speed is reduced to 3.	None
<i>Charm</i>	A magical bind is placed on you, causing you to be compelled to act on someone else's behalf. You must do as the caster says (defend the bridge, attack your friends, protect me, etc) until the effect is dispelled. Can be dispelled by taking damage from an ally.	Willpower (Self-Discipline) vs. Communication Persuasion or Seduction

ITEMS

The following is a list of consumable items found around Gaia. They can be used with an Activate Action, but items in the *Potions* family invoke the **Heal** action's penalty (Using one prevents your HP from being restored by items and Healing Kits again until more damage has been taken).

Item	Price	Description
<i>Potion</i>	200 gil	<i>Bottle containing magical healing energy. Restores 1d6 HP.</i>
<i>Hi-Potion</i>	1,000 gil	<i>A stronger magical force restores 2d6 + the Target's Constitution in HP.</i>
<i>Ether</i>	15,000 gil	<i>A vial with the essence of mental acuity. Restores 2d6 + Willpower MP.</i>
<i>Hi-Ether</i>	25,000 gil	<i>A large, ornate glass of bright orange liquid. Restores 3d6 + Level + Willpower MP.</i>
<i>Echo Screen</i>	250 gil	<i>Concoction that frees your vocal chords. Cures Silence.</i>
<i>Eye Drops</i>	250 gil	<i>Drops that restore your vision. Cures Blind.</i>
<i>Antidote</i>	250 gil	<i>Syringe with antivenom inside. Cures Poison.</i>
<i>Holy Water</i>	800 gil	<i>Water blessed by a priest. Cures Zombie and Curse.</i>
<i>Maiden's Kiss</i>	800 gil	<i>Perfume with the scent of a beautiful maiden. Cures Toad.</i>
<i>Gold Needle</i>	800 gil	<i>A small needle which when used softens hard stone. Cures Petrify.</i>
<i>Remedy</i>	1,500 gil	<i>Cures a target of all diseases.</i>
<i>Phoenix Down</i>	10,000 gil	<p><i>Preemptive healing item. Grants a character the Phoenix ability for the length of 1 encounter or 1 hour when used.</i></p> <p><i>Phoenix activates when a character starts their turn with 0 HP. Regain 1d6 health and recover from dying status. Player may then take their turn. A character can only benefit from this once per day.</i></p>

Also gain a new *Uncommon Magic Item* called **Materia**. Each Materia is a shard of one of the 4 crystals and contains a spell. It can be equipped as a weapon by any class and the spell can be used with similar mechanics to a Spell Stone. Depending on which crystal the shard came from determines what kind of spell it may have (see below). Each stone has a limited number of uses, but they can be replenished by someone who knows the spell.

Players must first discover the spell held within a Materia before using it. Master Sages and Appraisers are the only characters able to divine this information.

Materia	Crystal	Arcana
<i>Ruby</i>	Fire	Fire, Heroic, Power, Poison
<i>Topaz</i>	Earth	Earth, Shadow, Wood, Gravity
<i>Aquamarine</i>	Water	Water, Divination, Healing, Ice
<i>Emerald</i>	Wind	Air, Lightning, Fate, Time

TALENTS

Enfuse

Class: Mage (can be chosen as a starting Talent) or Mystic Knight

Requirement: Novice in at least one of the following – **Air, Earth, Fire, Ice, Lightning, or Water**

Novice

You become trained in the art of elemental infusion. Learn **Enfuse**, a Major Action. Choose one of the elemental Arcana you have achieved Novice or better in and apply this element to one of your ranged or melee weapons. Attacks made with this weapon will generate damage modifications based on the **Elemental Damage Table**.

Effect lasts until the end of the Encounter, or 1 hour.

Journeyman

Your studies reveal a new use for your talent. You may cast **Enfuse** on an ally's weapon. This ally must be adjacent to you in order to use **Enfuse**.

Master

You are an expert in the art of infusion. You may spend 1 hour to **Imbue** a weapon with a chosen element. This weapon will become permanently enchanted, unless broken. Only one element may be imbued at a time.

Gillionaire

Classes: All

Finding and handling Gil is your unique specialty.

Novice

Looting always leads to rewards. Find an additional 1d6 x 100 gil in chests and bodies.

Journeyman

You keep your coin purse shut tight in all discussions. You may reroll Communication (Bargaining) tests but must keep the results of the second roll

Master

Gil seems to be drawn to you like a magnet. Once per day, you can attempt a TN 14 Perception (Searching) test, and if successful find 2d6 x 500 gil cached away (even in the most unlikely of places).

