

FINAL FANTASY

R P G

IV ED.

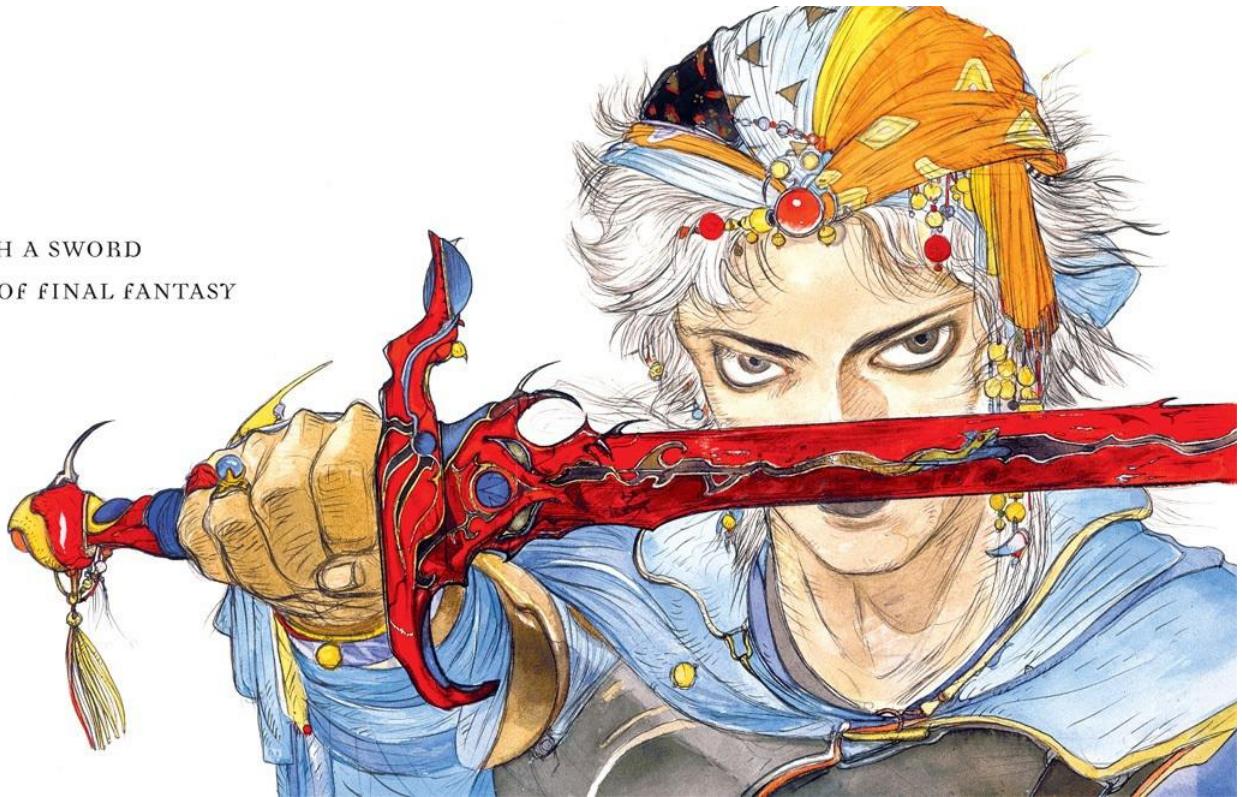
CORE RULEBOOK



REMASTERED EDITION

VERSION: 4.0.3

A HERO WITH A SWORD
THE SPIRIT OF FINAL FANTASY



All Square-Enix concepts, artwork, and other items © Square-Enix.

The use of copyrighted materials in this book makes no claim to ownership or other rights on the materials. All materials from Square-Enix are used without permission. Other materials are used with permission of their creators. Artists who graciously authorized use of their image include [Questing Raven](#), [Etherium Apex](#), [MCAshe](#), [Daniel Longman](#), [Jordan Grimmer](#), [Daves Right Mind](#), [Zhou Jia Sheng](#) and [Flavio Bolla](#).

Book layout by Fast Forward RPG Publishing.

Rendered to PDF by [X_LAT_EX](#), compressed using GNU GhostScript.

<http://ffrpg4e.wikidot.com/>



Contents

	PAGE
<i>Title Page</i>	i
<i>Forward</i>	vi
<i>Acknowledgements</i>	vii
<i>What is Final Fantasy, Anyway?</i>	vii
<i>Notes from the Typesetters</i>	vii
<i>How to Find Us</i>	vii
1 Introduction	1
Play Basics	2
Setting	2
The Game Master	2
The Players	2
Design Principles and Decisions	3
Avoid Downtime	3
Quick Production	3
Create Two Games	3
Tabletop, But Not Only Tabletop	3
2 Game System	5
Group Creation	6
Traits	6
Character Creation	9
Quirks	11
Quirk List	11
Stats and Skills	14
Stats	14
Skills	14
Challenges	16
Destiny	17
Earning Destiny Points	17
Spending Destiny Points	17
Combat	19
Initiative	19
Action Types	19
Speeds	19
Attacks and Rolls in Combat	20
Basic Actions and Reactions	20
Critical Hits	20
Elements and Damage	21
Healing	21
Special Combat Rules	24



3 Jobs	25
Jobs Summary	26
Main Jobs	29
Adept	29
Archer	32
Artist	34
Black Mage	36
Druid	38
Freelancer	41
Monk	43
Rogue	46
Time Mage	50
Warrior	52
White Mage	55
Secondary Jobs	57
Alchemist	57
Berserker	58
Defender	60
Dervish	61
Fencer	62
Phalanx	64
Rune Knight	66
Squire	67
Wizard	69
4 Magic	71
Black Magic	72
Elemental Spells	72
Transmutation Spells	72
Worldly Spells	73
Expert Spells	73
Black Mysteries	74
White Magic	74
Heavenly Spells	74
Protective Spells	75
Psychic Spells	75
White Mysteries	76
Time Magic	76
Astral Spells	76
Subtle Spells	77
Void Spells	78
Inspiration Spells	78
Time Mysteries	78
Blue Magic	79
Initiate Spells	79
Acolyte Spells	79
Master Spells	80
Ancient Spells	80
Other Spells	81
Summoned Creatures	81
Geomancy	86



Performances	89
Dance	89
Song	90
Mimicry	90
5 Inventory	93
Wealth	94
Mundane Items	94
Acquiring Gil	94
Gil and the Rogue	95
Equipment	96
Armor	96
Weapons	100
Accessories	114
Inventory	117
Potions and Healing Items	118
Battle Items	119
Equipment Effects	121
6 Game Master's Guide	123
Creating Adventures	124
Character Development and Rewards	125
Experience	125
Traits and Quirks	126
Druid Advancement	126
Creating Experienced Characters	127
Antagonists	127
Type	128
Class	128
Antagonist Stats	128
Combat Values	128
Abilities and Actions	129
Final Details	129
Encounter Design	130
7 Bestiary	131
Appendices	135
<i>Experience Table</i>	135
<i>Status Effects</i>	137
<i>Status Effect Groups</i>	139





FORWARD

Before presenting this product, I would like to introduce myself. I am an RPG player and Game Master since 1994, and one of the people who were part of the Returners group of since the creation of FFRPG's first edition. I followed and helped to carry out the playtest of all "official" editions of the game, through the internet relay chat (IRC) campaigns or playing offline. The group stayed together until the end of second edition's development, around July 2001.

When the development of the famous third edition started, there began to be disagreements among the team, leading to the creation of the first FFRPG "spin-off", called ZODIAC, created by S Ferguson, which, from 2001 until today (the last version is dated 2013), has gone through three editions. The FFRPG (or Returners' FFRPG, as it became known to differentiate the ZODIAC FFRPG) took 8 years to complete the development of its 3rd edition, being officially launched in 2009. But even after such a long development time, it was released with various problems that generated other versions.

There were the works of Fernanda Parker in Brazil, who translated the game to Portuguese; the SeeD group, formed by many of the original members of the Returners, but already without the leadership of Samuel Banner, who was project leader at the time of the 3rd edition, created another version, the FFRPG SeeD, more focused on online gaming via IRC:according to the authors, the game is "impossible" to be played on a real table without computer assistance; Alan Wiling and his team created the FFRPG d20, based on Pathfinder; Scott Tengelin and his team also

started another version, which was finalized by Dust, who published, in 2010, the third edition of FFd6 system. Another game published was Chikago's Academia Bahamut, a Brazilian cross between ZODIAC and the original 3rd edition.

Thus, when creating this game, I try to stand on the shoulders of giants. All creators and games mentioned above were sources of inspiration when I build this version. Still, I do not consider myself writing the final or definitive version of FFRPG;as well as electronic games, pen and paper RPG continues to evolve and incorporate different concepts and reach different audiences. I hope that this work is just the kickoff to the fifth edition, sixth edition, and many others, created by fans of this ageless masterpiece: Final Fantasy.

This game is not affiliated, owned or subject to Square Enix or any of their companies in any way. Much of the material described here is owned by Square Enix and its various contributors as Yoshitaka Amano. This work is licensed under the Creative Commons Attribution-NonCommercial 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc/4.0/> or send a letter to:

Creative Commons
PO Box 1866
Mountain View, CA 94042
USA

- BRUNO CARVALHO



ACKNOWLEDGEMENTS

I would like to say thank you to the playtesters who helped shape this game: Felipe “Hitoshura” Furtado, Gabriel “Paladin” Sasso, Anderson “Zada” Tavares, Wyohara, Lucas Hoffman, Leandro “Maromba” Valente, Pedro Rodrigues, Rafael Sobreira, Thiago Sobreira, Pedro Rodstein, Lyaran, Gregory “Gatts”, David Renaud and everyone else. A huge thanks also to Dust, who graciously gifted her own FFd6 images and lots of fluffy bits, and Novacat for the grammar help.

For this remaster edition, I would really like to thank the guys at the FFRPG subreddit, including, but not limited to Box_of_Hats, kaiten619, _FunnelCakeSoda, GM_3826, YouCanTrustAnything, omegafantasy, and StorytellerZeke. Also, thanks to Sven and Mark for your very constructive criticism. A very special thank you to Tyatherin and all folks on the FF Tabletop Discord, specifically Atma and Weaver.

WHAT IS FINAL FANTASY, ANYWAY?

Final Fantasy is a series of more than thirty console RPGs and two MMORPGs. Though each story in the series is independent, there are numerous recurring themes and elements such as airships and bright yellow avians, well-known monsters and heroic save-the-world storylines.

Originally inspired by Dungeons and Dragons, the Final Fantasy series has grown to take on a flavor all its own. It has become a setting in which the fundamental well-known limits of human capability are casually ignored, where a villain’s strength can be measured by their androgyny and size of their hair, and where only a ragtag team of heroes usually under the age of thirty are competent (or incompetent) enough to make a difference. These are stories about good versus evil, twisted technology and heroic perseverance, duality, self-sacrifice, camaraderie and love, and taking on truly legendary enemies with your eight-foot sword and magical umbrella.

NOTES FROM THE TYPESETTERS

When I began the project to port this book to the \LaTeX typesetting language, I did not imagine it would turn into such a large, fulfilling project. It all started with me wishing to make some improvements in grammar, spelling, and clarity but then it ballooned into a full RPG typesetting package that as of this writing may be cleaned up, refactored, and submitted to CTAN at a later date. To be entirely honest, this project has been some of the most fun work I have done behind a computer screen in many years.

I dedicate my work to all those in my life I Love. My wife: Malxe Yhhsom’aa, our boyfriend: Semblance, and my Guardians: Weaver. Without them I would not be where I am today doing this work that I love. Thank you.

- ATMA YHHSOM’AA

I’m not quite sure how I fell into this. We were gearing up to actually start playing a game, and I sat down to help Atma with some text entry, and then there was a whole lot of “Well, this would be better if we did that,” and now we have close to a thousand lines of functional \TeX stylesheet using most of the packages and around 150 of python tooling in some kind of legit-looking github repo.

To our homelands—or perhaps, home skies. May we all find them in the end.

- WEAVER

HOW TO FIND US

Our online presence:

- **Wiki:** <http://ffrpg4e.wikidot.com/>
- **Reddit:** <https://www.reddit.com/r/FFRPG/>
- **GitHub:** <https://github.com/atmafox/FFRPG4e>
- **Discord:** <https://discord.gg/n3jKWNm>





This page intentionally left blank, kupo!





INTRODUCTION

*"I'VE BEEN HERE SINCE THE BEGINNING AND I
STILL DON'T KNOW WHAT THE HELL'S GOIN' ON"*
- BARRET WALLACE (FFVII)



PLAY BASICS

This book contains the entirety of the rules you'll need to know. Like most pen-and-paper RPGs, you'll also need dice: in this case, ten-sided dice. Most rolls in this system are referred to as a d100 roll. To do that, roll two ten-sided dice, usually in two different colors or by rolling one after another. One die will represent the single-digit, and the other die will represent ten's digit. Name which die will be each digit before you roll! A result of "00" is read as 100. You'll usually want two per player but having extras is a good idea.

SETTING

The Final Fantasy series has spanned dozens of worlds: from Ivalice, the multiracial land of mercenaries and adventure; to Cocoon, the artificial planet nurtured by psychopathic ancient constructs; and rarely do any two of these worlds operate under the same laws. Some feature magic that slowly chips away at the minds of those who use it, and in others death is little more than a minor inconvenience.

As you can imagine, this means that creating a universal set of rules, one that covers everything from the entire Final Fantasy series, is simply impossible – and ignoring this fact would be irresponsible and downright chaotic at best. Details about each specific game setting may be found in the Worldbooks series, each describing one specific world. At the time of this book, the Worldbooks for Final Fantasy IV, VI, and Tactics are already published, and many more are coming.

That said, this book was designed to give you and your friends a chance to explore your own stories, with your own heroes, and very often, in your own unique Final Fantasy world. Whether your campaign will be set a familiar place or whether it will be set in a post-apocalyptic city where the last memories of the deceased are immortalized as whispering magical crystals... well, that's all up to you. Are the heroes tied together by ancient prophecy or are they childhood friends? Are they a crew of gentlemen airship thieves or forced into an uneasy alliance by the outbreak of war? This is a chance to let your creativity shine.

THE GAME MASTER

In the video games, Final Fantasy may be accessed with a cartridge, CD-ROM or DVD. In FFRPG, however, it is the Game Master (GM) who unspools the epic saga, acting

as both referee and storyteller. As a storyteller it is their responsibility to create the quests and storylines the players become embroiled in, take on the roles of Non-Player Characters (NPCs), the people and monsters the heroes encounter in their travels, and act as the players' eyes and ears within the game, describing the scenery and situations. As a referee, the GM enforces the rules, sets out the challenges, and keeps the players on task to ensure each session runs as smoothly as possible. It might seem daunting to tackle these challenges with the patience and dedication they deserve, but it is very rewarding.

THE PLAYERS

Players in the FFRPG step into the shoes of a character with a unique background, personality, skills and powers. These protagonists are known as the Player Characters (PCs), and ultimately shape the story by virtues of their actions and decisions. There are some crucial differences between videogame and tabletop play, however; each player generally only controls one character, rather than an entire party. As result, most adventures will see several players cooperating with each other under the GM's guidance, working along to create the story. This game is not a competitive exercise: the players work together to overcome the challenges they create and/or the GM presents, but the collective goal is to have fun together, not to "win". As much as the PC and some NPC may be enemies, players and the GM have the same purpose: to collectively have fun while creating a memorable story.



Kupo! I'm Mog, the moogle, and I'll be your guide through this book. I'll be presenting you some examples, hints, and other assorted help so you can understand more easily the terms and how the game works. I hope you have fun playing this edition of the FFRPG!



Kweh! I'm Boco, the chocobo. During the book, I'll bring mechanical advice and optional rules. There are plenty of ways to use this system, and you can change it to better suit your playstyle and your playgroup. So, count on me to bring alternate ways to use this ruleset to your liking!



DESIGN PRINCIPLES AND DECISIONS

The game's core concept is "nostalgia". As such, the game must be flexible and customizable enough, so each group can emphasize the aspects they find most relevant to the gaming experience. Final Fantasy has over 30 years of history and different gamers had lots of different experiences.

The gaming unit is the group. Use mechanical rules for the group of adventurers as design decision. This "group" should consider not only the players' opinion, but also the Game Master's.

AVOID DOWNTIME

Downtime is the time that the player spends not playing during the game. It is basically caused by the fact that not all players can effectively act at the same time, due to the Game Master's inability to hear everyone at the same time. During the gaming experience, all players must be involved in the action as much as possible.

QUICK PRODUCTION

Translating Final Fantasy to tabletop is a huge endeavor. It is best to deliver a small product that can be played with few options than try to describe all the possible options before publishing the game. The game should be modular, with space for "expansions", to allow quicker production. The specific rules for specific game settings

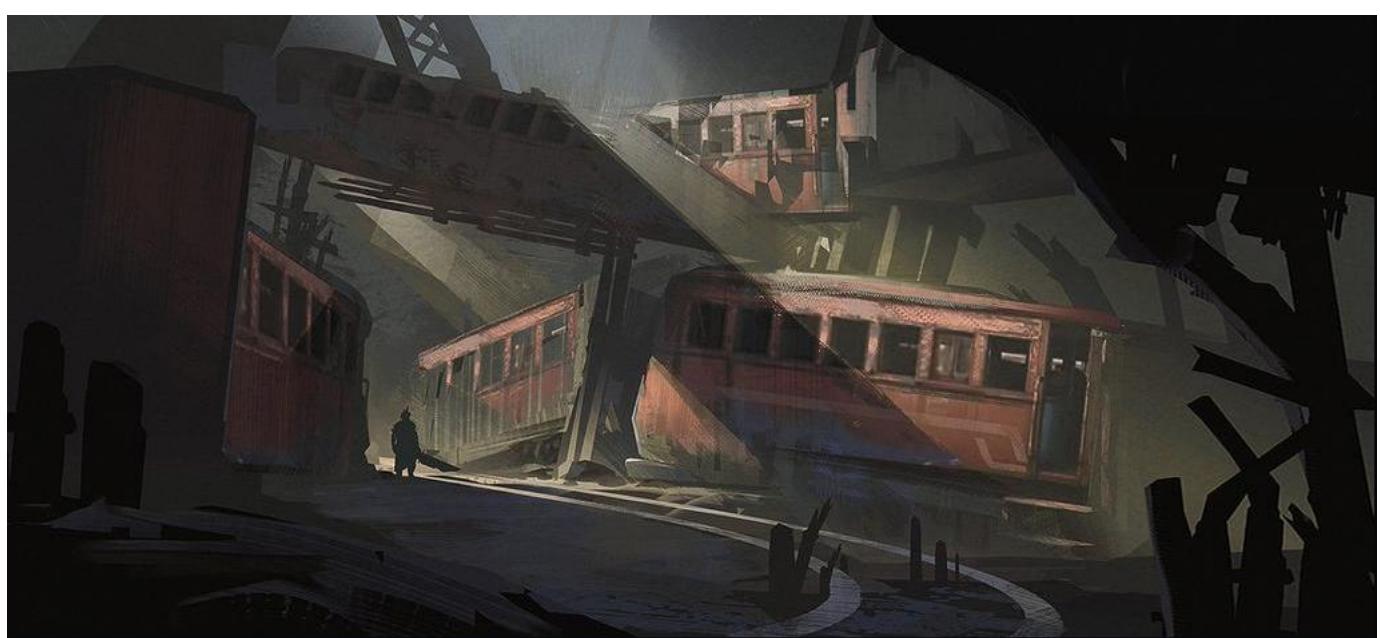
should be published into each game module, and the game should be easily "moddable". Also, this means this game can and will be subject to errata, supplements, and needs to be able to evolve with time.

CREATE TWO GAMES

If you stop to coldly analyze what were the JRPGs of the golden era (8, 16 and 32 bit), you will see that basically the "RPG" is a strategy game and an exploration game (I'm talking of pure RPGs, not Action RPGs or Tactical RPGs). The moment of transition between the two games is the moment of combat. Thus, to emulate this spirit, I am divorcing the combat system from the non-combat system to clearly characterize the two moments. Actions out of combat will have another mechanics and will function differently from actions in combat.

TABLETOP, BUT NOT ONLY TABLETOP

This is a tabletop game and should be written as such. The rules should be as tabletop-friendly as possible and should be able to play with only pencils, paper and dice. However, RPG evolved with its medium over the time. The rules must be able to work in other environments, like computer assisted, chat-based games and the slower Play-by-Post games.





This page intentionally left blank, kupo!





GAME SYSTEM

“DON’T BLAME US. BLAME YOURSELF OR GOD.”
- DELITA HYRAL (FFT)



GROUP CREATION

An FFRPG 4e Adventure or Campaign is centered around the Group: the organization or party which the player characters are a part of, whose ideals or structure brings the players much of their general goals or objectives. Group creation is a joint activity between the players and GM and will serve to guide subsequent creation of individual player characters. This activity is very important because it defines what kind of stories will be played. To create the group, follow the 5 steps below.

1. Choose Traits

These special features are the mechanical elements that will influence the way the game is played. Each group has three Traits, chosen from the list below. Traits strongly influence how the game will unfold and should be chosen very well by the GM and the players.

2. Choose a Name

The Group may have a name like Returners, Knights of Ivalice, Heroes of Light, Shin-Ra Inc., SOLDIER, or any other name.

3. Create the Roots

What links the group? Why was it founded? What is its reason for existence? Are they the underground resistance to an oppressive empire? Are they members of a kingdom or a corporation? Are they young people from a village in the countryside?

4. Create the Evil

Who is the main antagonist? Who threatens the Group's existence? Remember that this antagonist may (and probably will) change during the course of a campaign.

5. Write the starting Destiny Points

Destiny Points is a Group feature that can be used by players to influence the story. Starting Groups begin with 4 Destiny Points.

TRAITS

MERCENARY

This group was founded to acquire wealth and power. You gain experience points (XP) by earning Gil or other material possessions.

The Good: You have contacts that appear in the most improbable moments. By spending Destiny Points in any situation, you can find someone interested in buying or selling you things, except if this implies risk of life. However, they may not always charge fair prices, even if this merchant is a cat-man in the middle of an inhospitable mountain.

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

MONSTER HUNTER

This group was founded to kill monsters. You gain experience points (XP) by winning battles against beasts and other creatures.

The Good: You may spend Destiny Points to discover things about monsters.

The Bad: Monsters are always hostile to you. You need to spend Destiny Points to prevent a monster from being automatically hostile.

NEMESIS

This group was founded to fight something or someone of great power. This enemy can be a person or organization. This Trait can be selected more than once, each time representing a different enemy. You gain experience (XP) preventing the plans of your Nemesis or defeating it or its lackeys.

The Good: As much as your Nemesis hate you, it always seems to leave a hole in his plans. Whenever you are in a situation of imminent defeat to your Nemesis, you may spend Destiny Points to figure out a way to escape, in order to face it again later. This does not count as defeating or preventing the Nemesis' plan in any way: you only save yourself.