Black Powder Weapon Style

Classes: Rogue, Warrior

Carrying as many pistols as you can, the smell of cordite and black powder urges you into battle. You use your pistols in close combat, and you dance to the sound of gunfire.

Novice

Loading your pistols has become second nature to you. You may load your pistols using a Minor Action instead of a Major Action.

Journeyman

Your aim in combat is impeccable. You can now use the Disarm stunt at range. You make an opposed test of your Accuracy (Black Powder) against their Strength (Might). If you win, the weapon is thrown 1d6 + Accuracy yards away. This stunt may not be performed at farther than long range.

Master

You are adept at striking your target where it hurts. You may perform the Mighty Blow stunt for 4 SP instead of the usual 5.

Quarterstaff Style

Class: Mage, Rogue and Warrior

Requirements: Trained in the Staves Group and armed with a Quarterstaff as a two-handed weapon, Accuracy of 2 or better

A long, straight piece of wood is all that you need to defeat your enemies.

Novice

Your staff is both shield and weapon. When wearing Leather armor or no armor, you may take an Activate action to gain a +1 bonus to your Defense, and opponents gain no bonus to hit if they outnumber you. This lasts until the end of the encounter.

Journeyman

You have learned to trip your opponents. You can perform the Knock Prone stunt for 1 SP instead of 2.

Master

You can use your staff to gain an advantage over your opponents. When wearing leather or no armor, you may take a Minor Action to perform a Vault maneuver. Choose an enemy that is not directly adjacent to you. You may move in a straight line and vault over that enemy with a TN (13) Dexterity (Acrobatics) test, depending on circumstances. You must land in an empty space behind your opponent. The vault itself requires 2 yards of movement. If successful, you gain a +2 advantage to hit your opponent.

CHANGE LOG

v 3.0.4 12/29/2017

- i. **Machinist**: Improved **Critical Shot** to balance its strength with its cost.

v 3.0.3 10/22/2017

- i. **Machinist**: Reduced the cost of fixing a jam to a Minor Action.
- ii. **Astrologian**: Balance adjustments to **Draw** ability.
- iii. **Black Mage**: Adjustments to core ability.
- iv. **Geomancer**: Added new ability **Nature's Wrath** to balance mechanics with roleplay a bit better.
- v. Minor adjustments, descriptions, and updates across Specs and Arcana.

v 3.0.2 5/01/2017

- i. **Samurai**: Adjusted **Counterattack** mechanics to be more usable and removed the **Gil Toss** ability.

v 3.0.1 4/29/2017

- i. **Red Mage**: Adjusted Journeyman and Master abilities for balance. Added **Swiftcast**.
- ii. **Ice Arcana**: Removed penetrating damage from **Icicle**.
- iii. Adjusted **Carbuncle+** to include increased MP penalty.

v 3.0.0 4/28/2017

- i. **New Specializations**: **Machinist**, **Dancer**, **Geomancer**, and **Tactician**
- ii. **New Arcana**: **Draw**, **Shield**, and **Light** – as well as their respective Summons: **Siren**, **Carbuncle+**, and **Alexander**.
- iii. **New Talents**: Gillionaire, Black Powder Weapon Style, and Quarterstaff Style.
- iv. Charm status added.
- v. Added new actions **Scan**, **Steal**, and **Concentrate**.
- vi. Added **Limit Break** and **Doom Point** Mechanics.
- vii. Removed maximum **Potion** healing penalty.

v 2.2.7 2/20/2017

- i. Rebalanced **Gravity** and **Time** spells to include tests to resist effects.

v 2.2.6 2/14/2017

- i. **Mystic Knight**: Clarified Mage Armor Training talent and denoted that Spellpower for Mystic Knights is equal to 8 + Willpower.

v 2.2.5 2/6/2017

- i. **Mystic Knight**: Rebalancing, mainly to shift around Arcana Advancements to allow for mastery of one at lv 10.

v 2.2.4 2/5/2017

- i. **Dragoon**: Noted that **Jump** can only be used with a Pole Weapon, and reworded the mechanics to reflect the **Fly High** action instead of specifying a height.

v 2.2.3 1/26/2017

- i. Renamed **Sorceress** to **Black Mage**, and changed the alteration for **Elementalist** to become **Arcanist**.