The Bad: Your Nemesis knows your plans better than anyone. Whenever you try to spend Destiny Points to get any advantage over your Nemesis, you will need to spend twice as many Destiny Points.

PEOPLE'S HERO

This group was founded to liberate people from tyranny. You gain experience points (XP) by removing corrupt officials, protecting the public and doing good deeds.

The Good: You may spend Destiny Points to call for assistance of the population. This help may involve shel-



ter, food, hiding, and other support within the reach of the common man.

The Bad: You can't refuse a request for help from a humble man, unless you spend Destiny Points.

PROTÉGÉ

This group was founded to protect something or someone from harm. Although it is very important for several reasons, this protégé is unable to defend itself from harm, which can be physical or not. This Trait can be selected more than once, each time representing a different entity to be protected. You gain experience points (XP) by avoiding harm for the entity or by restoring it.

The Good: If your protégé is in danger, you may spend Destiny Points to gain a second chance on any Challenge that can save it.

The Bad: If the protégé is destroyed or killed, even if is possible to reconstruct, resurrect or any other way restore it, you lose Destiny Points.



RELICS FROM THE PAST

This group was founded to investigate the secrets of the past, either arcane or technological (depending on the campaign). You gain experience points (XP) by investigating ruins, discovering elder tomes or other ancient artifacts.

The Good: You may spend Destiny Points to find out stories about artifacts and other ancient legends.

The Bad: Many of the ancient things have profound and dire stories, carrying curses. You may suffer the curse that was upon something found, unless you spend Destiny Points.

REPUTATION

This group was founded to earn fame and success. You gain experience points (XP) when you can spread your reputation and become better known and loved. Alternatively, you may decide that your desired reputation is bad reputation and your goal is to become feared and hated.

The Good: Your reputation precedes you. You may spend Destiny Points to impress or even influence people based on your reputation.

The Bad: It's hard to go incognito. When you really need to be undercover, you need to spend Destiny Points, or else you will be recognized or otherwise affected by your reputation.

SENSE OF DUTY

This group was founded to follow an organization. Define what is the specific organization, which may be a church, a kingdom, the army, a corporation, or something else. This Trait can be selected more than once, each time representing an affiliation to a different organization. You gain experience points (XP) by performing missions for the organization.

The Good: You may spend Destiny Points to receive help from the organization. This special aid will depend on the chosen organization.

The Bad: You can't refuse missions from that organization, even if it goes against your character's beliefs, unless you spend Destiny Points.





Group creation is really a huge part of campaign creation. When planning the campaign, you may create the Group (and its Traits) ahead of time and simply present it to the players. However, if you can, just present the setting and try to create the Group along with your players. Below I'll present two different Group examples, all within the same setting.

Setting: Wars of Mana. Taken straight from Seiken Densetsu III (or Trials of Mana) storyline, Wars of Mana takes place on a high fantasy medieval world, where six great nations fight over control for the Mana, the magical energy that permeates the world.

1st Group's Traits: Relics from the Past, Nemesis (Ganelon) & Monster Hunter. This group was created to find a way to stop Ganelon, an evil shapeshifter who is using political connections, doppelganger minions and his cunning to force the world into widespread chaos and war. They believe the key to stop them is

solving the enigma of the finite Mana, discovering a way to please all the kingdoms. This campaign went with a political undertone, with the PCs struggling to uncover Ganelon's emissaries and stop his machinations.

2nd Group's Traits: Relics from the Past, Reputation & Nemesis (The One without a Name). The players decided they would face a timeless being from another dimension. A creature so terrible and alien that no mortal could even speak his name without delving into the pits of madness. This was even stronger due to one of the PCs being half-mad due to an encounter with it. And what's worse, it seems that no one believed them. This campaign had a very dark horror tone, as the PCs struggled to earn a Reputation and prove to the world that an unseen threat exists. The only ones who listened were the already-corrupted cultists of this Evil God.



CHARACTER CREATION

Each player character has its own characteristics. They are individually assigned by the player to his character, based on the concept the player wants to roleplay. To create a player character, do the following steps:

1. Choose a Name

Choose a name that suits the character you want to play.

2. Choose your Traits and Quirks

Each character has a total of 3 Traits and 3 Quirks. 2 of his Traits must be chosen from his Group's Traits, and the last one is chosen from the Trait list, and doesn't need to be one of the Group's Traits. The 3 Quirks must be chosen from the list in the [Quirks](#) section starting at page 11. Traits define how the character will earn experience points (XP) and evolve during the game, while the Quirks indicate how it can earn Destiny Points. Remember that the Destiny Points are shared by the Group, hence all Destiny Points income and expenses will come from the Group's total Destiny, rather than being individual characters' values. In addition, all Traits grant ways in which the characters may spend Destiny points.

3. Choose your Jobs

Each player character has two Jobs, chosen from two different lists. The combination of Main and Secondary jobs can allow for a great variety of characters, each with several unique ways of contributing in battle, by wielding unique Abilities against their foes. The jobs are the following:

Main Jobs: Adept, Archer, Artist, Black Mage, Druid, Freelancer, Monk, Time Mage, Rogue, Warrior, White Mage

Secondary Jobs: Alchemist, Berserker, Defender, Dervish, Fencer, Rune Knight, Phalanx, Squire, Wizard.

More details on Jobs and their Abilities are in the [Jobs Summary](#) section starting at page 26.

4. Spend XP to increase your Stats

In FFRPG 4e, each character has four Stats, each related to a crystal: Earth, Air, Fire and Water. More details on these Stats are in the [Stats](#) section at page 14. A starting character has a total of 200 (two hundred) experience points (XP) to spend on their Stats.

5. Assign your Skills

A character earns 1 Skill point for each 3 Levels he earns. Remember that the total Character Level is the sum of his Stat Levels. These skill points may be spent as the player wishes between the skills, but the Stat Level is the maximum amount of skill points that may be spent in all skills linked to that Stat. The skills are:

Earth Skills: Strength, Climbing, Swimming, Intimidation, Tolerance, Jumping.

Air Skills: Running, Stealth, Piloting, Riding, Thievery, Acrobatics.

Fire Skills: Infiltration, Perception, Medicine, Survival, Technology, Wisdom.

Water Skills: Willpower, Bluff, Animal Handling, Charisma, Performance, Magic.

The Skill details start at page 14 in the [Skills](#) section.

6. Acquire your Abilities

Each Job offers Core Abilities and Specialties. A character acquires all Core Abilities they qualify for and may select one Specialty for each of their Core Abilities if they meet the required Stat levels. For more details on Abilities see the [Jobs Summary](#) section starting at page 26.

7. Buy your Starting Equipment

During character creation, each player can spend 200 Gil in equipment and items. It is recommended that you buy at least one weapon for your starting character. More details on wealth and equipment may be found on the [Wealth](#) section, starting at page 94.

8. Finishing Touches

Your Job HP and MP bonuses are your total Character Level times your Job HP and MP multipliers, respectively. Calculate your HP by adding your Earth value to your Job HP bonus and your MP by adding your Water value to your Job MP bonus using your Job's guidelines. Don't forget to flesh out the character concept using all the cues you've been collecting thus far (Traits, Quirks, Jobs, Skills, etc.). Take notes on your character backstory, motivations, personality and appearance, as that may help you roleplay your character to its fullest potential.





Optional Rule: Skilled Rookies

Should you want to have starting characters with more skills so the players can express their character concept with more skill choices early, give them 4 skills points at character creation plus 1 extra skill point for each 4 levels (instead of 1 point per 3 levels). This should give a starting character 6 skill points instead of 2, and will level out by level 48. You're trading more skills at high (49 and over) levels for more skills at lower (48 and under) levels.



JB wants to create a cute-but-dangerous Geomancer moogle. He begins with his name, of course JBMog, and looks at his Group's Traits. The Returners, as his group calls itself, have the Nemesis (Empire), People's Hero and Sense of Duty (Banon) traits. JBMog doesn't like that Banon guy, so he decides to have the Nemesis (The Empire) and People's Hero Traits. To round it up, he fetches one last trait: Protégé (Narshe Mines): He'll fight to protect his people at the Narshe mines. Looking at the Quirks, he quickly comes with a good idea of his character: The Moogle is mandatory for him, but the Feral and Fast Quirks also round up his character.

All in all, he's a quick moogle who loves animal company, but he's a tad shy in human lands. Then, he notes his jobs. Druid is a quick choice, for a Geomancer character, but he takes a minute to ponder about Secondary Jobs. After some debate, he ends up choosing Fencer to focus on the defense.

Next, the Stats. With his 200 XP, and looking at the stats, he decides to make Fire his primary stat, spending 90 XP on that one. This nets him Fire 30, as shown in the experience table. Then, he proceeds to put 10 XP in Water and 40 XP in Earth: bringing these Stats to 10 and 20, respectively. The last 60 XP he proceeds to put in Air, granting him Air 24.

His levels are Earth 2, Air 2, Fire 3 and Water 1. With these scores, his character level is 8 ($2+2+3+1$). For Skills, he decides to grab Perception and Performance.

As for Abilities, he notes down the first level Core Abilities: *Nature's Path* and *Awakened (Geomancer)* from the Druid,

and Block Projectiles from the Fencer. Due to his Stats, he also chooses a Specialty: Nature Warrior (Polearms & Bows), because what's better than a Polearm-wielder Moogle? He hasn't leveled up enough to get other Specialties, so he goes to Equipment.

Being a Nature Warrior, he proceeds to get the heaviest armor around: a Leather Plate (99 Gil) and an Iron Spear (63 Gil). With the remaining Gil he buys a Tonic (25 Gil) and pockets the remaining money (13 Gil). Finally, he does his HP (level $x4 = 8 \times 4 = 32 + \text{earth (20)} = 52$ HP) and MP (level $x1 = 8 \times 1 = 8 + \text{water (10)} = 18$ MP) calculations.

So, his character sheet is done! Let's see how it is:

JBMog, 8th level Druid/Fencer			
Stat	Level	Value	XP Spent
Earth	2	20	40
Air	2	24	60
Fire	3	30	90
Water	1	10	10

Skills: Perception 1 and Performance 1.

Traits & Quirks: Nemesis (The Empire), People's Hero, Protégé (Narshe Mines); Moogle, Feral, and Fast.

HP: 52/52; **MP:** 18/18; **ARM:** 3; **MARM:** 0

Equipment: Iron Spear (Air vs Earth, 6 damage), Leather Plate

Abilities: *Nature's Path [Nature Warrior]*; *Awakened (Geomancer)*; *Block Projectiles*

Actions: !Geomancy, !Arrow Guard



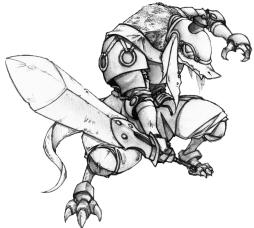
QUIRKS

Quirks are characteristics that define your character's personality and/or backstory. They give the player some tips on how to roleplay their character and are a tool both to earn Destiny Points and to use them. Some Quirk also got a keyword. You may not have more than one quirk with the same keyword, so you can't be Caustic and Empathic at the same time. And absolutely no Half-Viera/Half-Elvaan, please!

Destiny Points are a shared group resource that may be used to give the players some control in the narrative. They may be used to turn a failed Challenge into a successful one, to give tips and directions, to perform heroic actions that surpass human capacity and even to cheat death, among various other uses. Details on how to earn and how to spend Destiny Points are on the [Destiny](#) section, starting at page 17.

QUIRK LIST

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



and it is not uncommon for Bangaa to cover their eyes to focus only on hearing and smell. Although you can still see, but the lack of an accurate vision may cause you problems, and if that happens, earn Destiny Points.

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

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

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

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

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

Dwarf (racial): Creatures that live underground in caves and mines, building great kingdoms and castles under the rock. They are generally smaller and more muscular than humans, possessing an innate aptitude for metallurgy and technology. You may use Destiny Points in situations involving explosives, machinery and mining, activities for which dwarves are renowned. However, the time spent in the darkness turns sunlight into an ongoing discomfort, making you feel bad in bright light. Whenever this causes you problems, earn Destiny Points.





Elvaan (racial): Proud, athletic, slender and towering, Elvaan are known for their prominent pointed ears, often stretching ten to fifteen centimeters to the sides of their heads. Some call them the Elves or Elezen. You may use Destiny Points in situations that require courage, confidence and willpower. However, Elvaan are famous for their arrogance and inability to forgive offenses, whether real or imagined. Whenever this causes you problems, earn Destiny Points.

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

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

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

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

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

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

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



Lalafell (racial): These little creatures are among the smallest known races, hardly reaching more than a meter tall. In their own language, they call themselves Tarutaru. You may spend Destiny Points to make small magical effects by manipulating telekinetically objects as well as to control light and shadows. Their magical skills, however, can't be used in combat. Their small stature and lack of physical strength can cause problems when they try to overcome situations that require strength and endurance. Whenever this happens, earn Destiny Points.

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

Moogle (racial): Their appearance is similar to a humanoid cat, usually white in color, with small wings of red or purple color and an antenna on his head ending in a red ball (pompom). Their ears are like those of a cat or a dog. Despite having wings, they can't fly, but their pompoms give almost telepathic abilities with other moogle, building what some scholars call Mognet. You may spend Destiny Points to gather information or send messages through Mognet to other moogle. However, their spoken language heavily depends on the kupo word, which can have several meanings depending on the intonation and body movements. Because of this, communication with other races is full of misunderstandings. Whenever this causes you problems, earn Destiny Points.



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

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



Nu Mou (racial): They have similarities with dogs, with elongated snouts, furry tails and big, floppy, ears. Their short stature, around a meter and a half tall, and their tendency to a stooped posture, cause them to be very small. They have a fragile constitution, but they are very intelligent and tend to live

three times more than normal humans. You may use Destiny Points in situations involving patience, common sense and obscure knowledge, especially magical knowledge. They are also slow and not very athletic. Whenever this causes you problems, earn Destiny Points.

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

Roegadyn (racial): Also known as Galka, this race with slightly ursine appearance has huge bodies, often over two meters tall. Despite their great strength and power, they are renowned for self-knowledge and phlegm. You may use Destiny Points in situations involving self-control and great physical strength. But often their overly calm attitude may look like apathy or simply laziness. Whenever this causes you problems, earn Destiny Points.



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

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



Viera (racial): The Viera have two sub-races. The most common live in temperate forests and have long rabbit ears, but there is a sub-race that lives in tropical jungles and has feline characteristics rather than rabbit's. This sub-breed is commonly called Mithra or Miqo'te. Regardless of the sub-race, they are mostly female, with males being only about twenty percent of the population. Moreover, they are closely linked to the forests and jungles where they live. You may use Destiny Points to communicate

with trees, although their cognitive ability is very limited. On the other hand, you feel extremely uncomfortable in urban environments, and can even become ill if you stay away from the natural environment for a long time. Whenever this causes you problems, earn Destiny Points.

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

You may also want to create your own Quirks. Choose a trait that defines your character and talk with your GM to turn into a Quirk. However, there are three guidelines that should be followed. First, a Quirk must be able to provide the player ways to spend Destiny Points to overcome Challenges; second, a quirk must be able to provide the GM ways to create problems for the group; and lastly, a quirk may not influence tactical combat rolls.



STATS AND SKILLS

STATS

Characters have four Stats, each connected to a crystal — Earth, Air, Fire and Water. Each Stat has a value and levels. For every 10 points in its value, the Stat earns another level. Stat's value varies from 0 to 255 and, consequently, between 0 and 25 levels. The sum of a character's Stat levels is his Character level.

For example, a 30th level character may have Earth 52 (5th level), Air 108 (10th level), Fire 80 (8th level) and Water 75 (7th level). Each Stat has 6 skills associated to it. The sum of all Skill levels a character has in all skills linked to a particular Stat may not be higher than its Stat level. Thus, the above character has 10 points to spend in all skills but may not spend more than 5 points in Earth skills, no more than 8 points in Fire skills and no more than 7 points in Water Skills.

Stats are also used in the tactical combat system. Each roll in combat uses one Offensive and one Defensive Stat. Earth is usually the Offensive Stat for attacks that depends on the user's brute force and physicality and is the Defensive Stat to attacks that may be prevented by the defender's physical strength, health and muscle power.

Attacks that rely on the user's speed, finesse and skill use Air as its Offensive Stat. It is the Defensive Stat against attacks that may be evaded by the defender's reflexes and agility. A primarily Offensive Stat, Fire is used in attacks that rely on the user's intelligence and magical ability. If an attack may be avoided by the defender's insight, it uses Fire as its Defensive Stat.

Lastly, attacks that depend on the user's charisma and willpower to hit uses Water as its Offensive Stat. However, it is a mainly Defensive Stat, as attacks that may be resisted by the user's mental strength and magical defenses should use it. Besides its offense and defense implications, players should note that your Earth Value is added to your hit points (HP) and your Water Value is added to your magic points (MP) value.

Stats are increased using experience points. The cost to increase a Stat's value by a single point is one plus twice the Stat level. Thus, a Stat costs 1 experience point per Stat point while at level 0 (value from 0 to 9); 3 experience points per Stat point while at level 1 (value 10 to 19); 5 XP per Stat point while at level 2 (value 20 to 29); and so on. Starting on page 135, there is a table with the total XP cost for each Stat value.



SKILLS

Skills are tools that the characters have to overcome Challenges. Each Challenge must relate to a Skill. Each Skill level means the player may re-roll once a Challenge related to that Skill. For example, a character with 3 levels in Strength Skill can re-roll the d100 3 times to overcome Strength Challenges.

Earth Skills involve brute strength, toughness, physical prowess and bulk. A character's Earth level is his limit to spend points in **Strength, Climbing, Swimming, Intimidation, Tolerance, or Jumping**.

Air Skills involve movement, finesse and body coordination. A character's Air level is his limit to spend points in **Running, Stealth, Piloting, Riding, Thievery, or Acrobatics**.

Fire Skills involve intelligence, knowledge and wisdom. A character's Fire level is his limit to spend points in **Infiltration, Perception, Medicine, Survival, Technology, or Wisdom**.

Water Skills involve willpower and charisma. A character's Water level is his limit to spend points in **Willpower, Bluff, Animal Handling, Charisma, Performance, or Magic**.

Below is a description of each Skill and examples of Challenges associated with them.



Acrobatics (Air): Ability to perform acrobatic maneuvers and maintain balance in difficult situations. Can be used in situations where the character may lose balance, must walk on cliffs or wires, or in situations where it hangs on masts, chandeliers or ropes.

Bluff (Water): Ability to lie, cheat, conceal and seduce. It can be used in situations to deceive, pretend, or otherwise attempt to conceive your true intentions.

Charisma (Water): Personal magnetism and ability to impress. It can be used in situations involving the reactions of non-player characters, sometimes even without any specific action by the character.

Climbing (Earth): Climbing speed and technique. It can be used in situations that involve climbing walls, mountains, trees and other obstacles.

Animal Handling (Water): Ability to soothe and train animals and monsters. It can be used in situations requiring empathy with animals, to calm wildlife, train animals or prevent them from attacking someone.

Infiltration (Fire): Ability to open locks and gain access to locked locations. It can include both the ability to unlock locks with lock picks as the ability to fake access cards in more modern environments.

Intimidation (Earth): Ability to impose your will through coercion, threats and power displays. It can be used in situations where the character wants to impose its will in the most direct way possible.

Jumping (Earth): Jumping capacity, involving both the distance as the height. It can be used in situations involving the ability to overcome pits or to reach high platforms.

Magic (Water): Knowledge of arcane magic. It can be used in situations involving knowledge of the magical forces of the world and its mysteries.

Medicine (Fire): Knowledge of anatomy, healing, herbal medicines and medical techniques. It can be used in various situations involving diseases, poisonings and remedies.



Perception (Fire): Ability to distinguish detail with the five senses. It can be used in situations involving sight, hearing, smell, touch or taste.

Performance (Water): Ability to act, sing, dance, or perform other forms of art. It can be carried out in situations involving artistic performances, such as an opera.

Piloting (Air): Ability to drive inanimate machines, ranging from chariots and carriages to giant robots and aircraft, depending on the setting's technology.

Riding (Air): Ability to ride animals such as chocobos. It can be used in situations involving the ability to ride animals, in pursuits or to do mounted maneuvers.

Running (Air): Ability to walk and run fast and for long distances. It can be used in situations involving the running speed and endurance in long distance runs.

Stealth (Air): Ability to hide and move silently. It can be used in situations when the character doesn't want to be noticed.

Strength (Earth): Strength and physical ability. It can be used in situations involving the character's ability to lift, pull, push and knock down things.

Survival (Fire): Ability to relate to the natural world and get food, water and shelter outdoors. It can be used in situations where the character needs to hunt and gather food and water in wild environments.

Swimming (Earth): Ability to cross distances by swimming. It can be used in situations involving the need to cross rivers, lakes, seas, or simply to avoid drowning.

Technology (Fire): Ability to relate to existing technology on the world, varying according to the setting's technology level. It can vary from gear-operated primitive machines to the operation and maintenance of sophisticated computers.

Thievery (Air): Ability to perform hands tricks, as making small objects exchange owner without anyone noticing. It can be used in situations involving theft, traps or sleight of hand.

Tolerance (Earth): Ability to resist hot and cold environments, hunger, thirst, drowning and suffocation. It can be used in situations where the character must overcome physical hardships.

Willpower (Water): Ability to resist intimidation, pain, suffering and torture. It can be used to withstand suffering and to endure the physical and emotional hardships.

Wisdom (Fire): Common sense and the ability to distinguish illusions, tricks and deceptions. It can be used in situations that require the character's judgment to avoid being fooled.



CHALLENGES

During a FFRPG 4th Edition adventure, the characters will face challenges created by the GM to succeed in their goals. A Challenge is a situation within the game, which has, necessarily, the following three characteristics:

a Failure and success chance.

A Challenge must have a chance to fail and a chance to succeed. Walking on the flat and solid ground is not a Challenge, as it does not have chance of failure; walking in the air is also not a Challenge, because it has no chance of success. Walking on a rope in a cliff may be a challenge because it has chance of failure and success.

b Punishment for failure

A Challenge must have a punishment for the failure, although it may be retried. This punishment for the failure may simply deny the characters the success' reward. An attempt to open a locked door, using picks and thief's tools is not a challenge if the character can keep trying again any number of times to get the door open, but may be a challenge if the room is filling with acid or if the lock breaks after the first attempt.

c Storytelling impact

A Challenge must have a significant impact on the story. Riding a chocobo has chance of failure and success and has a punishment for failing (the fall). But in a 10-day trip riding a chocobo to journey between two cities, the way the character will ride does not have a significant enough impact on the story to become a Challenge. However, if the character runs away from a desert castle on fire being chased by bad guys in giant robots, the way he rides can indeed be a Challenge.



To create a Challenge, the Game Master should indicate what is the Challenge's Skill and what is its difficulty. The Challenge's difficulty is its failure chance. Thus, the GM decides what is the Challenge's failure chance, indicated by a number between 1 (one) and 99 (ninety-nine). For a character to succeed in this Challenge, his player must roll 1d100 (a 100-sided dice or two 10-sided die, one representing the tens and the other the singles) and the die roll should be greater than the established difficulty. For example, if the GM establishes 30 as the difficulty of a challenge, the player must understand that he has 30% chance of failing, and consequently 70% chance of success. When you fail in a Challenge, if you have the appropriate Skill, you may re-roll it. For each level in that Skill, you may re-roll the d100 once. Use the best result as your challenge roll. A player may always forfeit a Challenge. If he does, his character automatically fails. Notice that this does NOT mean the character wants to fail. A character may still try very hard to achieve a forfeited Challenge but will fail nonetheless. When a player chooses to forfeit a Challenge, he may describe how his character fails.



Optional Rule: General Acumen

The game assumes that Stats have no direct relation with the character's capabilities, so a character with high Earth and no Strength Skill is not strong. Some groups prefer Stats with a greater impact on challenge. If you use this optional rule, add the Stat Level to the result of all Challenge rolls linked to that Stat's Skills.



DESTINY

Destiny is what distinguishes true heroes and villains from ordinary people. They are a representation of heroism and a tool for sharing the game's narrative. The Destiny Points are a Group shared currency; so, when a player earns Destiny Points, they add it to the Group's Destiny Points; when he spends Destiny Points, these points are deducted from the Group's total.

EARNING DESTINY POINTS

There are many ways a character may earn Destiny Points. The main one is through the character's Quirks. In all Quirks, there are ways in which they create problems and force Challenges, hindering the character's ability to achieve its goals.

The GM should provide one Destiny Point for the Group when problems arising from the Quirk create a Challenge that the characters have to overcome in order to avoid serious consequences; two Destiny Points if the problems causing is three or more concurrent or sequential Challenges that have to be overcome to prevent serious problems; or three Destiny Points if the characters cannot avoid the disastrous consequences of the problem caused by Quirk.

In addition, the Game Master may grant Destiny Points whenever the Group achieves a significant moment in the story. Also, the Game Master may give a Destiny Point to force a player to re-roll a Challenge, even against his will.

Lastly, whenever a player chooses to forfeit a Challenge related to one of his Quirks and the forfeited Challenge creates significant problems for the group, give him a Destiny Point. Do not give a Destiny Point if the forfeited Challenge has none or little significative story impact.

SPENDING DESTINY POINTS

Destiny Points can be spent in various ways. The list below summarizes these forms.



WITH QUIRKS

There are two ways of spending Destiny Points with Quirks. By spending one point, the player can add 20 to a Challenge's d100 result if it is related to the Quirk, or the player may add 40 by spending two points.

The player may also wish to spend three points. If he does, the player can declare automatic success on any Challenge related with its Quirk.

Thus, a character with the Brute Quirk can use Destiny Points to add 20 or 40 to the d100 result, or even to automatically succeed in most Strength Challenges, but is unlikely to do the same in a Running Challenge. These points must be spent after rolling the die.

This rule only affects Challenges and may not be used in attack or reaction rolls during combat.

FEAT OF HEROISM

A character may spend four Destiny points to perform feats of heroism that exceed the normal limits of human capacity. The key word here is heroism: Holding a house that would collapse on helpless children with the power of your muscles, disarming a bomb that would explode the city in the last minute, jumping from a height of twenty meters to hold on to a rope and climb to the villain's helicopter, and so on.

A feat of heroism is always successful, even if the character does not have any applicable Quirk. After a feat of heroism, the master can't continue the narrative with a "no", but at most with a "yes, but ...". "Yes, you hold the house and prevent it from falling on the orphans, but you can't hold it more than five minutes and someone will have to get them out of there!" is a good answer to a feat of heroism.

GETTING CLUES

For one Destiny Point, the players can get a clue or a hint from the GM on a problem. The easiest way to do this is to have a nondescript citizen say a one-liner like "Don Tonberry hates smoke!" or "You can't cross the Lethe river swimming" and then immediately disappear to where it came from. Characters with relevant Traits may also spend a Destiny Point to acquire relevant clues about their field of expertise.



DIVINE INTERVENTION

By spending 7 Destiny Points, a character can dictate the outcome of an event or include things in the world. This divine intervention can only be invoked to save character(s) from an extremely dangerous situation or to increase the scene's drama, but never to generate an anticlimax. Dictating that "The Shadow Lord is overcome with grief and decides to kill himself" is not an acceptable intervention but saying that "When the group is surrounded, and everyone is about to fall into the abyss, a group of giant eagles comes and grabs the characters, flying them away!" is a possible intervention.

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

CHEAT DEATH

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

WITH TRAITS

Each trait has a particular way to benefit from Destiny Point expenditure. They may be activated by spending one Destiny Point. Check the Trait list, on page 6, for its description. For example, a character may spend a Destiny Point to activate his Protégé Trait and re-roll a Challenge related to saving his Protégé.

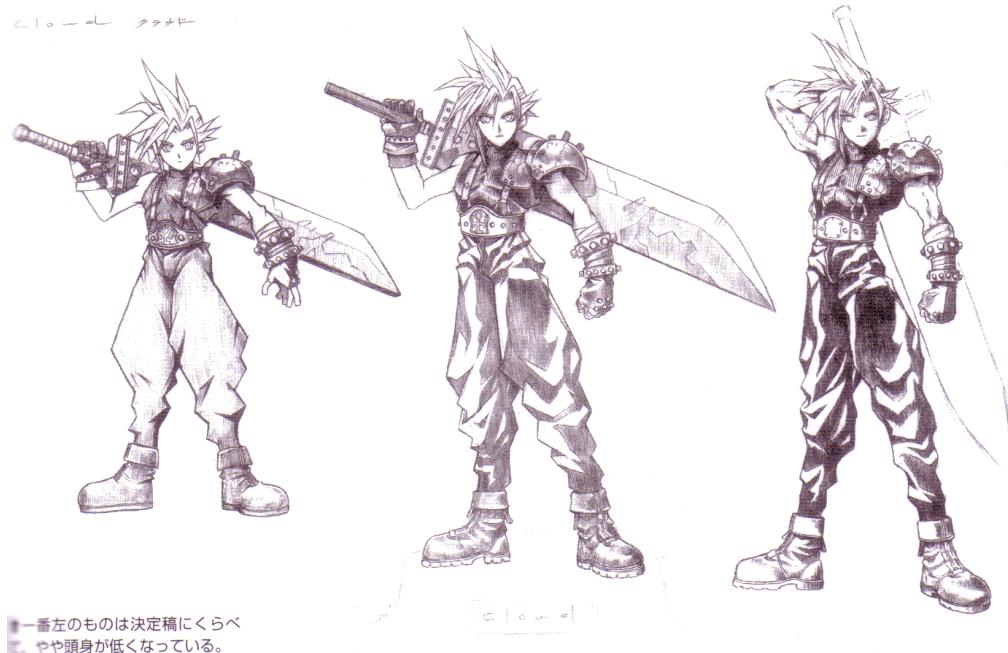
AVOIDING DISADVANTAGES

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



Optional Rule: Solving Controversy

When two players cannot agree on something, just have the two spend any number of Destiny Points. Whoever spends more points is right, and the other player is forced to accept his argument.



COMBAT

Combat is the raison d'etre of many rules through this book. All rules regarding Jobs, Spells and Equipment are only tools to be used during tactical combat. The rules described below turn combative moments in a simulation that uses all the concepts discussed so far to present tactical challenges to the group. Each fight consists of rounds that follow until one side has fled, surrendered or been defeated.

INITIATIVE

At the beginning of each round, each character involved in the fight will roll $3d10$ and record the values. The die roll total is his initiative and the result of each dice means the character's actions. After the initiative roll, the round will continue for 10 phases, starting from phase 1 and ending in phase 10. The phases happen sequentially, in ascending order. In phase 1, all characters who had at least one result "1" in one of the initiative dice may take one action for each die that shows "1".

If more than one character acts in the same phase, the one with the highest total initiative acts first. If the characters have the same total initiative, the one with the greater Air Stat will act first. After acting, the character discards the current phase initiative die, reducing his initiative total. When there are no more characters able to act in phase 1, the round will move to phase 2 and so on. After phase 10 ends, the round ends and a new round begins.



Optional Rule: Team Initiative

Should you want a simpler way to track initiative, run each phase by having the all player characters do their actions first, then all enemies. Both the player characters and the enemies take actions in any desired order inside their team's turn. After all enemies have taken their action, move to the next phase.

ACTION TYPES

STANDARD ACTION

A standard action takes place along the lines described above. The player uses an initiative die with value equal to the current phase to act.

INTERRUPT ACTION

This action occurs when the character can't or does not want to spend a initiative dice representing the current phase. Any character may perform any action or re-action at any phase by spending **two** initiative die of any value. Some abilities allow the character to perform actions "as an interrupt" by spending one initiative dice of any value in specific situations.

DELAYED ACTION

In this case, the character chooses not to act at this phase even having an initiative die with the correct value. He may then postpone the action to a later phase. The delayed dice's result is counted for the initiative total at its original value. A character may not delay more than one action at the same time.

FREE ACTION

The free action occurs without the character spending an initiative dice. It occurs at specific times determined by the rule that creates it. An example of free action is talking.

SPEEDS

QUICK ACTION

A Quick action occurs when the character acts. The character discards the initiative dice and its effects are immediate. An action with charge time of zero is a quick action.

SLOW ACTION

A Slow (X) action implies that the character must charge before performing. He declares the action as usual, and then spends (X) phases charging their action. Only after this time has elapsed, the action's effects will happen. During this charging time, he may not react or do any other actions, but may delay their actions. If he needs to delay more than one action, as he may not delay more than one action, the extra actions are lost. All actions with a charge time of 1 or greater are Slow actions. Some effects may increase or decrease the charge time of your actions, changing the number of phases you need to charge the Slow action.



In addition, if the Slow action require you to prepare your action beyond phase 10, you lose all non-delayed initiative die this round and, in the next round, roll one fewer initiative dice. At the phase when you finish the preparation, the action's effects happen as usual. For example, a character initiates a Slow (7) action in phase 6. In the next round, he rolls one fewer initiative dice and in Phase 3, the action's effects happen.

REACTION

Reactions occur when the character uses specific abilities. They interrupt other actions and must be resolved before the first action's effects are applied. To use a reaction, the character can spend an initiative dice with the current phase's value, use a delayed action or even perform an interruption. Some reactions are free actions. A character may wait to see if an action is successful or not before declaring his reaction.

ATTACKS AND ROLLS IN COMBAT

All rolls in combat (Reactions, Spells, other attacks, etc.) have the following characteristics: One Offensive Stat, one Defensive Stat and a difficulty. For example, the **!Attack** action using a Bow is an Air (Offensive stat) vs Air (Defensive stat) attack, difficulty 40. The roll is as follows: The player will roll 1d100 and add his Offensive Stat's value. He will be successful if the result is higher than difficulty + the target's Defensive Stat's value. If the target chooses to not resist the action, it is always successful, unless the action says otherwise.

If the attack is against a group (be it ally's or enemy's), the player must perform only one roll. After adding the d100 roll to Offensive Stat's value, it should compare it separately with the sum of difficulty + Defensive Stat's value of each target and may be successful against only part of the opponents.

If the attack deals damage or recovers HP or MP, the d100's singles digit will be added to the damage dealt or value healed, unless the attack says otherwise. Finally, if a character re-rolls an attack, either because he can re-roll one of his attacks, or because the target can force his opponent to re-roll his attacks, the character can look at the results and choose the best (or be forced to choose the worst).

Each attack, except Spells, may be Ranged or Melee. All Ranged attacks are noted as such; every non-Ranged attack is Melee. Flying enemies may not be hit by Melee attacks, unless the attacker is also Flying. Spells and Reactions are neither Ranged nor Melee and may target Flying

enemies normally.

BASIC ACTIONS AND REACTIONS

All characters can perform the following actions, regardless of equipment, Job or Abilities.

!ATTACK

Quick action. If the character is unarmed, perform an Earth vs Earth attack, difficulty 70. The damage is physical, Crush-elemental, equal to Earth level. If it is equipped with a weapon, use the weapon's Offensive and Defensive Stats, difficulty 40, and deal weapon damage. The Wealth and Items section, below, has more details about the weapons between pages 94 to 107. This action may score critical hits, dealing double damage.

!DODGE

Reaction. Use when suffering a physical attack. Roll Air vs Earth, difficulty 70. If successful, you don't suffer the attack's effects.

!DRAW

Quick action. No roll needed. You draw and ready a weapon or inventory item to use it.

!ITEM

Quick action. No roll needed. You use a drawn item or replace the equipped weapon with a drawn weapon. In this case, the exchanged weapon is stored in your inventory as a free action.

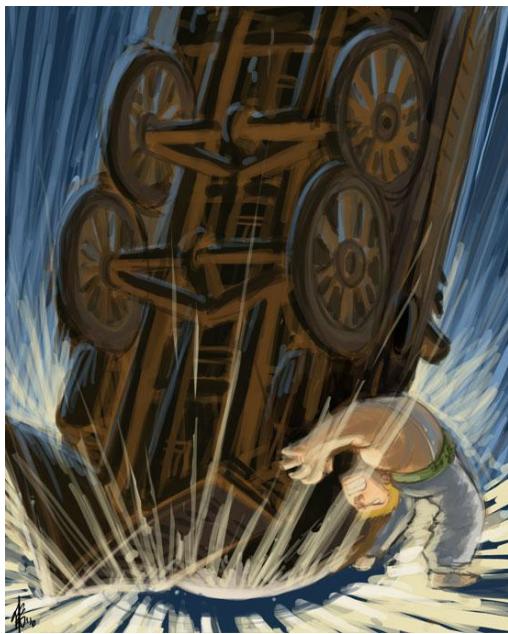
!FLEE

Quick action. Roll Air vs Air, difficulty 40. If successful, you run away from combat. Use the opponent with the highest Air Stat as the target of this action.

CRITICAL HITS

Only actions that explicitly mention their critical hit effect can score them. To score a critical hit, the roll result should be two identical numbers (100, 99, 88, 77, 66, 55, etc.) and the attack must be successful. If an action does not state that it might achieve critical hits, rolling identical numbers does no extra effect.





ELEMENTS AND DAMAGE

All damage has one element. However, by itself, the element does not influence the damage, unless the character who receives the damage absorbs, or is resistant, immune or vulnerable to elemental damage. The element list is: CRUSH, PUNCTURE, CUT, FIRE, ICE, LIGHTNING, AIR, EARTH, WATER, BIO, LIGHT and SHADOW.

Regardless of the damage dealt, the attack roll's d100's singles digit adds to damage, assuming 0 as 10. If, for example, a character uses an attack that deals 20 damage and rolls 63 on the attack, hitting its target, it will deal 23 damage.

Unless the attack says otherwise, all damage is reduced by the target's ARM, if the attack is physical, or the target's MARM, if the attack is magical. The damage suffered after reducing by Armor or Magic Armor, if any, is deducted from the target's current HP. There is no penalty for having current HP lower than max HP, unless current HP is 0. In this case, the character falls unconscious and may not perform actions while his HP is lower than 1. Lastly, remember to always round down.

Various effects may change the damage dealt. When in doubt, follow the sequence below:

1. Calculate Base Damage

Base damage is calculated by multiplying the damage factor by the relevant Stat Level.

2. Apply Action Modifiers

Some actions do 150%, 200%, 75% or any other modifier to the Base damage. Multiply this modifier to the Base Damage.

3. Account for Strengthen and Weaken

Strengthen (Physical or Magic) may increase the damage by 25%. Weaken (Physical or Magic) may decrease the damage by 25%.

4. Add the roll's singles digit

Add the roll's singles digit to the damage, assuming 0 as 10.

5. Reduce by target's ARM or MARM

Reduce the damage dealt by the enemy's ARM, if physical, or MARM, if magical.

6. Apply target's Modifiers

Critical Hits and modifiers like the Shell and Protect status, any elemental weakness or resistance, or even some Action modifiers must be applied after accounting the enemy's defense.



Dealing damage is the most time-consuming part of combat. If a group does not address this problem, it may turn combat into a tedious math exercise. Some tips to speed it up: First, do steps 1 to 3 before you even land a blow. Having your damage pre-calculated works wonders to speed up combat. Instead of writing your damage as !Jump, (200%) 5x Earth, note it as !Jump, 80 damage. Also, account for Strengthen and Weaken as soon as you receive the status, not when you decide to attack. Try to do your math while the other players are describing their actions.

Second, remember that 50% is one half, and 25% is half of a half. 10% is the number, ignoring the unit digit. Round down your calculations to speed them. To find a quarter of 138, for example, halve it first (69) then halve it again (34). 150% is one plus half; 125% is one plus a quarter; and 75% is one minus a quarter.

Lastly, try to cancel opposite modifiers, even if the numbers aren't exactly equal. A !Mighty Blow or Critical Hit against an enemy with Protect deals normal weapon damage; If you use !Guardbreak on a Vulnerable enemy, it also deals normal weapon damage; and so on. Keep in mind that speed trumps math accuracy.

HEALING

After an undisturbed night's sleep, restore your current HP and MP values to max value. This happens even to unconscious characters. In other moments, healing



provided by any effects doesn't affect unconscious characters, unless its description specifically says that the effect affects targets with zero HP. Similarly, an effect that

specifically targets zero HP characters doesn't have any effects on a character with current HP equal to 1 or more.



Optional Rule: Quick Combat Variant

Tactical Combat, as presented in this chapter, is a deep strategical endeavor that tries to mimic the video game's combat systems. However, there are lots of examples where the group does not want to spend so much time and effort to use these rules. Maybe the game is not focused on combat, or maybe there will be so much combat that using the full rules will grind things to a halt. Maybe the game will be played on a slower medium, like Play-by-Post, where even the simplest tactical combats might take weeks to happen.

In this case, you might want to use this variant rule. If you wish to use it, ignore most of the Character Options chapter: you'll have no need for Jobs, Abilities, Spells, Equipment or Status Effects. Your characters might have a Job or two, but only for flavor.

First, add the following Skills to the Skill list:

Fencing (Earth): Melee fighting ability. Including both attacking with melee weapons and defending against them. May be used in situations where you must attack with a melee weapon or defend yourself from enemies attacking in close range.

Marksman (Air): Ranged fighting ability. Including both attacking with ranged weapons and defending against

them. May be used in situations where you must attack with a ranged weapon or defend yourself from enemies attacking with missiles.

Spellcraft (Fire): Magical prowess. Ability to use magic to enforce your will. May be used in situations where you want to cast spells and use your magical power to harm or heal.

Spell Resistance (Water): Magical defense. Ability to overcome enemy magic. May be used in situations where you want to dispel enemy magic or simply resist its effects. Also used to counterspell.

Second, instead of gaining one Skill point per three character levels, you earn one Skill point for each character level. You still may not spend more Skill points in all Skills related to a Stat than levels you have in that Stat.

Third, each time you re-roll a Challenge due to using a Skill, you "spend" that Skill level. This represents physical, mental and emotional fatigue. Your "spent" Skill levels return once you have the time to rest 8 hours.

Lastly, there are no specific Combat rules. To resolve combats, use Challenges appropriate to the action at hand, using these new Skills or the core Skills, as situation demands. Unlike the tactical combat rules, Destiny Points and Quirks may be used during combat in this variant, as it is handled by normal Challenge rules.



Later in his adventures, JBMog, now a 30th level character, was in a dungeon with his friends Rob, a 28th level Warrior/Rune Knight and Nyarly, a 31st level Adept/Wizard. After an unfortunate failed Challenge roll, they fell into a trap, activating an iron Golem guardian.

GM: "Start of Round 1. The creature rolls 1, 3 and 6 as initiative. Roll your initiative!"

JB: "5, 6 and 9. I use my Preemptive Strike to change the 9 to 1. My initiatives are 1, 5 and 6!"

Rob: "3, 3, and 8. And Nyarly rolled 4, 5, and 10"

GM: "Phase 1. You're first JB, then Golem acts."

JB: "I'll strike the golem with my lance. I rolled a 61, plus my Air is 148 total. It hits?"

GM: "You try to attack him with your polearm, but the heavy armor of the golem deflects it (The attack targets Earth plus diff 40. His value is 112, so he needed to overcome 152 to hit). He ignores your attacks while he prepares his own. He starts charging a Slow axe attack against Nyarly. We begin Phase 2, and his attack is finished. I roll a 34 (plus his 112 Earth totals 145) for a total 114 damage (110 damage plus 34's singles digit)."

Nyarly: "Yikes! I will use an interrupt action and react to use !Will Shield. I spend the 4 and 10 dice. I rolled a 69, for a total



of 149. I made it? (The GM nods, as his **!Will Shield** have 30 difficulty and the Golem's Earth value is 112, and 149 is greater than 142.) Nyarly creates a magical shield that blocks the blow and spends 14 MP (10% of his 143 MP)."

Rob: "Seems no one got actions in Phase 2, so I'm acting at phase 3. Seems that his weak spot is Air, so my first action is to draw my Meteo Knuckle. My second action (Rob can act before the golem since his initiative total is 11 and the Golem's is 9) is to use **!Item** to stash my Old Axe and equip the gloves."

GM: "The Golem starts to leak out a strange gas. It attacks all characters, rusting your equipment! Whoever got Water lower than 43 is hit with the Weaken (Armor) status until the end of the next round." (The GM rolled a 31. 31 plus the Golem's Fire value is 113, and the attack had diff 70 and targeted the group)

JB: "I think the only one hit was Rob (Rob nods). My turn now, right? (Nyarly's initiative total is 5, while JB's is 11) I'll use **!Advice** on Rob. I want him to crit with that knuckle!"

Nyarly: "So, now it is my turn. I'll spend 60 HP to unleash a **!Fury Brand**. Rolled 90 for a total of 181 vs Water+30. If it hits, that's 131 Fire damage and maybe Berserk."

GM: "Yeah, that hits. Your staff burns with your magical fire when you sacrifice your lifeforce to summon a cleansing flame.

Your strike hits true, dealing 101 damage (that's 131 minus the 30 MARM), but the creature seems to be immune to your mental effect. In the golem's turn at phase 6, he delays his action."

JB: "I'll charge Geomancy. No actions until phase 8? Ok. Let me roll for Geomancy! Hm... 75? What's the Major effect for Underground? Ah, Cave In. I'll spend the 35 MP to increase the damage. (JB rolls a 51 and hits) That's 101 damage (100 damage plus 51's singles digit)! Take that!"

GM: "Rocks fall, and the Golem receives 71 damage from the cave in, but he's still rocking!"

Rob: "Phase 8? At last! I'll attack him... Oh, only 11... I miss... No, wait, I crit due to JB! Thanks! I'll do..."

GM: "Actually the Golem reacts with his delayed action. He rolls a 17 to block and... (checks Rob's Earth value of 111) fails. Your critical does only 19 damage due to the golem's heavy armor but roll for Meteorite!"

Rob: "08 and 66. That's two hits? Nice! The meteors fall dealing 48 and 46 damage, ignoring his MARM. That was a nice crit! I did what, 130 damage?"