v 2.2.2 1/19/2017

- i. **Monk**: Explicitly stating Brawling weapon group must be used to take advantage of

specialization techniques.

v 2.2.1 1/18/2017

- i. Nerfed **Materia** to no longer have unlimited uses based on balancing recommendations.
- ii. Changed **Enfuse** Master ability to only require 1 hour of concentration to **Imbue** a weapon.

v 2.2.0 1/17/2017

- i. **Chemist**: Reworked around ranged healing ability instead of increase potency, due to overlap with Chirurgy talent.
- ii. Updated **Potion** and **Hi-Potion** effectiveness. Added **Gold Needle** and **Petrify** descriptions.
- iii. **Ice**: Updated **Ice** to use Willpower for damage instead of flat +2.

v 2.1.4 1/16/2017

- i. **Astrologian**: Buff to **Draw** mechanic amounts to better reflect their temporary status. Rewrote Journeyman to allow for rerolling instead of the **Reversal** ability.
- ii. Added **Potions** and **Hi-Potions**.

v 2.1.3 1/11/2017

- i. **Monk**: Remodeled around Lightning Attack stunt as opposed to simply dealing more damage with fists.

v 2.1.2 1/9/2017

- i. **Paladin**: Reworked **Cover** ability slightly to be more flexible.
- ii. **Bard**: Reworking to better reflect intended purpose.
- iii. **Sorceress**: Adjusted MP costs for Spellpower bonuses

v 2.1.1 1/8/2017

- i. **Ninja**: Rebalanced and buffed damage bonuses to be Dexterity-based instead of flat +2. Added language to stipulate that the player can only use **Flank** while they are not being targeted.
- ii. **Bard**: Adjusted basic mechanics to be similar to Sorceress, and less constrictive.
- iii. **Dark Knight**: Adjusted mechanics of **Darkside** to use the value of the Stunt die instead of rolling an extra 1d6.
- iv. **Poison**: Rebalanced **Bio** mechanics and MP costs.
- v. Reordered Changelog to show most recent updates at the top.

v 2.1.0 12/21/2016

- i. **Summoner**: Rebalanced damage to be more consistent with their high cost.

v 2.0.0 12/09/2016

- i. **New Class**: Added **Mystic Knight** and it's Specializations: **Paladin**, **Dark Knight**, **Red Mage**, and **Gun Mage**.
- ii. **New Specializations**: Added **Samurai**, **Chemist**, and **Sorceress**.
- iii. **New Arcana**: Added **Poison**, **Gravity**, **Time**, and **Ice**.
- iv. **Summoner**: Balancing MP/TN. Added and adjusted Summons for new Arcana: **Cúchulainn**, **Atomos**, **Leviathan**, and **Sylph**.
- v. Minor text modifications to make "penetrating" language consistent with core rules.

v 1.1.1 11/21/2016

- i. **Bard**: Rebalanced Novice ability to allow player to choose any test, not just Willpower (Morale). Also nerfed Master bonuses.
- ii. Changed the images for **Bard**, **Ninja**, and **Summoner**.

v 1.1.0 11/07/2016

- i. Added **World Map**.

v 1.0.4 10/31/2016

- i. **Ninja**: Rebalanced **Flank** bonus to +2 instead of 1d6.

v 1.0.3 10/23/2016

- i. Adjusted description of **Poison**, nerfed damage.
 - ii. **Bard**: Changed **Dissonant Melody** to affect all enemies instead of one.
 - iii. Reorganized and modified the document to be more easily digestible.
- v 1.0.2 9/6/2016
- i. Added **Gil** currency.
 - ii. Updated **Elemental** attributes.
 - iii. Adjusted price and description of **Phoenix Down**.
- v 1.0.1 9/5/2016
- i. Rebalancing based on feedback from +Gerben van Eijk
 - ii. **Monk**: Moved **Chakra** to Journeyman, added the **Sweeping Kick** Stunt
 - iii. **Dragoon**: Modified **Jump** mechanics to allow for stunt points.
 - iv. **Ninja**: Replaced **Sneak Up** with **Flank**.
 - v. **Summoner**: Replaced *Odin* and *Yojimbo* with **Diabolos** and **Gilgamesh**, respectively.
Removed insta-kill mechanics.
 - vi. Added Disease-curing items.
- v 1.0.0 9/2/2016
- i. Story base.
 - ii. New Specializations.
 - iii. Items and Key Items (Phoenix Down, Materia).
 - iv. New Talent (Enfuse).
 - v. Added Diseases.