GM: "113. (The Golem still have 115 HP) So the round ends. Roll your initiative for the second round!"



Optional Rule: Scaling down the Numbers

The FFRPG 4th edition kept the d100 mechanic from earlier iterations of the Returner's games. However, the dice used increases the burden of an already-crunchy game. This optional rule revamps the whole game engine with lower numbers, and generally speeds up play, easing the math burden.

To use it, remove all references to Stat Values, keeping only Stat Levels. Anything in the book that references Stat Values uses Stat Levels instead. At creation you have 20 XP. A Stat level of 1 costs 1, 2 costs 4, 3 costs 9, 4 costs 16, 5 costs 25, and so on. You just keep any XP you don't spend (so a 3 2 2 1 character starts with 2 XP leftover).

Character's HP and MP are calculated by adding the Job bonuses to either 10 times your Earth Level (HP) or 10 times your Water Level (MP).

Challenges use a d10 instead of a d100, with difficulties ranging from 1 to 9. Skills work as usual, and Destiny Points adds 2 or 4 to a dice, instead of 20 or 40. When rolling Challenges, you can just roll all die at once and pick the best result.

Combat also uses a d10 instead of d100. Divide all difficulties by ten, rounding down if necessary. **!Attack** Actions, for example are Stat vs. Stat, difficulty 4. When calculating damage, instead of adding the 1's digit die, you just add 5 damage.

When you roll a natural 10, on an attack able to critical hit, roll again. If the second roll is a hit, the attack is a crit.

Abilities like Time Mage's Wild Magic also just roll a d10. Dervish's Deadly Accuracy is essentially tripling your critical hit rate, so they can threaten a critical on an 8, 9, or 10, and then resolve the confirmation roll as other classes would. The Rogue's Dice deals damage equal to 10 times the d10 results. The Berserker's Unwavering Fury Ability can increase or decrease the confirmation roll's value by 1.

This option swaps granularity for speed, reducing the mental load on the GM and the players. It is recommended to use it if you don't mind losing the granularity of the d100 and/or the nostalgic experience of using d100, especially if you do not have access or do not want to use computer aid during the game.



SPECIAL COMBAT RULES

This section lists several miscellaneous rules that apply to combat encounters. They are corner cases that may not apply to every combat, but can clarify special situations.

Opposing Status Effects: When a character is subject to multiple status effects with opposed effects, as for example having **Curse** and **Blink**, they cancel each other. Should their duration be different, the status that lasts longer reinstate its effects after the shorter status ends.

Multiple Elemental Status Effects: When a character is subject to multiple instances of **Vulnerable**, **Resist**, **Immune** and **Absorb** status effects to the same element (say, a character with **Immune:Ice** and **Vulnerable:Ice**), follow the following order: Apply **Immune**, then **Absorb**. Should neither be present, apply **Vulnerable** and/or **Resist** (which are considered opposed, as per the **Opposing Status Effects** rule).

Multiple Rerolls: When multiple rerolls affect the same action, “positive” rerolls (roll twice and take best) and “negative” rerolls (roll twice and take worst) cancel themselves. Should there be any rerolls left after that, the character apply them as normal.

Damage Dealt vs HP lost: Some effects specify *damage dealt*. This is the damage before accounting for Armor or Magic Armor and before accounting for any effects on the target, but after the single’s digit is added. Effects that specify *HP lost* (or *MP lost*) are applied to the actual HP (or MP) value the target lost with the final damage applied after all modifiers, and cannot be more than the amount of health the target actually loses to bring them to the minimum of zero.

Drain Effects: Some effects *drain* HP and/or MP. Those effects heal up the user’s HP (or MP) up to the target’s HP or MP lost. For example, an effect that drains HP equal to half of damage dealt will heal the user an amount equal to half of damage dealt (before accounting ARM and

any other effects on the target) or the actual HP lost by the target, whichever is lower. When a draining effect is used on a target with the Zombie status, its effects are reversed: the damage is dealt to the user, who loses HP (or MP) and the Zombie heals it.

Temporary vs Permanent Status Effects: All *temporary* status effects are inflicted by an action or reaction. *Permanent* status effects are those granted by Auto-Status or SOS-Status.

Dropping Slow actions: If, for any reason, a character do not wish to perform a Slow action after announcing it, it may choose to drop the action, and perform nothing. The character still charges the full charge time, but when the time comes to inflict its effects, the die is discarded with no further repercussions.

Special interactions with Slow actions: When you get hit by an effect while charging a Slow action, several things can happen. Effects that change charge time (such as **Weaken:Speed** and **Strengthen:Speed**) can change the delivery phase; Effects that impede the character from acting stop the slow action outright without refunding the cost; **Charm** effects means the character will change the target to fit its changed perspective on who’s ally and enemy; **Berserk** effects will turn the Slow action into an **!Attack** action; and lastly, **Confuse** means the character uses the Slow action in random target(s).

Targets that can’t act and initiative: Targets that cannot act (such as characters with 0 HP and characters under effects such as **Stone** or **Stop**) still generate initiative as normal, but automatically discard each die once their time to act comes (with the exception of **Sleep**, which allows the character to keep exactly 1 delayed die, even if you could otherwise delay more actions). Should their condition be healed mid-round, they can still act normally with any remaining dice. To avoid rolling unnecessary initiative dice, you may opt to roll them only when the character actually gets revived/healed and simply drop any dice that rolls up on an earlier phase.





JOBS

*"THEN FOUR SPIRITS CAME TOGETHER IN
THIS VOID. THE CRYSTALS WERE BORN AND
THE WORLD WAS CREATED."*

- EPILOGUE (FFV)



Each player character must choose a Main Job and Secondary Job. Your Main Job determines your HP and MP bonuses, and the type of gear you can equip. Also, Main Jobs contain most active Abilities, giving you different tools to contribute in your Group, be it offensively, defensively or by supporting the team. Secondary Jobs provide reactions, increase your gear selection and can provide several other abilities to cover up for your weaknesses or to exploit your strong points.

Each job has several Core and Specialty Abilities. Core Abilities are gained by all characters with that Job, as soon as they have the necessary character levels. Specialty Abilities are optional choices; each character can choose one and only one specialty for each of your abilities and can do it at any time after getting the prerequisite levels. However, after choosing a Specialty, the character can no longer “forget it” or exchange it for another.

Regardless of its Job, the HP of a player character is equal to its Earth Stat value, plus the Job bonus (Character Level times Job HP multiplier), and the MP of a player characters is equal its Water Stat value, plus the job bonus (Character Level times Job MP multiplier).

JOBS SUMMARY

The next pages present a summary of all Jobs. Its capabilities are ranked from “F”, the lowest rank, to “S”, the highest. The Freelancer is unranked, as its versatility depends on its Job Changes.

Offense Rank is how good the Job is at neutralizing enemies. It is the greater between the Job’s Single-Target Damage rank, or how good the job is at dealing damage to a single target; Group Damage rank, or how good the job is at dealing damage to all enemies; and Disabling rank, or how good the job is at using status effects to neutralize enemies.

Defense Rank is how good the Job is at keeping himself alive. It is the greater between the Job’s Passive Defense rank, or how much it can survive without using reactions; Active Defense rank or how much it can avoid hits due to its reactions; and Healing rank, or how good the job is at healing himself or its allies.

Support Rank is how good the Job is at helping its allies. It is the greater between the Job’s Offensive Support rank, a measure of how the Job can help its allies deal damage; Defensive Support rank, or how good the job is at protecting its allies; and Misc. Support rank, or how good the job is at other kinds of support.



Primary Jobs						
	Offense:	B	Defense:	B	Support:	C
Adept	Single-Target Damage: Group Damage: Disabling:	B B B	Passive Defense: Active Defense: Healing:	B C D	Offensive Support: Defensive Support: Misc. Support:	F C D
Archer	Offense: Single-Target Damage: Group Damage: Disabling:	S S F C	Defense: Passive Defense: Active Defense: Healing:	F F F F	Support: Offensive Support: Defensive Support: Misc. Support:	C D D C
Artist	Offense: Single-Target Damage: Group Damage: Disabling:	C D D C	Defense: Passive Defense: Active Defense: Healing:	C F C C	Support: Offensive Support: Defensive Support: Misc. Support:	A B B A
Black Mage	Offense: Single-Target Damage: Group Damage: Disabling:	S A S A	Defense: Passive Defense: Active Defense: Healing:	D D F D	Support: Offensive Support: Defensive Support: Misc. Support:	D D D F
Druid	Offense: Single-Target Damage: Group Damage: Disabling:	B C B B	Defense: Passive Defense: Active Defense: Healing:	C D C C	Support: Offensive Support: Defensive Support: Misc. Support:	B B B C
Freelancer	Offense: Single-Target Damage: Group Damage: Disabling:	? ? ? ?	Defense: Passive Defense: Active Defense: Healing:	? ? ? ?	Support: Offensive Support: Defensive Support: Misc. Support:	? ? ? ?
Monk	Offense: Single-Target Damage: Group Damage: Disabling:	C C C D	Defense: Passive Defense: Active Defense: Healing:	S S A C	Support: Offensive Support: Defensive Support: Misc. Support:	F F F F
Rogue	Offense: Single-Target Damage: Group Damage: Disabling:	C C D C	Defense: Passive Defense: Active Defense: Healing:	D F D F	Support: Offensive Support: Defensive Support: Misc. Support:	S A C S
Time Mage	Offense: Single-Target Damage: Group Damage: Disabling:	C C C C	Defense: Passive Defense: Active Defense: Healing:	C D C D	Support: Offensive Support: Defensive Support: Misc. Support:	A A B B
Warrior	Offense: Single-Target Damage: Group Damage: Disabling:	B B B D	Defense: Passive Defense: Active Defense: Healing:	A A D F	Support: Offensive Support: Defensive Support: Misc. Support:	D D D F
White Mage	Offense: Single-Target Damage: Group Damage: Disabling:	D F D F	Defense: Passive Defense: Active Defense: Healing:	S C D S	Support: Offensive Support: Defensive Support: Misc. Support:	C D C D



Secondary Jobs						
	Offense:	C	Defense:	A	Support:	C
Alchemist	Single-Target Damage:	C	Passive Defense:	B	Offensive Support:	F
	Group Damage:	C	Active Defense:	C	Defensive Support:	D
	Disabling:	D	Healing:	A	Misc. Support:	C
Berserker	Offense:	A	Defense:	C	Support:	C
	Single-Target Damage:	A	Passive Defense:	C	Offensive Support:	C
	Group Damage:	C	Active Defense:	D	Defensive Support:	D
Defender	Disabling:	F	Healing:	F	Misc. Support:	D
	Offense:	F	Defense:	B	Support:	A
	Single-Target Damage:	F	Passive Defense:	C	Offensive Support:	F
Dervish	Group Damage:	F	Active Defense:	C	Defensive Support:	A
	Disabling:	F	Healing:	B	Misc. Support:	D
	Offense:	S	Defense:	C	Support:	F
Fencer	Single-Target Damage:	S	Passive Defense:	C	Offensive Support:	F
	Group Damage:	F	Active Defense:	D	Defensive Support:	F
	Disabling:	F	Healing:	F	Misc. Support:	F
Phalanx	Offense:	D	Defense:	A	Support:	B
	Single-Target Damage:	D	Passive Defense:	A	Offensive Support:	F
	Group Damage:	F	Active Defense:	A	Defensive Support:	B
Rune Knight	Disabling:	F	Healing:	F	Misc. Support:	D
	Offense:	D	Defense:	A	Support:	B
	Single-Target Damage:	D	Passive Defense:	D	Offensive Support:	D
Squire	Group Damage:	D	Active Defense:	A	Defensive Support:	B
	Disabling:	F	Healing:	F	Misc. Support:	C
	Offense:	B	Defense:	C	Support:	B
Wizard	Single-Target Damage:	B	Passive Defense:	F	Offensive Support:	B
	Group Damage:	B	Active Defense:	F	Defensive Support:	B
	Disabling:	D	Healing:	C	Misc. Support:	F



These ranks, are, however, just an approximation of each Job's Abilities. If you want to build your White Mage as an offensive character, go ahead! Also, they do not cover each possible interaction between all Main and Secondary Jobs. An Archer/Rune Knight plays and feels different in battle than an Archer/Phalanx,

for example. So, don't worry about choosing the "right classes" – just pick up the ones you'd like to play, and you'll surely will find good Abilities to use. Also, keep in mind that the only thing your Job influences is your combat ability – you have no roleplaying or character concept limitation due to your Job.



MAIN JOBS

ADEPT

A mystic who uses his own vital energy to trigger magical effects. Several Adept actions require you to spend HP based on your maximum or current HP. In these cases, you lose current hit points equal to the value listed in ability, but it does not diminish your maximum HP. Its main Stats are Fire and Earth. All Adept's abilities deal damage based on weapon damage, so equipping a strong weapon is a must.

Representatives: General Beatrix (FFIX), Agrias Oaks (FFT), Goffard Gafgarion (FFT), Dark Knight Job (FFX-2, FFXI), Fell Knight Job (FFT), Mystic Knight Job (FFV), Adelbert Steiner (FFIX), Warrior Dressphere (FFX-2)

Level	1	15	30	60
HP Bonus	4x	5x	6x	7x
MP Bonus	1x	2x	3x	
Armor	Heavy			
	Claws/Gloves			
	Weapons & Shields			
Weapons	Heavy Weapons			
	Katanas			
	Wands			
	Staves			



Abilities

Martial Discipline: Core ability acquired at level 1. You are an adept, and gain the multipliers and equipment choices above. Whenever you use an Adept ability, you may spend 10%, 20% or 30% of your current HP to decrease the charge time by 2, 4 or 6, respectively. This can reduce the charge time to a minimum of 0. The action modified by this ability becomes a magical action.

Specialties:

- ◆ **Arcane Connection:** Requires Fire level 3. You gain one of the following Spell groups: **Fire, Ice, Lightning, Light, or Cosmic.**
- ◆ **Spirit Strength:** Requires Water level 3. Whenever you need to spend HP to use an action, you may spend an equal amount of MP to prevent the HP loss.
- ◆ **Arcane Fury:** Requires Earth level 3. While your current MP is greater than zero and you have the **Berserk** status, your **!Attack** action deals 150% weapon damage.

Arcane Discipline: Core ability acquired at level 1. You earn one of the three following actions:

- ◆ **!Elemental Strike** is a *Magical Quick* action: Choose Fire, Lightning, or Ice. You concentrate the chosen element and strike a weapon attack causing normal damage, using the chosen element.
- ◆ **!Holy Strike** is a *Slow (4)* action: Using your own vital energy as sacred power, you attack with the force of Light. Do a weapon attack dealing 150% weapon damage, Light-elemental.
- ◆ **!Shadow Strike** is a *Slow (4)* action: Sacrificing your own life force to profane powers, you use the forces of Shadow to attack. Do a weapon attack dealing 150% weapon damage, Shadow-elemental.



Specialties:

-  **Dualism:** Requires Air level 5 and Water level 5. You gain one of the following actions: **!Elemental Strike**, **!Holy Strike**, or **!Shadow Strike**.
-  **!Will Shield** is a reaction requiring Earth level 6 and Air level 4: You can use this reaction whenever you suffer damage. Conjuring up a protective magical shield, you avoid injuries. Perform a Water vs (the greater of Earth or Fire) attack, difficulty 30. If successful, negate all effects of the attack and spend MP equal 10% of your maximum MP. If you do not have enough MP to spend, this ability fails.
-  **Quick Channeling:** Requires Fire level 7. When using an ability, you may reduce its charge time by 1, to a minimum of 0.

Blade Magic: Core ability acquired at level 15. You gain one of the three following actions:

-  **!Snake Fang** is a *Ranged Magical Slow (2)* action: You create a snake-shaped wave of energy. The snake then attacks a target of your choice, a Fire vs Earth attack, difficulty 40. If successful, the target suffers Bio-elemental weapon damage and the **Poison** status until the end of next round.
-  **!Hallowed Bolt** is a *Ranged Magical Slow (2)* action: You create a luminous energy sphere, then send that ball spiraling against a target of your choice, a Fire vs Fire attack, difficulty 40. If successful, the target suffers Lightning-elemental weapon damage and the **Curse** status until the end of the next round.
-  **!Black Sky** is a *Ranged Magical Slow (2)* action: You invoke a black energy beam from the sky. The lightning strikes a target of your choice, a Fire vs Air attack, difficulty 40. If successful, the target suffers Shadow-elemental weapon damage and the **Blind** status until the end of next round.

Specialties:

-  **!Shadow Blade** is a *Magical Slow (2)* action requiring Air level 6 and Fire level 9: Conjuring a tornado of souls, perform a weapon attack against all other combatants, enemies and allies. You deal 150% weapon damage, Shadow-elemental, to all characters hit.
-  **!Stasis Strike** is a *Ranged Slow (5)* action requiring Earth level 9 and Air level 6: You summon a lightning bolt from heavens. If you are successful in a weapon attack, difficulty 30, deal 150% weapon damage, Light-elemental, to a target. If your attack is a critical hit or overcomes difficulty 70, inflict the **Immobilize** status until the end of your next round on the target.
-  **!Fury Brand** is a *Magical Slow (5)* action requiring Air level 6 and Water level 9: Create a rune of fury in your weapon and strike. If you are successful in a weapon attack, difficulty 30, deal 150% weapon damage, Fire-elemental, to a target. If your attack is a critical hit or overcomes difficulty 70, inflict the **Mute** status until the end of your next round on the target.

Elemental Soul: Core ability acquired at level 24. Select an element other than Cut, Crush, or Puncture. You become **Immune** to all damage of the chosen element. In addition, either gain one of **!Snake Fang**, **!Hallowed Bolt** or **!Black Sky** or augment one of the following actions: Reduce **!Will Shield**'s difficulty by 10, **!Stasis Strike** may inflict **Stop** instead of **Immobilize**, **!Fury Brand** may inflict **Berserk** instead of **Mute**, or **!Cleansing Strike** may inflict **Toad** instead of **Disable**.**Specialties:**

-  **!Night Sword** is a *Slow (2)* action requiring Fire level 10: Using dark energies in your favor, you drain the life energy of your target. Attack with your weapon to deal weapon damage, Shadow-elemental, to a target, and you drain HP equal to the HP lost.



 **Light's Judgement:** Requires Earth level 10. You gain the *Slow* (5) action **!Cleansing Strike**. This action creates an arcane seal in the air, and then you attack a target with your weapon, destroying the seal and dealing 150% weapon damage, Ice-elemental. If your attack is a critical hit or overcomes difficulty 70, inflict the **Disable** status until the end of your next round on the target.

 **Reckless Sacrifice:** Requires Water level 10. When using an Adept action that inflicts a negative status on a single target, you can choose to automatically hit without performing an attack roll. If you do, you inflict the status on the target and on yourself for the same duration.

Arcane Shock: Core ability acquired at level 42. You gain the *Ranged Magical Slow* (3) action **!Demi Shock**. Concentrating the arcane forces, you try to break the enemy. Do a Fire vs Earth attack, difficulty 40. If successful, the target loses 50% of their current HP. This counts as a **Gravity**-type status effect.

Specialties:

 **Mana Safe:** Requires Earth level 8 and Water level 10. You can spend any amount of MP and an action to heal the same amount of MP to an ally. Any ally can spend any amount of MP and an action to heal on you half that amount of MP.

 **Dark Pact:** Requires Earth level 11 and Fire level 11. Whenever you spend HP to use a Quick Adept action that deals Shadow-elemental damage, you may spend extra 10% of your max HP to deal extra 50% weapon damage. You must declare this Ability before rolling the attack, spending the extra HP regardless of hitting or missing.

 **Elemental Overload:** Requires Air level 7 and Fire level 12. Whenever you spend HP to use a Quick Adept action that deals Fire-, Ice-, or Lightning-elemental damage, you may spend extra 10% of your max HP to attack all opponents, rather than just one target.

Staggering Blow: Core ability acquired at level 60. Core Ability acquired at level 60. Whenever one of your abilities damage a charging target, the target loses the *Slow* action.

Specialties:

 **!Shellburst Stab** is a *Ranged Magical Slow* (6) action requiring Earth level 20: You overload the target with magical energy. Perform an Earth vs Water attack, difficulty 40, to deal Puncture-elemental damage equal to the lesser between the target's current MP or 999.

 **!Soul Eater** is a *Ranged Slow* (6) action requiring Air level 20: Opening a portal to the underworld, you try to drag their opponents into eternal sleep. Do a weapon attack against all enemies, difficulty 50, to inflict the **Death** status effect. If any of the targets is immune to this effect, you deal 150% weapon damage to it, Shadow-elemental.

 **!Divine Retribution** is a *Ranged Slow* (6) action requiring Water level 20: You show the light of glory to your opponents, who are tempted to follow you. Do a weapon attack against all enemies, difficulty 50. All opponents hit receive the **Charm** status until end of next round. If any of the targets is immune to this effect, you deal 150% weapon damage to it, Light-elemental.



ARCHER

A fighter who controls the battlefield from afar using an assortment of weapon attacks. They aren't very tough but have the advantage of fighting at a distance. They are true masters of battlefield control, able to direct the flow of battle and inflict devastating status effects. Its main stats are dependent on the weapon that chose to specialize: Earth for throwing weapons, Air for archery and Fire for rifles and crossbows.

Representatives: Archer Job (FFIII, FFT, FFTA), Ranger Job (FFXI), Hunter Job (FFV, FFXI, FFTA), Sniper Job (FFTA), Mustadio Bunanza (FFT), Barret Wallace (FFVII)

Level	1	15	30	60
HP Bonus	4x	5x	6x	7x
MP Bonus	0x		1x	
Armor	Medium			
Weapons	Claws/Gloves			
	Bows			
	Rifles / Crossbows			
Throwing Weapons				



Abilities

Sharpshooter: Core Ability acquired at level 1. You are an archer, and gain the multipliers and equipment choices above.

Specialties:

- ◆ **Precise Shot:** Requires Fire level 3. Whenever you attack with a rifle or crossbow, all reactions to your attack use Fire as a Defensive Stat instead of the original Defensive Stat. For example, if someone tries to !Dodge your attack, instead of rolling Air vs Earth as normal, the enemy will roll Air vs Fire.
- ◆ **Quick Throw:** Requires Earth level 5. Whenever you attack with a Throwing Weapon, you may re-roll the attack once.
- ◆ **Point Blank:** Requires Water level 3. Whenever you declare an attack with a Ranged weapon, you may declare a point-blank shot to reduce the charge time of the attack by 1, to a minimum of 0. Your weapon is not Ranged during this attack.
- ◆ **Warning Volley:** Requires Air level 4. Whenever you declare an attack with a Bow, you may increase its charge time by 1 to shot a warning volley. In addition to the attack's effects, you deal weapon damage to all enemies that react to the attack other than the original target.

Charge: Core Ability acquired at level 1. You gain the Slow (3) action !Charge. You aim for an accurate shot. Attack with your weapon, dealing 150% weapon damage.

Specialties:

- ◆ **Ambush:** Requires Water level 7. Until the end of the first round of each combat, your Stats count as two levels higher for damage calculation.
- ◆ **Ungarmax:** Requires Air and Fire level 8. You gain the Slow (7) action !Great Charge. Elite hunters learn to wait for the perfect moment to shoot. Attack with your weapon, dealing 250% weapon damage.





Reflex Shot: Requires Earth level 7 and Water level 9. You gain the reaction **!Reflex Shot**. Use it as an interrupt after being targeted by an attack while charging a Slow action to perform the **!Attack** action against the character targeting you. If the target drops to 0 HP or for any reason cannot attack you after suffering your attack, his action is spent without causing any effect.

Nutcracker: Core Ability acquired at level 15. You gain the Slow (3) action **!Vitals Aim**. Aiming at your opponent's weak points, attack with your weapon, dealing normal damage but ignoring the target's Armor and Magical Armor.

Specialties:



Arm Aim: Requires Earth level 8 and Water level 6. You gain the Slow (2) action **!Arm Aim**. You may use it to disable the target's upper body. Attack with your weapon, difficulty 70. If successful, inflict the **Disable** status on the target until the end of the next round.



Leg Aim: Requires Earth level 5 and Air level 9. You gain the Slow (2) action **!Leg Aim**. It disables the target's lower members. Attack with your weapon, difficulty 70. If successful, inflict the **Immobilize** status on the target until the end of the next round.



Head Aim: Requires Air level 7 and Fire level 9. You gain the Slow (2) action **!Head Aim**. With it, you do a glancing shot on the head that causes disorientation and dizziness on target. Attack with your weapon, difficulty 70. If successful, inflict the **Slow** status on the target over the next two rounds.



Eye Aim: Requires Earth level 8 and Fire level 5. You gain the Slow (2) action **!Eye Aim**. You may use it to attack the target's eyes. Attack with your weapon, difficulty 70. If successful, inflict the **Blind** status on the target until the end of the next round.

Mindblow: Core Ability acquired at level 24. You gain the Quick action **!Mindblow**, a mystic shot that drains the target's energy. Attack with your weapon, causing normal damage, but decreasing the target's MP instead of HP. This ability may critical hit, dealing double damage.

Specialties:



Patience Shot: Requires Air and Fire level 10. When using a damage-dealing action that's not a Spell, you can increase its charge time by 4 to increase the damage dealt by 50% weapon damage.



Marked Quarry: Requires Water level 13. Once per round, when you hit a single target attack, reduce the difficulty of the next attack targeting the same character by 30, to a minimum of 0.



Wing Aim: Requires Earth level 6 and Air level 10. You gain the Slow (1) action **!Wing Aim**. Using it, you shoot the target's wings. Attack with your weapon, difficulty 70. If successful, the target loses the **Float** and **Flight** statuses, if any, and cannot gain them until the end of the next round.

Danger Sense: Core Ability acquired at level 42. You're always under the effects of **Strengthen (Speed)** status.

Specialties:



Deadly Precision: Requires Earth, Air and Fire level 10. Your **!Arm Aim**, **!Leg Aim**, **!Head Aim**, **!Eye Aim**, **!Wing Aim** and **!Triple Foul** actions deal damage equal to 75% weapon damage in addition to its effects.



Toolbox: Requires Water level 8. You gain one of the following Specialties: **Arm Aim**, **Leg Aim**, **Head Aim**, **Eye Aim** or **Aim Wing**, even if you haven't met the requirements and even if you already chose a Specialty for Nutcracker and/or Mind Strike.



Colossus Slayer: Requires Earth level 15. When you use the action **!Vitals Aim**, rather than ignore the target's Armor or Magical Armor, you add it to the damage dealt instead of subtracting it.

Always Prepared: Core Ability acquired at level 60. Choose any Specialty from any other Archer Ability. You gain this Specialty, even if you have chosen another Specialty for this Ability, and even if you haven't met the requirements



Specialties:

-  *Barrage*: Requires Air level 20. You gain the physical Slow (6) action **!Barrage**. Using it, attack with your weapon, difficulty 10, against a random enemy. This attack doesn't consider either your or the target's Stats. If you hit, inflict weapon damage and you may repeat the attack against a random enemy, this time with difficulty 20. As long as you keep hitting, you can repeat the attack, always adding 10, cumulatively, to the difficulty, until the difficulty becomes 100 or you miss an attack. This action can't be used to start Marked Quarry or benefit from it.
-  *Crippling Shot*: Requires Fire level 20. You gain the Slow (4) action **!Triple Foul**. This action is a weapon attack, difficulty 70. If successful, you inflict all the statuses you could inflict the following actions: **!Arm Aim**, **!Leg Aim**, **!Head Aim**, **!Eye Aim**, **!Wing Aim**, as if you had used them. You only inflict the statuses based on the Abilities you have.
-  *Projectile Rain*: Requires Earth level 20. Whenever your action or reaction reduce a target to 0 HP, you gain an extra initiative dice with a value equal to the current phase plus one. You can't gain initiative die with value 11 or greater.

ARTIST

For these free souls, all life is a stage on which they weave magic from the arts of dance, song, and mimicry. Their main Stat is Water, but an Artist can find all four Stats useful. Their abilities vary greatly, each specializing in one of the three arts.

Representatives: Edward Chris van Muir (FFIV), Bard Job (FFIII, FFV, FFXI, FFT), Penelo (FFTA2), Dancer Job (FFV, FFT, FFXI), Songstress Dressphere (FFX-2), Gogo (FFVI), Mime Job (FFV, FFT).



Level	1	15	30	60
HP Bonus	4x	5x	6x	7x
MP Bonus	0x	1x	2x	
Armor	Medium			
Weapons	Claws / Gloves Light Swords / Knives Instruments Throwing Weapons			

Abilities

Strength of Character: Core ability acquired at level 1. You are an artist and gain the multipliers and equipment listed above.

Specialties:

-  *Singular Courage*: Requires Air level 3. You gain the Quick action **!Hide**: Courageously search for the nearest hiding place and gain **Vanish** status until the end of the round. If you take any other action before the end of the round, you lose **Vanish**.
-  *Seduction*: Requires Water level 4. You gain the reaction **!Flirt**. It may be used when you are the sole target of an attack. You perform a Water vs Fire attack, difficulty 0. If successful, you must designate a new valid target for the attack, chosen from among your allies. In case of a critical hit, the new target may also be an enemy. If there is no other valid target, this reaction automatically fails.
-  *Roll with the Blow*: Requires Earth level 5. You resist Crush-elemental damage.



Artistic Niche: Core ability acquired at level 1. You learn first level performances and choose your primary art:



!Dance is a *Quick* action: gives you access to physical performances focused on your opponents, causing injury, reducing their ability to fight, and generally making their job harder. Through this action you can use any known **Dance**-type known performance.



!Sing is a *Quick* action: gives you access to magical performances focused on your allies, increasing their fighting skills, protecting them and turning you into a powerful support to your teammates. Through this action, you can use any known **Song**-type performance.



!Mimic is a *Quick* action: gives you access to performances that allow you to emulate your allies and opponents, the most unpredictable of the arts. The power of a mime is the power of his opponents and teammates, and they become stronger as their challenges grow. Through this action, you can use any known **Mimicry**-type performance.

Specialties:



Juggler: Requires Air level 3. Gain the ability to use one of these weapon types: Staves, Heavy Weapons, Katanas, Polearms, or Wands. Gain the *Ranged Quick* action **!Throw**: You throw a weapon, even if it seems impossible! Choose your equipped weapon or **!Draw** a chosen weapon from your inventory, and perform an Air vs Air attack to deal 150% weapon damage on a hit or 200% on a critical hit. The weapon is lost until the end of combat.



Illusionist: Requires Fire level 5. Increase your MP bonus multiplier at all levels by 1 if its level 1 value is zero. In addition, you gain one of the following Spell groups: **Images**, **Transform**, **Strengthen**, **Flight**, **Weaken**, or **Purify**.



Legendary Tale: Requires Earth level 3 and Air level 3. You gain the free reaction **!Legend**: Once per round, when an ally is successful at an action, you can roll 1d10. If you roll a 1 or 2, the ally's action fails. If you roll 7 or greater, the ally's action becomes a critical hit.

Supporting Role: Core ability acquired at level 15. You learn second level performances.

Specialties:



Eclectic Artist: Requires Fire level 8 and Water level 10. Choose one first-level **Dance**, **Song** or **Mimicry**. You may use it as if you had chosen it as your **Artistic Niche**.



Phlegm: Requires Earth level 12. Requires Earth level 12. Whenever you are hit by an action that inflicts a negative status, you may choose to have its effects and duration begin at the start of the next round. This Specialty does not affect damage taken.



Inspiration: Requires Air level 10 and Water level 7. Once per round, when you deal a critical hit, gain an extra initiative dice with the value 10.

Fame: Core ability acquired at level 24. You learn third level performances.

Specialties:



Perfectionism: Requires Earth level 9, Air level 9, and Water level 9. Choose one second-level **Dance**, **Song** or **Mimicry**. You may use it as if you had chosen it as your **Artistic Niche**.



Narcissism: Requires Fire level 10 and Water level 10. You become immune to **Charm**, **Confuse** and **Sleep**.



Unde Criticism: Requires Earth level 7 and Air level 7. You gain the *Ranged Magical Quick* action **!Hater**: Shame your target into a rage. Perform a Water vs Fire attack, difficulty 40 to inflict the **Berserk** status until the end of the next round.



Protagonist: Core Ability acquired at level 42. You learn fourth level performances.

Specialties:

- ◆ ◆ **Multitalented:** Requires Fire level 10 and Water level 13. Choose one third-level **Dance, Song** or **Mimicry**. You may use it as if you had chosen it as your **Artistic Niche**.
- ◆ ◆ ◆ **Encouragement:** Requires Earth level 10, Air level 10, and Water level 12. You gain the reaction **!Do Over**: Use this reaction after an ally rolls an attack. Your ally may reroll the attack.
- ◆ **Arcane Heart:** Requires Fire level 14. Increase your MP bonus multiplier at all levels by 1 if its level 1 value is 1x or less. In addition, you gain one of the following Spell groups: **Shield, Armor, Regeneration** or **Divination**.

Stardom: Core ability acquired at level 60. You learn fifth level performances.

Specialties:

- ◆ **Perfectionism:** Requires Water level 20. Choose one fourth-level **Dance, Song** or **Mimicry**. You may use it as if you had chosen it as your **Artistic Niche**.
- ◆ **Powerful Chord:** Requires Earth level 20. Whenever you **!Attack**, you can choose whether it will be physical or magical, regardless of the equipped weapon. In addition, add twice your Earth level to your weapon's damage for all actions.
- ◆ **Dedicated Fans:** Requires Air level 20. When you suffer damage or an attack, you may, as a reaction, force an ally to use a reaction he could use if he had suffered the damage or attack. Spend your initiative die in place of theirs. Furthermore, your allies may use their reactions when you suffer damage or an attack, as if the damage or the attack had affected that ally, spending their own die. In both cases, if the ally's reaction fails, you suffer the attack's effects normally.

BLACK MAGE

A magician skilled in elemental magic, master of destructive energies. Its main Stats are Fire and Water. Its Spells are extremely offensive, which makes it extremely handy in eliminating the opposition, but at the same time aren't very versatile. The list of spells and their description are below, starting at page 72.

Representatives: Black Mage Job (FFI, FFII, FFV, FFX-2, FFXI, FFT, FFTA), Lulu (FFX), Palom of Mysidia (FFIV), Vivi Ornitier (FFIX)

Level	1	15	30	60
HP Bonus	3x	4x	5x	6x
MP Bonus	2x	3x	4x	
Armor	Light			
Weapons	Light Swords/Knives Claws/Gloves Staves Wands			



Abilities

Arcane Power: Core Ability gained at level 1. You are a black mage, and gain the multipliers and equipment choices above.



Specialties:

- Arcane Mystery: Flare:* Requires Fire level 20 and character level 64. You gain the *Flare* Spell.
 - Arcane Mystery: Ultima:* Requires Fire level 20 and character level 64. You gain the *Ultima* Spell.
 - Arcane Mystery: Doomsday:* Requires Fire level 20 and character level 64. You gain the *Doomsday* Spell.
-

Elemental Magic: Core Ability acquired at level 1. You gain one Elemental Spell group: **Lightning, Ice, or Fire**.

Specialties:

- Elemental Mastery:* Requires Water level 3. You gain one Elemental Spell group. After reaching level 15, gain another Elemental Spell group.
 - Elemental Burst:* Requires Earth level 4. Whenever you use a Spell against a single target, you may deal 25% of the Spell's damage dealt to another opponent, chosen randomly, ignoring their MARM.
 - Elemental Shock:* Requires Fire level 5. Whenever you deal damage with an Elemental Spell, increase the value of all targets' initiative dice by 1, up to a maximum of 10.
-

Transmutation: Core Ability acquired at level 1. You gain one Transmutation Spell group: **Death, Transform or Poison**.

Specialties:

- Transmutation Mastery:* Requires Fire level 6. You gain one Transmutation Spell group.
 - Piercing Arcana:* Requires Air and Water level 5. Your Spells ignore the targets' status resistance. This has no effect on status immunities.
 - Magic Resistance:* Requires Earth and Fire level 4. You resist all status effects you are able to inflict with a Transmutation Spell.
-

Worldly Magic: Core Ability acquired at level 15. You gain one Worldly Spell group: **Water, Earth, or Shadow**.

Specialties:

- Worldly Mastery:* Requires Earth level 8. You gain one Worldly Spell group.
 - Worldly Shock:* Requires Fire level 10 and Water level 7. Your Spells ignore half of targets' MARM.
 - Careful Casting:* Requires Air level 5 and Water level 8. You may, as you cast a Spell, increase its charge time by 3. Doing so will reduce by 30 its difficulty, to a minimum of zero. All difficulties listed in the Spell are reduced by this effect.
-

Magical Expert: Core Ability acquired at level 30. You gain one Expert Spell group: **Drain, Hex, or Mage Bane**.

Specialties:

- Multi-Expert:* Requires Earth, Air and Water level 7. You gain one Expert Spell group.
 - Obliterate:* Requires Fire level 12. When you use an Expert Spell, before applying the Spell's effects, if the target has the **Protect, Shell, and/or Reflect** statuses they cease to affect him until the end of the round.
 - Favored Element:* Requires Air level 9 and Fire level 10. Choose an element. Your attacks of the chosen element ignore the target's elemental resistance and deal 50% damage to immune targets.
-



DRUID

Unlike the other arcane jobs, these mages fuel their powers from their connection with nature. They are often overlooked or misunderstood by other magicians. Their power derives primarily from experimentation with nature and contact with the monsters and the environment around them. They are quite different, but typically have high values on Earth and Water.

Representatives: Yuna (FFX), Summoner Job (FFIII, FFV, FFT, FFTA), Rydia of Mist (FFIV), Strago Magus (FFVI), Quistis Trepe (FFVIII), Quina Quen (FFIX), Kimahri Ronso (FFX), Blue Mage Job (FFV, FFXI, FFTA), Gun Mage Dressphere (FFX-2), Geomancer Job (FFIII, FFV, FFT, FFTA2), Mog (FFVI), Elemental Job (FFTA, FFTA2), Orator Job (FFT), Beastmaster Job (FFV, FFXI, FFTA), Reis Duelar (FFT)

Level	1	15	30	60
HP Bonus	3x	4x	5x	6x
MP Bonus	1x	2x	3x	
Armor	Medium			
	Claws/Gloves			
Weapons	Wands			
	Throwing Weapons			



Abilities

Nature's Path: Core Ability acquired at level 1. You are a druid, and gain the multipliers and equipment choices above. In addition, choose one of the options below:

- ◆ **Primal Arcana:** Requires level 1. Increase your MP bonus multiplier at all levels by 1. You may equip light armor. Also, you gain one of the following Spell groups: **Healing, Fire, Ice, Lightning, Poison, or Slow.**
- ◆ **Nature Warrior:** Requires level 1. Increase your HP bonus multiplier at all levels by 1. You may equip heavy armor and two of the following weapons: Heavy Weapons, Bows, Light Swords / Knives, Weapons & Shields, Katana, Polearms or Staves.
- ◆ **Primal Music:** Requires level 1. Increase your HP bonus and MP bonus multipliers at all levels by 1 each. Also, you may equip the Instruments weapon type.

Specialties:

- ◆ **Cursing:** Requires Air level 3. You gain the *Curse* Spell.
- ◆ **Nature Lore:** Requires Water level 3. You gain the *Ranged Magical Quick* action **Lore**. Using it, you study the opponents to discover its magical abilities. Perform a Water vs Water attack, difficulty 0, to discover the target's maximum and current HP and MP, and all Spells, if any, it can cast.
- ◆ **Quick Casting:** Requires Earth and Fire level 5. Whenever you spend MP to use a Slow action, you may reduce the MP cost or the charge time by 25%, to a minimum of 25% MP or Slow (1).

Awakened: Core Ability acquired at level 1. Select an option: Blue Mage, Summoner or Geomancer. This choice determines what defines your abilities and powers.

- ◆ **Blue Mage:** You may learn Blue Magic Spells, but you can only cast Initiate Spells. Learn two Blue Magic Initiate Spells at character creation. Also, whenever you suffer the effects of a Blue Magic Spell and are not reduced to 0 HP, you permanently learn the Spell. The list and description of the **Blue Magic** Spells starts at page 79.



-  **Geomancer:** You earn the Ranged Slow (2) magical action **!Geomancy**. The geomancer has the power to use the terrain to his advantage, invoking magical effects. Their powers vary accordingly to the terrain where the battle takes place, be it **Plains**, **Forest**, **Mountains**, **Snow**, **Sea**, **Swamps**, **Urban**, **Underground**, **Lava**, **Deserts**, or **Cosmic**. The rules for these effects and their descriptions are in the **Geomancy section**, starting at page **86**.
-  **Summoner:** You gain the Quick magical action **!Tame**. To use it, make a Water vs Fire attack, difficulty 40. If successful, you deal non-elemental damage equal to your character level. If the opponent is reduced to 0 HP by this attack, you capture the enemy's soul, and can release it later with an action to have the captured enemy perform his most powerful attack against targets of your choice. **!Tame** may also be used as a reaction when an enemy drops to 0 HP. In this case, the enemy's soul is captured if it hits, regardless of damage. Use the Stats of captured enemy to determine the effects of this action. While you own a captured soul, you may not use the **!Tame** action.

Specialties:

-   **Martial Channeling:** Requires Earth and Air level 4. Whenever you use a magical action (not Spells), you may substitute the attack roll for a weapon attack, maintaining the same difficulty. You are successful in your action if you succeed with the weapon attack. If you do succeed, and the action deals damage, you deal weapon damage instead of the action's damage. Other than attack roll and damage, this Specialty doesn't change anything else in the action. Martial Channeling may not increase the damage of multi-attack actions like **Branch Spear** and **!Kuuton**.
-  **Light Steps:** Requires Fire level 6. You gain the **Flight** Spell group.
-  **Intimidation:** Requires Water level 4. You gain the Ranged Quick magical action **!Intimidation**. You attack your enemy's self-confidence with your presence of spirit. Perform a Water vs Fire attack, difficulty 40. If successful, until the end of the next round, when the target roll doubles in an attack roll, instead of having a critical hit, its attack fails. Treat this as a **Mental**-type status effect.

Nature's Blessings: Core Ability acquired at level 10. You gain an extra ability dependent on your Awakened ability type:

-  **Blue Mage:** You may cast **Acolyte Spells**.
-  **Geomancer:** You may spend MP to increase the power of their **!Geomancy** action, as indicated under each terrain section below, starting at page **86**.
-  **Summoner:** You gain **!Call**, allowing them to obtain the help of Summoned Monsters they've obtained in their adventures. The complete rules for these are in the **Summoned Creatures** section, starting at page **81**.

Specialties:

-  **Air Gust:** Requires Air level 7. You gain the Ranged Slow (2) magical action **!Air Wave**. Using it, you perform an (Air or Fire) vs Water attack against a target, difficulty 40. If successful, choose one:
 - Deal 10x Air level Air-elemental damage
 - Grant **Float** to your party until the end of the round
 - If 30th level or greater, spend 30 MP to deal 15x damage as above
 - If 30th level or greater, spend 30 MP to deal 10x damage as above and force the target to lose their highest initiative die
 - If 30th level or greater, spend 30 MP to Grant **Float** as above and force the target to lose their highest initiative die
- Treat the loss of an initiative die as a **Seal**-type status effect. Until the end of the round, the target cannot be affected by this again.



 **Weak Point:** Requires Water and Air level 5. You gain the action **!Advice**. It allows you to choose an ally and point out the weaknesses of the enemy. Until the end of the next round, whenever the chosen ally performs an attack that can score critical hit, critical hits happen even if the attack didn't overcome the difficulty.

 **Magical Camouflage:** Requires Earth and Water level 7. Whenever you or an ally uses an action or spell that targets your own group, you may choose up to two targets to avoid the effects of the spell or action.

Natural Domain: Core Ability acquired at level 20. You gain one of the following three extra abilities:

 **Blue Mage:** You may roll 1d100 whenever a combatant uses a Blue Magic spell on any ally or foe, automatically learning the spell if the roll is equal to or lower than the Blue Mage's level.

 **Geomancer:** gain the Ranged Slow (X) magical action **!Geotrance** action and can use it to cast geomancy effects even if not in the right terrain, according to the rules in page 89.

 **Summoner:** You may now have up to two monster's souls under the effect of **!Tame** at the same time.

Specialties:

 **Monster's Language:** Requires Air level 10 and Fire level 8. You gain the Ranged Quick magical action **!Parley**. Speaking the monsters' language, you can try to convince them to abandon the fight. Perform a Fire vs Fire attack, difficulty 70. If successful, the target will use on its next action to **!Flee**, obtaining automatic success if you wish. Treat this as a **Fatal**-type status effect.

 **Adaptive Tolerance:** Requires Water level 9. Whenever you suffer the effects of a Status effect, you gain **(Status) Resistance** to that status effect until the end of combat.

 **Earth Slash:** Requires Earth level 10. You gain the Slow (2) magical action **!Earth Slash**. Using it, you perform an (Earth or Fire) vs Water attack against all other combatants (allies and foes), difficulty 40. This attack automatically fails against targets that are under the **Float** or **Flight** status effect. If successful, choose for each target: either deal damage equal to 7x Earth level, Earth-elemental, or inflict the **Immobilize** status until the end of the round. At 40th level or greater, you may spend 60 MP when using this action to double the duration of the status effect and increase the damage to 14x Earth level.

Natural Mastery: Core Ability acquired at level 30. You gain an extra ability, depending on the choice made in the Awakened ability.

 **Blue Mage:** When a Blue Magic Spell's effect reduces you to 0 HP, you learn it. Also, you may now cast **Master Spells** and **Ancient Spells**.

 **Geomancer:** One status effect is permanently applied to you. Which status is gained is based on your lowest Stat value when you reach level 30. You may choose between status in case of a tie: Earth — **Puncture Resist**; Air — **Float**; Fire — **Premonition**; Water — **Blink**.

 **Summoner:** You gain the Quick magical action **!Summon**. It may be used only once per combat. Using it, you choose a Summoned Monster to materialize. Until the end of the round, you can't use any Call beyond the summoned. On the other hand, the Summoned Monster, in addition to its normal Call effects, will also protect you from harm, effectively granting you the **Wall** status until the end of the round, and other effects, depending on the Summoned Monster. The complete rules for this and the description of the Summoned Monsters are below, starting at page 81.



Specialties:

-   **Quagmire:** Requires Fire level 8 and Water level 10. You gain the Slow (4) magical action **!Quagmire**. Using it, you realize a (Water or Fire) vs Water attack against a target, difficulty 40. This attack automatically fails against targets under the effect of **Float** or Flight status effects. If successful, you deal 17x Water level Water-elemental damage and inflict the **Slow** status over the next two rounds. At 40th level or greater, you may spend 60 MP to use this action against a group, rather than a single target.
-   **Truce:** Requires Water level 12 and Air level 8. You gain the Ranged Quick magical action **!Truce**. Speaking the monsters' language, you try to make them pause for a moment. Do a Water vs Fire attack, difficulty 40, attack against all enemies. The enemies hit cannot target your party with actions for the next 3 phases. Remove this effect if the target suffers damage. This has no effect on phase 10. Treat this as a **Mental**-type status effect.
-   **Natural Resilience:** Requires Earth level 10 and Fire level 8. Choose **Toxic**, **Seal**, or **Transform**. You become immune to all the negative statuses of the chosen type.

FREELANCER

The Freelancer is a dilettante, forgoing all tried and true paths to forge their own road. It embodies versatility, being able to dabble into all other Main Jobs, building unique battle strategies and tactics. With it, you'll be able to pick and choose your skills, mixing and matching strategies and changing your Job almost at-will.

Representatives: Onion Kid (FF III), Bare Job (FF V)

Level	1	15	30	60
HP Bonus	3x	4x	5x	6x
MP Bonus	1x		2x	
Armor	none			
Weapons	none			

**Abilities**

Versatility: Core Ability acquired at level 1. You are a freelancer, and gain the multipliers and equipment choices above.

Job Change: Core Ability acquired at level 1. Choose a Main Job. You undergo a Job Change from Freelancer to the chosen Job. Whenever you make a Job Change, treat as you had the new Job to determine which weapons and armor you may equip, instead of the previous. Each time you spend Job Points to acquire a new ability, you must undergo a Job Change to that job. You may only keep the option to equip a piece of gear if you have an Ability that permanently grants access to a weapon or armor type. Your Main Job's abilities other than **JP UP** may not change your HP and MP bonuses. Lastly, you may not acquire any Main Job's Specialties unless by spending Job Points.



JP UP: Ability acquired at level 8. Gain 3 Job Points (JP). You may spend them accordingly to the table below. You may spend less than your total Job points but cannot spend them again until you gain more Job Points. To gain any Core Ability or Specialty this way, you must satisfy all the Ability's required levels. **JP UP** may grant a Specialty even if the Freelancer does not have the corresponding Core Ability, but the Character Level must still be equal to or higher than the Core Ability's level.

Ability Gained	JP Cost	Special
Increase your HP bonus multiplier by 1 at all levels	1	May be chosen once
Increase your HP bonus multiplier by 1 at all levels	2	May be chosen twice
Increase your MP bonus multiplier by 1 at all levels	2	May be chosen twice
Awakened core ability	2	
First ability that grants spell groups	2	
Second or later ability that grants spell groups	1	
Specialty from an ability you already have a specialty from	2	
Core Ability you already have chosen an option	2	May only pick a different option
Core ability or Specialty not listed above	1	

JP UP: Core Ability acquired at level 16. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 23. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 30. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 37. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 44. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 51. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 58. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

JP UP: Core Ability acquired at level 65. Gain 1 Job Point. You may spend any Job Points you have stored immediately.

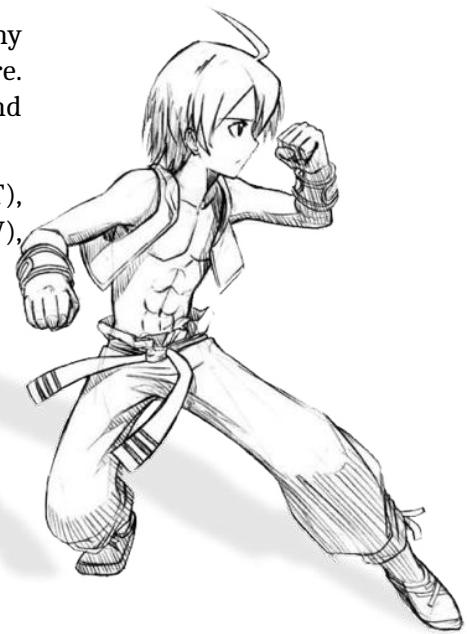


MONK

A mystic who battles with the power of their fists and spirit. They have many hit points and can evoke elemental powers. Its main stats are Earth and Fire. Most monks either devote themselves to the martial arts or to spiritual and magical pursuits, however some masters try to balance these two paths.

Representatives: Amarant Coral (FFIX), Monk Job (FFI, FFIII, FFV, FFT), Sabin Rene Figaro (FFVI), Tifa Lockheart (FFVII), Yang Fang Leiden (FFIV), Zell Dincht (FFVIII)

Level	1	15	30	60
HP Bonus	6x	7x	8x	9x
MP Bonus	0x		1x	
Armor	Medium			
Weapons	Claws/Gloves			
	Wands			
	Throwing Weapons			



Abilities

Martial Arts: Core Ability acquired at level 1. You are a monk, and gain the multipliers and equipment choices above.
Specialties:

- ◆ **Brawler:** Requires Earth level 3. Whenever you use the **!Attack** action while equipped with Claws / Gloves, you may re-roll the attack once.
- ◆ **Drunken Dance:** Requires Air level 3. Whenever you perform a physical action, reduce your next action's charge time by 2, to a minimum of zero, if it is magical. Whenever you perform a magical action, reduce your next action's charge time by 2, to a minimum of zero, if it is physical.
- ◆ **Spirit Power:** Requires Fire level 3. Whenever one of your abilities' effects change based on your character level, consider it as being four levels higher than it is. Reduce all Stat level of your Specialties' (both earned and unearned) requirements by one.
- ◆ **Elemental Arts:** Requires Water level 3. Increase your MP bonus multiplier at all levels by 1 if its level 1 value is zero. In addition, you gain access to one of the following Spell groups: **Gravity, Healing, Poison, or Purify.**

Jutsu: Core Ability acquired at level 1. You earn one of the four types of Jutsu below:

- ◆ **Katon** is a Ranged Slow (3) magical action. Using it, you invoke elemental spirits. Do a Fire vs Fire attack, difficulty 40. If successful, deal 4x Fire level Fire-elemental damage on a target. This ability can achieve critical hits; in this case, besides the damage, the target receives the **Curse** status until the end of the next round. At level 20 or greater, critical hits also inflict the **Sleep** status until the end of the next round.
- ◆ **Suiton** is a Ranged Slow (3) magical action. Using it, you invoke elemental spirits. Do a Fire vs Water attack, difficulty 40. If successful, deal 4x Fire level Water-elemental damage on a target. This ability can achieve critical hits; in this case, besides the damage, the target receives the **Weaken (Mental)** status until the end of the next round. At level 20 or greater, critical hits also inflict the **Mute** status until the end of the next round.



 **!Doton** is a Ranged Slow (3) magical action. Using it, you invoke elemental spirits. Do a Fire vs Earth attack, difficulty 40. If successful, deal 4x Fire level Earth-elemental damage on a target. This ability can achieve critical hits; in this case, besides the damage, the target receives the **Poison** status until the end of the next round. At level 20 or greater, critical hits also inflict the **Virus** status until the end of the next round.

 **!Fuuton** is a Ranged Slow (3) magical action. Using it, you invoke elemental spirits. Do a Fire vs Air attack, difficulty 40. If successful, deal 4x Fire level Air-elemental damage on a target. This ability can achieve critical hits; in this case, besides the damage, the target receives the **Blind** status until the end of the next round. At level 20 or greater, critical hits also inflict the **Confuse** status until the end of the next round.

Regardless of the chosen Jutsu, at level 15 the damage becomes 6x Fire level, at level 22 the damage becomes 8x Fire Level, at level 31 the damage becomes 11x Fire Level and at level 40 the damage becomes 14x Fire level.

Specialties:



Elan: Requires Air level 4 and Fire level 6. Your Jutsu targets a group instead of just one target.



Vengeful Spirits: Requires Fire level 6 and Water level 4. Whenever your Jutsu are successful, consider that they had a critical hit.



Lightning Jutsu: Requires Earth level 4 and Fire level 6. You gain the reaction **!Raiton**. Use it when you are hit by a magical action or Spell. You conjure the spirits defensively to interfere with it. Perform a Fire vs Fire attack, difficulty 40. A successful reaction means you ignore the action's damage. You may also use this reaction to negate all effects of the magical action or Spell, when you or an ally are hit by a magical action or Spell that deals elemental damage opposed to one of your earned Jutsu, according to the table below.

Jutsu	Opposing Elements
!Katon	Ice or Water
!Suiton	Fire or Light
!Doton	Air or Lightning
!Fuuton	Earth or Shadow

Punch Rush: Core Ability acquired at level 15. You gain the Slow (3) action **!Punch Rush**. Perform a weapon attack, difficulty 30, dealing weapon damage and ignoring half of the target's Armor or Magical Armor. Reduce by 10 the difficulty if your weapon deals physical damage. Reduce by 10 the difficulty if your weapon is not Ranged. **!Punch Rush** attacks with Claws/Gloves ignores the target's Armor.

Specialties:



Jutsu Acolyte: Requires Fire level 7. You gain one of the following Jutsu: **!Katon**, **!Suiton**, **!Doton**, or **!Fuuton**.



Zen Awareness: Requires Air level 8. You may use reactions while charging Slow actions as an interrupt.



Flurry of Blows: Requires Earth level 7. Your attacks hit when you roll doubles, even if the attack didn't overcome the difficulty. Your **!Punch Rush** can critical hit, dealing double damage and inflicting the **Weaken (Armor)** status effect until the end of the round.

Zen Evasion: Core Ability acquired at level 24. You gain the reaction **!Zen Evasion**. Use it after you're hit with a Slow action. You ignore the action's effects on a successful Air vs Fire roll, difficulty 40.



Specialties:

Soul Volley: Requires Fire and Water level 10. Choose and gain either **!Aura Bolt** or **!Dark Bolt**. Both are *Ranged Slow* (4) magical actions. Release your inner Ki in a bolt of light or darkness to perform a Fire vs Water attack, difficulty 50. If successful, the target takes 14 x Fire level damage, and you may repeat the attack as an interrupt any number of times, each against a different target. **!Aura Bolt** deals Light-elemental damage and **!Dark Bolt** deals Shadow-elemental damage. At level 45 the damage increases to 16 x Fire level damage, at level 52 it increases to 20x Fire level damage, and at level 59 it increases to 22x Fire level damage.



Timeless Body: Requires Earth, Air, Fire and Water level 8. You resist **Mental**-type and **Time**-type status effects.



Suplex: Requires Earth level 10. When using the **!Punch Rush** action, you may discard an extra initiative die to deal 300% weapon damage on normal and critical hits. The damage is only 200% weapon damage if you're equipped with any weapon other than Claws/Gloves.

Awaken Chakra: Core Ability acquired at level 42. Choose one of the three options below:



Balanced Chakras: Whenever you use an action or reaction which Offensive Stat is Earth or Fire, you may use the highest of either Earth or Fire.



Spiritual Chakras: When using a Jutsu or Soul Volley, you may increase its charge time by 1 to increase the damage by 3x Fire level on a single target, or by 1x Fire level on all targets.



Material Chakras: You gain the *Slow* (2) action **!Kick**. When using it, attack all opponents with your weapon, dealing 100% weapon damage. When equipped with Claws/Gloves, ignore the target's **Protect** status.

Specialties:

Pressure Points: Requires Earth level 6 and Water level 12. You gain the *Slow* (2) physical action **!Atemi**. This action allows you to deliver blows to the correct points to close the chakra of the target. Do an Earth vs Earth attack, difficulty 70. If successful, inflict the **Immobilize** status until the end of the next round. At level 50, reduce the difficulty to 50. You may spend 30 MP to make your **!Atemi** action targets all enemies instead of only one.



Release Chakra: Requires Air level 6 and Water level 12. You gain the *Slow* (5) magical action **!Chakra**. When using it, you release the healing power of your chakras to end any negative statuses affecting you. However, until level 50, you can't use this Ability while under the effect of any **Mental**-type or **Time**-type negative statuses. You may spend any amount of MP to recover HP equal to double of that amount, in addition to its effects.



Chi Blast: Requires Fire level 6 and Water level 12. You gain the *Slow* (2) magical action **!Chi Blast**. This action allows you to directly attack the enemy's fighting spirit. Do an Fire vs Fire attack, difficulty 70. If successful, inflict the **Disable** status until the end of the next round. At level 50, reduce the difficulty to 50. You may spend 30 MP to make your **!Chi Blast** action targets all enemies instead of only one.

Zen Mind: Core Ability acquired at level 60. Your attacks and reactions against enemies suffering any temporary negative status effects may be rerolled once.



Specialties:

Jutsu Master: Requires Fire level 20. You gain two of the following actions: **!Katon**, **!Suiton**, **!Doton** or **!Fuuton**. You also gain the Ranged Slow (5) magical action **!Kuuton**. Using your mastery of the four elements, roll 1d100 and add your Fire value, comparing this result to all opponents' stats. If the result is greater than Earth plus 20, the opponent takes 6x Fire level Earth-elemental damage. If the result is greater than Air plus 20, the opponent takes 6x Fire level Air-elemental damage. If the result is greater than Fire plus 20, the opponent takes 6x Fire level Fire-elemental damage. If the result is greater than Water plus 20, the opponent takes 6x Fire level Water-elemental damage. This attack always ignores targets' MARM.



Elemental Union: Requires Air and Water level 10. Increase your MP bonus multiplier by 1 at all levels. You gain one of the following Spell groups: **Mage Bane**, **Regeneration**, **Enchantment**, or **Divination**.



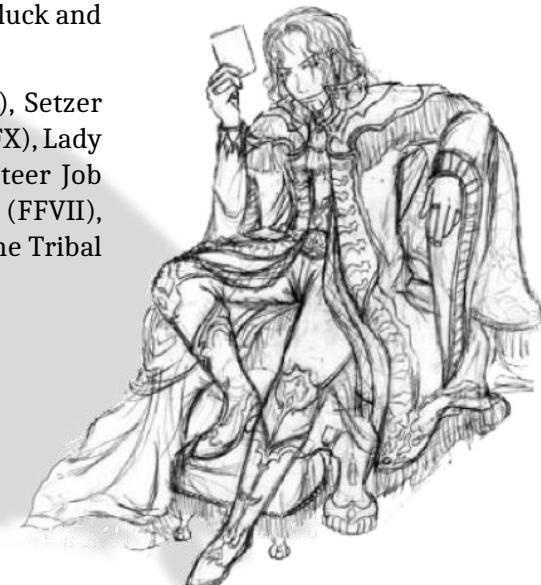
Phantom Rush: Requires Earth level 20. You gain the Slow (6) physical action **!Phantom Rush**, a martial arts secret known as the supreme blow. Using it, do an Earth vs Air attack, difficulty 30. If successful, deal 33x Earth level Crush-elemental damage on a target, ignoring its ARM.

ROGUE

An expert in surviving with what life throws at him. The Rogue makes its own destiny, obtaining resources from where nobody expects. His main Stats are Air and Water. His skills strengthen the group, making their allies better prepared to face their challenges. Many of their skills are related to luck and may have unpredictable results.

Representatives: Cid Pollendina (FFIV), Edgar Roni Figaro (FFVI), Setzer Gabbiani (FFVI), Cait Sith (FFVII), Selphie Tilmitt (FFVIII), Wakka (FFX), Lady Luck Dressphere (FFX-2), Corsair Job (FFXI), Rikku (FFX), Gadgeteer Job (FFTA), Mustadio Bunanza (FFT), Locke Cole (FFVI), Yuffie Kisaragi (FFVII), Rikku (FFX), Thief Job (FFI, FFIII, FFV, FFXI, FFT, FFTA, FFX-2), Zidane Tribal (FFIX)

Level	1	15	30	60
HP Bonus	4x	5x	6x	7x
MP Bonus	0x	1x	2x	
Armor	Medium			
	Polearms			
	Light Swords / Knives			
Weapons	Katana			
	Rifles / Crossbows			
	and Throwing Weapons			

**Abilities**

Survivalist: Core Ability acquired at level 1. You are a rogue, and gain the multipliers and equipment choices above.
Specialties:



Steal: Requires Air level 3. You gain the Quick physical action **!Steal**. This action allows you to gain items stealing them of your opponents. Perform an Air vs Air attack, difficulty 40. If successful, you gain the target's Common item. In case of a critical hit, you acquire the Rare item instead. Check the Wealth and Items section, starting at page 94, for more details.



 **Gilionaire:** Requires Water level 3. Whenever you gain a Gil reward, you earn 25% extra Gil.

 **Treasure Hunter:** Requires level 3 in Fire. Whenever you win a combat you may roll an additional time for spoils. This gives you more chances of earning items at the end of combats. See the Wealth and Items section, starting at page 94, for more details.

Clinical Eye: Core Ability acquired at level 1. This ability represents the Rogue's ability to find weak points and details about their opponents. However, each Rogue develops a peculiar point of view, able to perceive different aspects. You gain one of the following:

 **!Detect** is a Ranged Quick magical action. Using it, perform a Water vs Water attack, difficulty 0. If successful, you discover the target's maximum and current HP and MP, its Stat levels, and its status Vulnerabilities, Resistances and Immunities.

 **!Peep** is a Ranged Quick magical action. Using it, perform a Water vs Water attack, difficulty 0. If successful, you discover the target's maximum and current HP and MP, and its elemental Vulnerabilities, Resistances, Immunities and Absorptions.

 **!Lucky Odds** is also a Ranged Quick magical action. Using it, perform a Water vs Water attack, difficulty 0. If successful, you discover the target's maximum and current HP and MP target, and what their Common and Rare items. You may swap the target's Common and Rare items so the Common becomes Rare and vice-versa.

Specialties:

  **Feint:** Requires Air and Fire level 5. Whenever an opponent reacts to your action, you can force him to re-roll the reaction.

 **Fight Another Day:** Requires Air level 3. The difficulty of your **!Flee** action is reduced to zero.

 **Karma:** Requires Earth level 7. You gain the reaction **!Karma**. It may be used when you suffer the effects of a critical hit. By using, you cast a revenge curse muttered under your breath against the opponent who struck you. Choose an element: Fire, Ice, Lightning, Water, Air, Poison, Earth, Light, or Shadow. The opponent who attacked you lose any **Absorption**, **Immunity**, and **Resistance** of the chosen element and gains **Vulnerability** to the element. This effect lasts 3 rounds.

Dice: Core Ability acquired at level 15. You gain the Ranged Quick magical action **!Dice**. This action casts ghostly die to haunt the target. Choose a number between 1 and 5. Perform that number Water vs Earth attacks, difficulty 0. The opponent suffers Crush-elemental damage equal to the sum of d100's result that hit, ignoring their MARM. If any die is a critical hit, treat it as if the target had a critical attack against you and you suffer Crush-elemental damage component equal to the sum of all d100 results, considering your MARM as usual.

Specialties:

 **Arcane Trickster:** Requires Water level 10. Increase your MP bonus multiplier by 1 at all levels. In addition, you gain one of the following Spell groups: **Transform**, **Poison**, **Images**, **Teleport**, **Weaken**, or **Slow**.

 **Dismantle:** Requires Fire level 10. You gain the Quick magic action **!Dismantle**. You use your mastery over machines and technology to disarm threats. Perform a Fire vs Earth attack, difficulty 70, against a target. If the target is a **Construct** (such as a golem, machine, or robot), inflict the **Death** status. If the target is not a **Construct**, remove one positive status effect from it and disable the corresponding permanent status effect, if any, until the end of next round.





Gambler: Requires Air level 10. You gain the Ranged Quick action **!Moogle Reels**. Do 3 Water vs Fire (the greater between opponents') attacks, difficulty 40. If all fail, you suffer the **Confuse** status until the end of the next round. If successful in just one, perform the **!Attack** action against a random opponent. If successful in exactly two, you deal magical damage of a random element in all opponents equal to 10 x Water level. If successful in all three, you inflict the **Confuse**, **Slow**, and **Poison** statuses on all opponents until the end of the next round.

Invention: Core Ability acquired at level 24. When purchasing weapons and armor, you can change their properties to equivalent ones. Elemental Damage can be exchanged for any other element. (Monster) Destroyer and (Monster) Killer may change the type of monster to any other type. Critical Spell, Spell Weave and Arcane Focus can change its Spell to any other Spell of the same level or lower.

Auto: **Resistance**, **Vulnerability**, **Immunity**, or **Absorption** of Crush, Puncture, or Cut can be exchanged for another of these three elements. **Auto:** **Resistance**, **Vulnerability**, **Immunity** or **Absorption** of other elements can be exchanged for another element, except Crush, Puncture, or Cut. The weapons who give extra damage based on a Stat can change it to another Stat, except the weapon's Offensive Stat. Finally, **Auto:** **Status**, **SOS:Status**, **Status Resistance**, **Status Immunity**, **Status Touch**, and **Status Strike** can swap the Status within the following power levels, changing a positive status to another positive status and a negative status effect to another negative status effect:

I: **Sleep**, **Curse**, **Blind**, **Strengthen (Speed)**, **Weaken (Speed)**, **Poison**, or **Float**.

II: **Weaken (Armor)**, **Weaken (Mental)**, **Weaken (Physical)**, **Weaken (Magic)**, **Strengthen (Armor)**, **Strengthen (Mental)**, **Strengthen (Magic)**, **Strengthen (Physical)**, **Immobilize**, or **Slow**.

III: **Haste**, **Condemn**, **Confuse**, **Disable**, **Shell**, **Protect**, **Berserk**, **Blink**, **Reraise**, **Mute**, **Premonition**, **Virus**, or **Flight**.

IV: **Charm**, **Meltdown**, **Vanish**, **Death**, **Wall**, **Stop**, **Stone**, **Reflect**, **Toad**, **Zombie**.

In addition, at any time out of combat, you can pay half weapon's or armor's Gil cost to change its properties, as if you just had bought that equipment.

Specialties:



Steal the Spotlight: Requires Earth level 6 and Water level 11. You can spend allies' initiative dice to act if that ally allows it.



Lucky Number: Requires Air and Fire level 10. Whenever you roll a result 77 or 07 in a d100, you are successful, regardless of the difficulty. In addition, you gain the free reaction **!Lucky Seven**. Use after your character suffers damage from an attack and if the last digit of your HP is 7. Attack the opponent who attacked you with a Water vs Water attack, difficulty 77. If you fail, deal 7 damage. If successful, deal 77 damage. In case of a critical hit, deal 777 damage. This attack ignores MARM. You don't need to spend initiative dice to use this reaction. The damage is magical and Cut-elemental.



Abandon Subtlety: Requires Air level 13. Whenever you use the **!Steal** action, you may increase the difficulty to 50 to perform, regardless of success in the **!Steal** attempt, the **!Attack** action as a free action against the same target.

Charity's Lesson: Core Ability acquired at level 42. You gain the Ranged Quick physical action **!Gil Toss**. If money is power, the Rogue shows it in the most direct way possible! With this action, you can throw any number of Gil against your targets. You perform an Air vs Air attack, difficulty 0, against all opponents. For every 100 Gil spent, deal 1x Air level Puncture-elemental damage, split evenly among all targets hit. Gil spent this way is irretrievably lost. **!Gil Toss** can't deal more than 999 damage to each target.



Specialties:

  **Jackpot:** Requires Air and Fire level 12. Acquire the Ranged Quick action **!Chocobo Reels**. Do 3 Water vs Earth (the greater between opponents') attacks, difficulty 40. If all fail, you suffer the **Condemned** status until the end of the next round. If successful in just one, you cast the *Cura* Spell, even if you don't know it. If successful in exactly two, you deal physical damage of a random element in all opponents equal to 20 x Water level. If successful in all 3, you give the **Shell**, **Protect** and **Haste** statuses to all allies until the end of the next round.

  **Counter Theft:** Requires Air and Earth level 12. You may use the **!Steal** action as a reaction when suffering a melee physical attack, even if you don't have the *Steal* Specialty. You may not perform any other attack during this reaction, even if you have the *Abandon Subtlety* Specialty.

  **Steal Heart:** Requires Air and Water level 12. You gain the Ranged Quick magical action **!Steal Heart**. With your charm, your opponent become infatuated. Make a Water vs Fire attack, difficulty 70, inflicting the **Charmed** status on a target until the end of round if successful.

Measured Risks: Core Ability acquired at level 60. Once per round, if your current HP is 25% or less of your max HP, you may perform a reaction as a free action. If, for any reason, your current HP become greater than 25% of your max HP, and then drop below that limit again, you may use this Ability again in the same round.

Specialties:

 **Footwork:** Requires Air level 20. At the beginning of each round, you gain an extra initiative die with value 10.

 **Distract:** Requires Fire level 20. You gain the Ranged Quick physical action **!Distract**. Distracting the target, you expose its weaknesses. Make a Fire vs Fire attack, difficulty 40. If successful, inflict the **Meltdown** status until the end of the round.

 **Magic Reels:** Requires Water level 20. You gain the Quick action **!Magic Reels**. Do 3 Water vs Water (the greater between opponents') attacks, difficulty 40. If all fail, you are reduced to 0 HP and your opponents recover HP equal to the amount of HP you lost. If successful in at least one, you cast a random Spell without spending MP, even if you don't know it. Roll 1d10 and compare to the table below to see what Spell will be cast. For each critical hit, the Spell is cast again, up to 4 Spell casts if you obtain 3 critical hits.

D10 Roll	1 Hit	2 Hits	3 Hits
1	Demi	Quarter	Black Hole
2	Speed Up	Haste	Flight
3	Blizzara	Blizzaga	Freeze
4	Fira	Firaga	Meltdown
5	Thundara	Thundaga	Overcharge
6	Petrify	Toad	Stone
7	Slow	Slowga	Stop
8	Bio	Venom	Virus
9	Aera	Aerga	Whirlwind
10	Reset	Remove	X-Zone



TIME MAGE

A magician expert in time and cosmic magic, able to manipulate the battlefield and use spells that support its allies and hinder its enemies. Like all magicians, its main stats are Fire and Water. Its spells can change the flow of battle, but ultimately the power of the Time Mage relies not in winning the battles directly, but indirectly giving the party the tools to do so. The list of Spells and its description are in the [Time Magic](#) section, starting at page [76](#).

Representatives: Time Mage Job (FFV, FFT, FFTA)

Level	1	15	30	60
HP Bonus	3x	4x	5x	6x
MP Bonus	2x	3x	4x	
Armor	Light			
	Claws / Gloves			
Weapons	Light Swords / Knives			
	Staves			
	Wands			



Abilities

Arcane Studies: Core Ability acquired at level 1. You are a time mage, and gain the multipliers and equipment choices above.

Specialties:

- Arcane Mystery: Old:* Requires Fire level 20 and character level 64. You gain the *Old* Spell.
- Arcane Mystery: Meteor:* Requires Fire level 20 and character level 64. You gain the *Meteor* Spell.
- Arcane Mystery: Time Stop:* Requires Fire level 20 and character level 64. You gain the *Time Stop* Spell.

Astral Magic: Core Ability acquired at level 1. You gain an Astral Spell group: **Cosmic, Teleport, or Gravity.**

Specialties:

- Cosmic Mastery:* Requires Fire level 5. You gain one Astral Spell group.
- Phase:* Requires Water level 5. Gain the reaction **!Phase**. Use this reaction when you are hit by a physical attack. Make a Fire vs (the greater of Earth and Air) attack, difficulty 40. If you succeed, you teleport away, and the attack has no effect on you.
- Arcane Archer:* Requires Air level 3. You can equip medium armor and Bows.

Subtle Magic: Core Ability acquired at level 1. You gain one Subtle Spell group: **Slow, Weaken, Strengthen, or Flight.**

Specialties:

- Subtle Mastery:* Requires Air level 6. You gain one Subtle Spell group.
- Levitation:* Requires Fire level 5. You gain the **Float** status permanently.





Procrastination: Requires Earth level 8. Gain the free reaction **!Delay**. Once per round, when an ally or opponent cast a Spell, you can use this reaction. The Spell has no effect. At the start of next round, before initiative is rolled, its effects happen as normal. You don't need to spend initiative dice to use this reaction.

Void Magic: Core Ability acquired at level 15. You gain one Void Spell Group: **Speed** or **Meteors**.

Specialties:



Void Mastery: Requires Fire and Water level 9. You gain one Void Spell group.



Acceleration: Requires Air level 10. After casting a Void Spell, you may reduce the value of one of your dice by 1, to a minimum of the current phase.



Wild Magic: Requires Fire level 12. You may, as you cast a Spell, increase its charge time by 1. The Spell's difficulty becomes a d100 roll instead of a fixed number.

Magical Inspiration: Core Ability acquired at level 30. You gain one Inspiration Spell Group: **Regeneration**, **Paralysis**, or **Divination**.

Specialties:



Inspiration Mastery: Requires Earth and Air level 7 and Fire level 10. You gain one Inspiration Spell Group.



Action and Reaction: Requires Water level 12. At the start of each combat, roll two d100. You can substitute any d100 roll with the result of one of these two dice. If you do, discard the die used. This ability may be used on any d100 roll done by any combatant.



Fluid Time: Requires Air level 12. When rolling initiative, roll one extra die. Before the first phase starts, discard one of your initiative dice.



WARRIOR

A focused fighter in heavy armor, specialist in melee combat. Its main stats are Earth and Air, with Water as tertiary stat. Regardless of the Stat you focus, Warriors may work offensively or defensively; they can either focus on causing as much damage as possible or on protecting the group to by weakening their opponent. Regardless of the chosen skills, it is a simple class to play: buy the best possible equipment, and you will have enough HP, damage and defenses to defeat any opponent.

Representatives: Dragoon Job (FFIII, FFV, FFXI, FFT, FFTA), Uhlan Job (FFXIIIZ), Kain Highwind (FFIV), Cid Highwind (FFVII), Ward Zabac (FFVIII), Freya Crescent (FFIX), Gladiator Job (FFTA), Fighter Job (FFI, FFIII), Warrior Job (FFXI), Adelbert Steiner (FFIX), Auron (FFX), Knight Job (FFIII, FFV, FFT), Leo Cristophe (FFVI), Soldier Job (FFTA), Cyan Garamonde (FFVI), Cloud Strife (FFVII), Squall Leonhart (FFVIII), Tidus (FFX)

Level	1	15	30	60
HP Bonus	5x	6x	7x	8x
MP Bonus	0x		1x	
Armor	Heavy			
	Light Sword/ Knives			
	Claws / Gloves			
Weapons	Weapons & Shields			
	Heavy Weapon			
	Katanas			
	Polearms			



Abilities

Master of Arms: Core Ability acquired at level 1. You are a warrior, and gain the multipliers and equipment choices above.

Specialties:

-  **Critical Force:** Requires Earth level 5. Whenever you use an ability that requires a weapon attack and has no special effects on critical hits, you may choose to deal twice weapon damage on critical hits (instead of the ability's damage) and all equipment effects.
-   **Adroit:** Requires Earth and Air level 3. Whenever you use a Warrior ability other than a weapon attack, you can choose to use either Earth or Air as Offensive Stat. Whenever you acquire an ability that gives you the choice between two Break actions, you gain both Break actions.
-  **Arc:** Requires Fire level 3. You may add Ranged to your **!Attack** actions. You may increase the charge time of an action by 1 to add Ranged to any Warrior abilities which require an weapon attack.
-  **Armored Agility:** Requires Water level 3. Once per turn, you may reroll the **!Dodge**, **!Block** or **!Parry** reactions.

Power Attack: Core Ability acquired at level 1. You earn one of the three actions below:



-  **!Jump** is a Quick action. Using it, you jump an incredible height and gain the **Flight** status. In your next action, you dive on a target, discarding the initiative die and attacking with your weapon. If you hit, inflict 150% weapon damage. After the attack, you lose the **Flight** status. Deal twice weapon damage instead of 150% if you wield a Polearm.
-  **!Mighty Strike** is a Quick action. Attacking with all your might, without preparation or any worry about accuracy, you deliver a devastating attack. Perform an attack with your weapon but increasing the difficulty by 30. Your attack does twice weapon damage, plus all the equipment effects as usual.
-  **!Minus Strike** is a Slow (1) physical action. When using it, focus your ki energy to perform an Earth vs Earth attack, difficulty 40, against a target. If successful, this action causes Cut-elemental damage equal to the lowest between 10 times your Armor value or (your max HP minus your current HP). Don't add the singles digit to damage. This action ignores the **Strengthen (Physical)** status and may not deal over 999 damage.

Specialties:

-  **Shield Break:** Requires Air level 7. Choose and gain one Break action:
-  **!Armor Break**, a Quick physical action that weakens the resistance of the target. Perform an Air vs Earth attack, difficulty 50, to inflict the **Weaken (Armor)** status on the target until the end of round; or
-  **!Mental Break**, a Quick physical action that weakens the spirit of the target. Perform an Air vs Water attack, difficulty 50, to inflict the **Weaken (Mental)** status on the target until the end of round.
-  **Dirty Fighting:** Requires Water level 5. You gain Quick action **!Dirty Fighting**. You throw sand in the eyes of the opponent, attack their genitals or distract them in any way. Perform an weapon attack to deal half weapon damage, and until the end of next round, the target cannot use any reactions unless he uses an Interrupt action to do so.
-  **Pommel Strike:** Requires Fire level 6. You gain the Quick action **!Pommel Strike**. You attack your opponent with your weapon's hilt at a time and place where he doesn't expect. Do an attack roll with your weapon, dealing no damage. If the target is charging a Slow action, he loses it.
-   **Weapon Specialist:** Requires Earth and Air level 5. Reduce by 10 the difficulty of **!Mighty Strike**. In addition, your **!Jump** attacks deal twice weapon damage, regardless of the equipped weapon. You may use your Magical Armor instead of Armor value to determine **!Minus Strike** and **!Dragon Breath**'s damage.

Blacksmith: Core ability acquired at level 15. You may destroy two identical pieces of equipment to add one of its effects to another piece of equipment. If the source equipment is of the same type as the destination and the destination has no effects, you need only destroy one. You may only enhance equipment with up to two effects and one additional spell-weave. You may not move effects between armor and weapons.

Specialties:

-  **Weapon Break:** Requires Earth level 7. Choose and gain one Break action:
-  **!Power Break**, a Quick physical action that weakens the the muscle power of the target. Perform an Earth vs Air attack, difficulty 50, to inflict the **Weaken (Physical)** status on the target until the end of round; or
-  **!Magic Break**, a Quick physical action that weakens the magical power of the target. Perform an Earth vs Fire attack, difficulty 50, to inflict the **Weaken (Magic)** status on the target until the end of round.
-   **Quadra Slam:** Requires Earth level 6 and Water level 8. You gain the Slow (4) physical action **!Quadra Slam**. When using it, you move with incredible speed, striking four consecutive attacks with your weapon with just one action. You may split the attacks between any number of enemies. Each deal half weapon damage and the first and second strike each target receives ignores its Armor.



 **Guardbreak:** Requires Air level 6 and Fire level 8. You gain the Quick physical action **!Guardbreak**. You deal a sudden strike to the opponent, disrupting its defensive stance. Perform an weapon attack to deal half weapon damage, and if the target is delaying any actions, it loses the delayed initiative dice. **!Guardbreak** may also be used as an interrupt.

Double Cut: Core Ability acquired at level 24. You gain the Slow (5) action **!Double Cut**. With it, do two attacks with your weapon in quick succession at the same target, dealing weapon damage and effects. This ability may achieve critical hits, causing double damage. You may substitute one or both attacks for a Break action.

Specialties:

-  **Slash All:** Requires Earth and Fire level 11. **!Slash-All** is a Slow (2) action. Moving with speed, you can unleash an attack with your weapon against all enemies. Each enemy takes damage equal to your weapon damage, plus all equipment effects.
-  **Blade Beam:** Requires Air and Water level 11. **!Blade Beam** is a Ranged Slow (2) action. You shoot a wave of ki energy at a target, performing an attack with your weapon that deals half weapon damage, Puncture-elemental. If it succeeds, you deal Puncture-elemental damage to all other enemies, equal to the original target's Armor value. All damage dealt by this attack, both by the first and secondary strikes, ignores Armor and the **Protect** status.
-  **Mastery of Destruction:** Requires Fire and Water level 10. You may increase the charge time by 3 when performing one of your known Break actions to target all enemies, or to increase the duration of the **Weaken** status inflicted by one round.

Dragon Power: Core Ability acquired at level 42. Choose one of the following abilities:

-  **Dragon Horn:** After you perform **!Jump**'s attack, you may, as an interrupt, use an action to repeat the attack against the same target. This second attack happens before you lose **Flight**.
-  **Dragon Breath:** You gain the Slow (3) physical action **!Dragon Breath**. This action allows you to use the weakness of your enemy against itself. If you have success in an Air vs Air attack, difficulty 40, the target is dealt Crush-elemental damage equal to the lowest between 10 times your Armor value or (target's max HP – target's current HP). Don't add the singles digit to damage. This action ignores the **Strengthen (Physical)** status and may not deal over 999 damage.
-  **Dragon Scales:** After you successfully perform a reaction against a physical action, the enemy that performed the action loses HP equal to your Armor value. After you successfully perform a reaction against a Spell or magical action, the enemy that performed the action loses HP equal to your Magical Armor value. In any case, ignore the enemy's Armor, Magical Armor and all status effects.

Specialties:

-  **Lethal Blow:** Requires Earth level 16. When using **!Dragon Breath** or **!Minus Strike**, reduce the damage by the target's Armor before applying 999 damage limit, instead of after. Your Dragon Scales always use the highest between Armor or Magical Armor everytime it is triggered. You may perform a **!Attack** action as an interrupt after using **Dragon Horn**.
-  **Dragon Blood:** Requires Air level 16. Whenever an enemy attack reduces your HP to 25% of its maximum value or less, you may use a **!Power Attack** ability as a free action.
-  **Scorching Strikes:** Requires Fire and Water level 12. Your **!Armor Break** and **!Mental Break** inflict **Meltdown** until the end of next round on enemies with **Weaken: Armor** or **Weaken: Mental** statuses. Your **!Power Break** inflict **Disable** until the end of next round on enemies with **Weaken: Physical** or **Weaken: Magic** statuses. Your **!Magic Break** inflict **Mute** until the end of next round on enemies with **Weaken: Physical** or **Weaken: Magic** statuses. These durations may not be enhanced by **Mastery of Destruction**.



Unbreakable: Core Ability acquired at level 60. You become immune to **Weaken**-type status effects.

Specialties:

- ◆ **Finishing Touch:** Requires Air level 20. You gain the Slow (5) action **!Finishing Touch**. Make two weapon attacks, difficulty 70, against the target. If both attacks are successful, inflict the **Stone** status. If the target is immune to **Stone** or if only one attack is successful, you deal double weapon damage. If the enemy is not immune to **Fatal**-type statuses and one or both blows land a critical hit, reduce your opponent to 0 HP. Treat this last effect as a **Fatal**-type status.
- ◆ **Shock:** Requires Fire level 20. You gain the Ranged Slow (5) physical action **!Shock**. This action releases a burst of Ki that affects all your enemies. Perform an Earth vs Fire attack, difficulty 40. Each affected opponent suffers twice weapon damage.
- ◆ **Iaijutsu:** Requires Water level 20. You gain the Slow (5) physical action **!Cleave**. You go through your opponents with a sharp blow. Make an Air vs Earth attack, difficulty 70, against all your enemies, to inflict the **Death** status. All enemies left alive (either immune to **Death** or due to a failed attack) suffer half weapon damage.

WHITE MAGE

A magician skilled in healing and protection magic, master of the beneficial magical energies. Its main stats are Water and Fire, with Earth as tertiary stat. Your Spells are primarily defensive in nature, giving you few tools to deal directly with your enemies. The list of Spells and their description is in the [White Magic](#) section, starting at page [74](#).

Representatives: Porom (FFIV), Rosa Farrell (FFIV), White Mage Job (FFI, FFIII, FFV, FFX-2, FFXI, FFT, FFTA)

Level	1	15	30	60
HP Bonus	3x	4x	5x	6x
MP Bonus	2x	3x	4x	
Armor	Light			
	Claws / Gloves			
Weapons	Staves			
	Wands			



Abilities

Arcane Devotion: Core Ability acquired at level 1. You are a white mage, and gain the **Healing** Spell Group and the multipliers and equipment choices above.

Specialties:

- ◆ **Arcane Mystery: Holy:** Requires Fire level 20 and character level 64. You gain the *Holy* Spell.
- ◆ **Arcane Mystery: Rebirth:** Requires Fire level 20 and character level 64. You gain the *Rebirth* Spell.
- ◆ **Arcane Mystery: Shield:** Requires Fire level 20 and character level 64. You gain the *Shield* Spell.

Heavenly Magic: Core Ability acquired at level 1. You gain one Heavenly Spell group: **Light**, **Air**, or **Purify**.

Specialties:

- ◆ **Heavenly Mastery:** Requires Air level 3. You gain one Heavenly Spell group.



-   ***Heavenly Blessing:*** Requires Fire level 3 and Water level 5. You may target two characters with a single target Heavenly or Protective Spell if you spend twice the MP cost.
-  ***Heavenly Warrior:*** Requires Earth level 3. You can equip medium armor and the weapon Weapons & Shields. Increase your HP bonus multiplier at all levels by 1 if its level 1 value is 4x or lower.

Protective Magic: Core Ability acquired at level 15. You gain one Protective Spell group: **Elemental, Life, Armor, Shield, or Images.**

Specialties:

-  ***Protective Mastery:*** Requires Earth level 7. You gain one Protective Spell group.
-   ***Magic Shield:*** Requires Air level 8 and Fire level 5. You can use Protective spells on yourself as a Reaction when an enemy targets you with an action. Spells cast as Reaction end its effects at the end of the round and can't target other characters.
-   ***Mana Armor:*** Requires Earth and Water level 8. As a free action at the beginning of each round, you can erect a magical shield on yourself that lasts one round. Whenever you take damage with this shield on, you lose MP instead of HP. If your MP is zero, you lose HP as normal.

Versatile Protection: Core Ability acquired at level 15. You gain another Protective Spell Group: **Elemental, Life, Armor, Shield, or Images.**

Specialties:

-  ***Deep Studies:*** Requires Fire level 15. You gain one Heavenly, Protective or Psychic Spell group.
-   ***Martial Dabbler:*** Requires Earth and Air level 8. Choose a weapon type other than Instruments and Twin Blades. You may equip weapons of that type.
-   ***Offensive Barriers:*** Requires Air level 10 and Fire level 9. Whenever you cast an **Elemental, Armor, Shield, or Images** spell, you may do it offensively. If you do, increase the Spell's difficulty to 70. Instead of granting a status effect, an offensively cast spell removes the status effect from the target. An offensive **Shell** Spell, for example, removes the **Shell** status from the target. This Ability can't remove permanent status effects.

Psychic Magic: Core Ability acquired at level 30. You gain one Psychic Spell group: **Madness, Enchantment, or Vulnerability.**

Specialties:

-   ***Psychic:*** Requires Fire and Water level 11. You gain one Psychic Spell group.
-   ***Asceticism:*** Requires Earth level 8 and Air level 10. Even if you have the **Stone, Berserk** and/or **Stop** statuses, you can act normally if your action removes the status.
-   ***Elemental Blessing:*** Requires level 8 in Earth and 12 in Fire. Choose an element. You gain the **Resist** status for that element permanently.



SECONDARY JOBS

ALCHEMIST

Items and potions specialist, able to use consumables with their full potential. Its main Stat is Water. Be an Alchemist if you want your character to be more durable, capable of staying alive longer and use items offensively better.

Representatives: Rikku (FFX), Chemist Job (FFV, FFT, FFTA)



Abilities

Quick Hands: Core Ability acquired at level 1. Once per phase, you may use the !Draw as a free action when you use !Item.

Specialties:

- ◆ *Combat Medic:* Requires Fire level 3. You may equip medium armor and the following weapons: Rifles / Crossbows.
- ◆ *Impromptu Mage:* Requires Water level 3. Whenever you use an item that casts a Spell, you may use your Water Stat, rather than the Fire Stat, as Offensive Stat, to hit and deal damage.
- ◆ *Treatment:* Requires Earth level 5. You gain access to the Quick action !Treatment. With it, you suppress bad conditions on a target, helping him to overcome his discomfort. Suppress all negative status effects on the target until the end of the round. This does not extend the status' duration.

Pharmacology: Core Ability acquired at level 19. Whenever you use an item to recover HP or MP, double its effects. You may add your Air level to your Armor and your Water level to your Magic Armor.

Specialties:

- ◆ *Alchemical Fire:* Requires Air level 12. Whenever you use a consumable that deals damage, the item does extra damage equal to 10% of the HP lost at the end of the round. Increase this damage to 25% if the original action only targeted one enemy. All damage dealt this way ignores ARM and MARM.
- ◆ *Vaccination:* Requires Water level 12. When using an item to cure status, the target becomes immune to the cured status effect for 2 rounds.
- ◆ *Poison Distilling:* Requires Fire level 12. When using a consumable that inflicts negative status effects, you may have the inflicted status last one extra round.



Distribute: Core Ability acquired at level 35. Whenever you heal someone, the amount that exceeds its maximum HP is divided evenly between you and all allies except the character that was initially cured. Distribute does not affect healing effects that target more than one target.

Specialties:

- ◆ **Mix:** Requires Fire level 16. You gain the Slow (1) action **!Mix**. You can mix two items and use them in a single action. If mixing two identical healing items, you generate the effect of the next higher-level item (for example, two Potions turn into a Hi-Potion). If you mix two different healing items, you generate the effect of the cheapest item in the whole Group (Mixing a Soft and Tonic creates the effect of Tonic in the Group). If you mix two identical battle items, you cast the next strongest Spell of the same group (two Bomb Fragment cast the Spell *Fira*). If you mix two different battle items, you cast the Spell from the cheapest item against a Group (using the single target damage if the spell deals reduced damage to groups). Special cases may be examined individually by the GM and cause unique effects.
- ◆ **Alchemical Tenacity:** Requires Earth and Water level 14. Increase your HP and MP bonus multipliers by 1 each at all levels.

Unstable Potion: Core Ability acquired at level 50. At the beginning of each day, you can choose to sample an unstable potion, using yourself as a guinea pig. If you do, choose one of the **Transformation** type negative statuses. You become vulnerable to it and resistant to all other **Transformation** type statuses. Any other effects that give you resistance or immunity to the chosen status automatically fail, even from equipment. This effect lasts the entire day.

Specialties:

- ◆ **Double Item:** Requires Air level 18. You gain the Quick action **!W-Item**. With it, you draw and use up to two items with only one action.
- ◆ **Auto-Potion:** Requires Earth level 18. You gain the reaction **!Auto-Potion**. You can use it when you suffer an attack. You draw an item from your inventory and use it on yourself. The item's effects happen after the effects of the attack you suffered.

BERSERKER



A Berserker believes that the best defense is a good offense and try to cause as much damage as quickly as possible through offensive maneuvers. Water is an important Stat to this class. Be a Berserker if you want to increase your ability to cause physical damage as soon as possible; after all, dead enemies don't fight.

Representatives: Monk Job (FFV, FFT), Cyan Garamonde (FFVI), Berserker Job (FFV), Viking Job (FFIII)

Abilities

Counter Attack: Core Ability acquired at level 1. After suffering the damage of a physical attack, you can perform the **!Attack** action as an interrupt against the character who attacked you. **!Attack** actions made with Counter Attack have 0 difficulty.



Specialties:

-   **Hamedo:** Requires Air level 6 and Fire level 5. You gain access to the reaction **!Hamedo**. Use after being targeted by an attack to perform the **!Attack** action against the character targeting you. If the target drops to 0 HP or for any reason cannot attack you after suffering your attack, his action is spent without causing any effect.
-   **Riposte:** Requires Earth level 6 and Water level 4. After receiving a physical attack, you may use your Counter Attack even if the attack fails for any reason.
-   **Kharmic Strike:** Requires Earth and Air level 5. During your Counter Attack, you ignore the target's positive statuses. Increase the difficulty of reactions to your Counter Attack by 30.

Provoke: Core Ability acquired at level 19. You gain the Quick magical action **!Provoke**. Insult your opponent, causing him to attack you or lose focus. Make a Water vs Fire attack, difficulty 20. If successful, until the end of the next round, every time the targeted enemy target one of your allies and doesn't target you with his actions, you may perform the **!Attack** action against him as a free action after the enemy's action. You may add your Air level to your ARM and your Water level to your MARM.

Specialties:

-  **Ignore the Pain:** Requires Earth level 16. Increase your ARM by 50% against attacks made by enemies under the effect of the **!Provoke** action.
-  **Howl:** Requires Fire level 10. You gain the Ranged Quick magical action **!Howl**. Roaring to intimidate your opponents, you make them more vulnerable to magical effects. Perform a Water vs Water attack, difficulty 70, against all enemies. This action causes the **Weaken (Mental)** status on to enemies hit until the end of the next round.
-   **Sovereign Mind:** Requires Earth level 9 and Fire level 7. When performing a Counter Attack or **!Hamedo**, instead of the **!Attack** action, you may use any of your actions with zero charge time that can target the opponent.

Fury: Core Ability acquired at level 35. While your current HP is 25% of your max HP or less, choose and gain the **Strengthen (Physical)** or **Strengthen (Magical)** status. You lose this status if your current HP is more than 25% of your max HP for any reason. In addition, you gain the *Dispel Spell* at level 40.

Specialties:

-  **Bloodlust:** Requires Water level 12. While your current HP is 25% of your max HP or less, **Fury** grants its effects to all your allies. Your allies lose the status if your current HP is more than 25% of your max HP for any reason.
-   **Critical Comeback:** Requires Air level 14 and Water level 12. Whenever you suffer a critical hit, gain an extra initiative die with the value 10.

Unwavering Fury: Core Ability acquired at level 50. Once per round, when you suffer a physical attack, you can increase or decrease by one the d100 result. Also, once per round, you may use your Counter Attack as a free action.

Specialties:

-  **Furious Madness:** Requires Earth level 18. You may, as an action, inflict the **Berserk** status on yourself until the end of the round. Also, whenever you are under the **Berserk** status, you also gain the **Strengthen (Physical)** status for the same duration. Finally, while you are under the **Berserk** status, you may Counter Attack and use the **!Attack**, **!Hamedo**, **!Howl** and **!Provoke** actions, if you have them, instead of only the **!Attack** action.
-  **Rage Magic:** Requires Fire level 18. You can use your Counter Attack when hit by Spells and magical attacks. Also, whenever you use a Spell that deals damage, you may spend 25% extra MP after rolling the spell attack. If you do, the Spell may have critical hits, dealing twice damage.



DEFENDER

With cover and protective maneuvers, a Defender seeks to protect its allies against attacks, often placing himself in danger. Its main Stat is Earth. Be a Defender if you want to protect your allies, shielding them from damage or negative status effects.

Representatives: Cecil Harvey (FFIV), Paladin Job (FFXI, FFTA)



Abilities

Cover: Core Ability acquired at level 1. You gain the reaction **!Cover**. Use it when an ally is hit by a physical attack. You are hit by the attack, rather than the ally. As a free action, you can use another reaction against the attack, if able.

Specialties:

-  *Sentinel:* Requires Earth level 5. As a free action, when an ally with current HP equal to or less than 25% or his max HP suffers a physical attack, you may suffer the attack instead of the original target.
-  *Arcane Defense:* Requires Water level 4. You may use **!Cover** to react when an ally suffers a magical attack or Spell. Your **!Shared Pain** reaction can also be used when you suffer a Melee magical attack.
-   *Armor Training:* Requires Earth and Air level 3. Use the greater between Earth and Air Values to calculate your HP. Also, increase your HP bonus multiplier by one at all levels, if its level 1 value is 4x or lower, and gain one armor type as a equipment choice.

Share the Pain: Core Ability acquired at level 19. You may add your Air level to your ARM and your Fire level to your MARM. You gain the reaction **!Shared Pain**. Use when hit by a Melee physical attack. Do an Earth vs Earth attack, difficulty 40. If successful, split the HP lost evenly between you and the opponent who attacked you. If you roll a critical hit, the enemy loses HP instead of you.

Specialties:

-   *Healing Wind:* Requires Fire and Water level 5. Increase your MP bonus multiplier by one. In addition, you gain the **Healing** Spell group. Your **Healing**-group Spells cost double MP and target you and all your allies rather than a single target (using single-target healing value for you and each ally).
-    *Defensive Mastery:* Requires Earth, Air and Fire level 8. Reduce by 20 the difficulty of any reaction you perform.
-  *Noble Sacrifice:* Requires Earth level 9. As a free action, when an ally suffers an attack that inflicts a negative status effect you don't have, you may suffer its effects instead. When using *Noble Sacrifice*, ignore your immunities.

Astra: Core Ability acquired at level 35. You gain the *Astra* Spell.

Specialties:

-   *Astraga:* Requires Earth and Fire level 13. You gain the *Astraga* Spell.



 **Perseus's Mirror:** Requires Air and Water level 13. Whenever a status effect caused by an opponent is blocked by the *Astra Spell*, you may immediately repeat the blocked attack as an interrupt using that opponent as target. When you successfully hit with the **!Shared Pain** reaction, you also inflict all status effects caused to you by the enemy's attack. If you critical hit with **!Shared Pain**, you do not suffer the status effect and still inflict it on the enemy.

Immortal Body: Core Ability acquired at level 50. At the start of each combat, you gain the **Reraise** status.

Specialties:



Immortal Soul: Requires Water level 18. You gain the *Great Gospel Spell*.

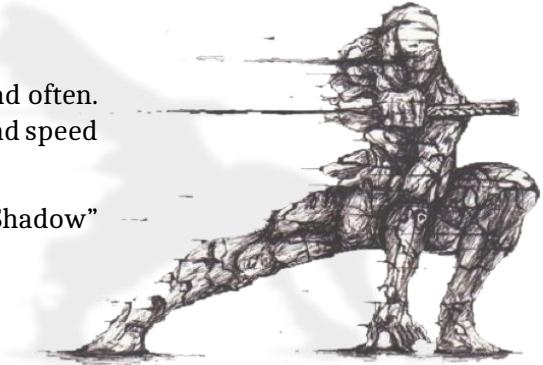


Immortal Technique: Requires Air level 18. Choose a reaction from any Job. You gain that reaction.

DERVISH

Offensive Job focused on fighting with two weapons to strike fast and often. Its main Stat is Air. Be a Dervish if you want to increase the amount and speed of your actions and be a great physical damage dealer.

Representatives: Edward Geraldine "Edge" Eblan (FFIV), Clyde "Shadow" Arrowny (FFVI), Ninja Job (FFI, FFIII, FFV, FFXI, FFT, FFTA)



Abilities

Ambidexterity: Core Ability acquired at level 1. You may equip Twin Blades.

Specialties:



Quick Draw: Requires level Air 3. Once per round as a free action, you can draw and switch weapons.



Killer's Garments: Requires level 1. You may equip medium armor, Bows, and Throwing Weapons.



 *Deadly Dance:* Requires Air level 5 and Fire level 4. Whenever you hit the **!Attack** action, you may lower the value of one of your initiative dice by 1, to a minimum of the current phase.

Critical Speed: Core Ability acquired at level 19. You may add your Air level to your ARM and your Fire level to your MARM. While your current HP is 25% of your max HP or less, you gain the **Haste** status. You lose this status if your current HP is more than 25% of your max HP for any reason.

Specialties:



Zen Focus: Requires Earth and Water level 7. At the beginning of each round, you may roll one fewer initiative dice to gain one extra die in a phase you have no initiative dice (you choose which phase after all enemies have rolled initiative).



Danger Zone: Requires Air and Fire level 6. At the beginning of each round, you may spend HP equal to 25% of your max HP to receive the **Haste** status during this round.



Two-Weapon Defense: Requires Fire level 9 and Water level 5. You gain the reaction **!Double Parry**. Use when hit by a Melee physical attack. Do an (the greater of Air or Earth) vs Earth attack, difficulty 40. If successful, you ignore the attack's effects.



Deadly Accuracy: Core Ability acquired at level 35. Once per action, after rolling an attack, you may reduce or increase the d100 result by 1.

Specialties:

- ◆ *Deep Cut:* Requires Air level 15. When you attain a critical hit with an action that deals damage, ignore the target's ARM and MARM.
- ◆ *Lethal Precision:* Requires Water level 16. If you discard an initiative dice after rolling an attack that may not have critical hits, you deal double damage in case of a critical hit. This ability may not be used with Spells.

Fierce Assault: Core Ability acquired at level 50. After you deal physical damage to a target, your subsequent physical attacks against that target in this phase ignore Armor. After you deal magical damage to a target, your subsequent magical attacks against that target in this phase ignore Magic Armor.

Specialties:

- ◆ *Rain of Blows:* Requires level 18 in Earth. Once per round, after being successful with the !Attack action, you may repeat the action as a free action.
- ◆ *Precise Hits:* Requires Fire level 18. Once per round, you may re-roll an attack when using a physical or magical action.

FENCER



Defensive job that believes that the best way of not dying is being out of the way of attacks. Its main Stat is Air. Be a Fencer if you want to dodge the attacks of your opponents, especially their missiles, and manipulate the flow of actions in battle, thus increasing your and your allies' survival.

Representatives: Fencer Job (FFTA)

Abilities

Block Projectiles: Core Ability acquired at level 1. You may equip medium armor and gain the reaction !Arrow Guard. When you are hit by a Ranged attack, make an Air vs Air attack, difficulty 30. If successful, you don't suffer the attack's effects. This does not affect Spells.

Specialties:

- ◆ *Lightning Strike:* Requires Fire level 3. Opponents cannot use interrupt actions to react to your attacks. In addition, choose one: Bows or Light Sword / Knives. You may equip the chosen.
- ◆ *Slim Target:* Requires Air level 4. Once per round, you can use any action or reaction as an interrupt.





Surprise Assault: Requires Earth level 3. Whenever you declare a Slow action, you may reduce its charge time to zero by increasing another of your initiative dice's value by action's charge time. This ability fails if it would increase a die to a value of 11 or greater.

Preemptive Attack: Core Ability acquired at level 19. After rolling initiative, you may change one of your dice's value to 1. You may add your Air level to your Armor and your Water level to your Magic Armor.

Specialties:



Magical Reflexes: Requires Fire level 8. You may use **!Arrow Guard** to avoid Spells.



Just a Scratch: Requires Earth and Fire level 10. The first time in each round you suffer a critical hit, ignore the effects of critical hit (if any). The attack does its normal effects. You may still count as if it had been a critical hit for the purposes of other Abilities.



Feign Weakness: Requires Earth level 7. Whenever an opponent misses an attack against you or you avoid its effects by reacting, you may force the opponent to discard one initiative die and immediately repeat the attack against only you (even if the attack targets a Group, it will only target you when you use Feign Weakness).

Total Defense: Core Ability acquired at level 35. You may delay any number of actions, instead of only one.

Specialties:



Impromptu Cover: Requires Air and Water level 13. Increase by 30 the difficulty of all Group attacks that include you as its targets.



Blade Barrier: Requires Earth and Fire level 13. Add your Earth level to your Armor and your Fire level to your Magic Armor.

Air Dancer: Core Ability acquired at level 50. Whenever an opponent misses an attack against you or you avoid its effects by reacting, you may perform the **!Bobbing** Ranged physical action as an interrupt. Roll Air vs Water, difficulty 40. If successful, the enemy loses its highest Initiative die and you gain it (with the same value). Treat this as a **Weaken**-type status effect.

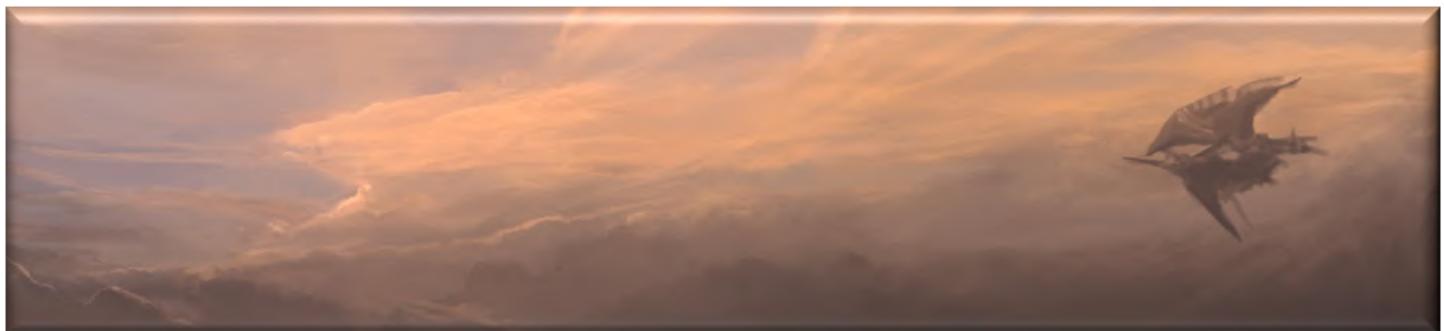
Specialties:



Water Dancer: Requires Water level 18. Melee actions cannot target you unless you acted in the last 3 phases.



Fire Dancer: Requires Fire level 18. Reduce the difficulty of all actions and reactions you perform on the second or third phase by 5; on the fourth or fifth phase by 10; on the sixth or seventh phase by 15; on the eighth or ninth phase by 20 and on the tenth phase by 25. (*Using the scaling down optional rule, page 23, reduce the difficulty of actions and reactions on fourth, fifth and sixth phase by 1, on seventh, eighth or ninth by 2 and on tenth by 3*)



PHALANX



Defensive Job specialized on protecting themselves and reducing physical damage. His main Stat is Earth. Be a Phalanx if you want to protect yourself from physical harm, increasing your capacity to face opponents focused on this type of damage.

Representatives: Auron (FFX), Samurai Job (FFV, FFX-2, FFXI, FFT)

Abilities

Impenetrable: Core Ability acquired at level 1. You may equip heavy armor and gain the reaction **!Third Eye**. When you are hit by a Melee attack, perform an Earth vs Air attack, difficulty 40. If you are successful, the attack fails. This does not affect Spells.

Specialties:

- ◆ *Martial Training:* Requires Earth level 2. Choose two types of weapons other than Twin Blades or Instruments. You may equip the selected weapons.
 - ◆ *Huge Target:* Requires Air level 4. During any round in which you succeed with **!Third Eye**, all enemies add 20 to the difficulty of all attacks and spells that does not target you. This ability have no effects while there are two or more characters with this ability in the same party and does not stack with itself.
 - ◆ *Willpower:* Requires Fire level 5. Increase your HP bonus multiplier at all levels by 1 if its level 1 value is 4x or lower. Use the greater between Earth and Fire Values to calculate your HP.
-

Tireless: Core Ability acquired at level 19. You may add your Air level to your ARM and your Fire level to your MARM. While your current HP is 25% of your max HP or less, you gain the **Protect** status. You lose this status if your current HP is more than 25% of your max HP for any reason.

Specialties:

- ◆ *Inspiring Courage:* Requires Earth level 8. While your current HP is 25% of your max HP or less, your allies gain the **Protect** status. Your allies lose this status if your current HP is more than 25% of your max HP for any reason.
- ◆ *Preventive Defense:* Requires Water level 9. Your **Tireless** ability activate when your current HP is 50% of maximum, instead of 25%.
- ◆ *Testudo Formation:* Requires Fire and Air level 7. You gain the free reaction **!Testudo**. Use it whenever an enemy performs an attack against one of your allies that does not target you. Roll Earth vs highest Stat, diff 40, to negate the action. You may only use this reaction once per enemy attack and only if no enemy used a Melee attack on you this round.



 **Shield Wall:** Requires Earth level 9. You gain the reaction **!Shield Wall**. When you and at least one ally is targetted by an action that deals physical damage, perform an Earth vs Fire roll, difficulty 0, to redirect all attacks to you. You may, as a free action, use another reaction once per attack that hits you.

Unshakable: Core Ability acquired at level 35. Choose one of the following options:

-  Each time you're hit with a physical attack, the enemy that performed the action takes physical Puncture-elemental damage equal to your HP bonus multiplier times your Earth level.
-  Increase your HP bonus multiplier at all levels by 1 if its level 1 value is 5x or lower.

Specialties:

-   **Runic Shield:** Requires Fire and Water level 12. You may use **!Third Eye** against Spells. You may use **!Shield Wall** against magical damage attacks if you have it.
-   **Armor Specialist:** Requires Earth and Air level 13. While you wear heavy armor, you gain Auto-**Strengthen: Armor** and your **!Third Eye**'s difficulty is 0 against physical attacks. While you wear light armor, you gain Auto-**Strengthen: Mental** and your **!Third Eye**'s difficulty is 0 against magical attacks. While you wear medium armor, you may once per phase use any reaction as an interrupt.

Indestructible: Core Ability acquired at level 50. Whenever any effect gives you **Barrier**-type positive status, increase by a round its duration.

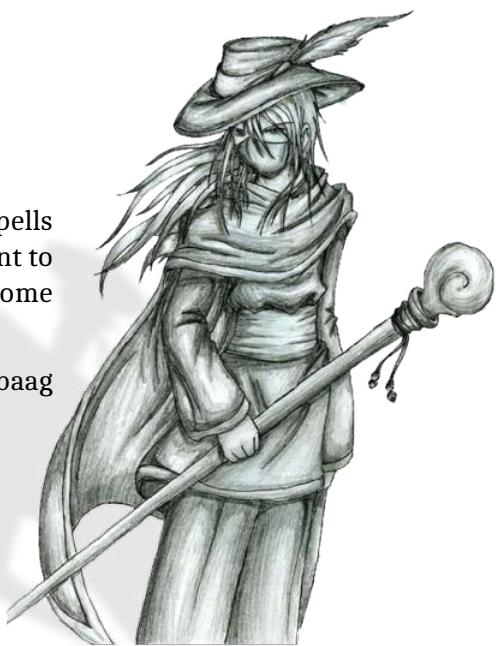
-  **Scream:** Requires Earth level 18. You gain the reaction **!Scream**. Use it when you suffer an attack that inflicts a negative status effect. Perform a Water vs (the greater between Air or Fire) attack, difficulty 40. If successful, the attack doesn't inflict any negative status and, if the attack did damage, you recover HP equal to twice the HP lost.
-  **Uncontrollable:** Requires Water level 18. You gain the Slow (4) physical action **!Meatbone Slash**. Putting all your weight behind the strike, you perform a weapon attack. If successful, the target takes damage equal to your current HP, or 999, whichever is less. This attack ignores the Armor of any targets that did not attacked you this round.



RUNE KNIGHT

This Job is focused on neutralizing mages, able to prevent the casting of spells and avoiding its effects. Its main Stat is Fire. Be a Rune Knight if you want to protect yourself from harmful magic effects and have the tools to overcome enemies whose power comes from magical abilities.

Representatives: Celes Chere (FFVI) Dycedarg Beoulve (FFT), Zalbaag Beoulve (FFT)



Abilities

Defensive Runes: Ability acquired at level 1. You may equip light armor and gain the reaction **!Runic**. Use it when hit by a Spell or a magical attack. Perform a Fire vs Fire attack against the attacker's fire stat, difficulty 40 to negate all effects of the attack or Spell.

Specialties:

- ◆ *Magic Drain:* Requires Earth level 3. When using **!Runic**, you may swap the Offensive Stat to Air or Water to reduce the reaction's difficulty by 10. In addition, whenever you succeed with **!Runic**, recover the same amount of MP spent by the opponent.
- ◆ *Runic Area:* Requires Fire level 5. Your **!Runic** may also be used when a Spell or magical attack hits an ally.
- ◆ *Offensive Runes:* Requires Air level 4. Your **!Runic** may also be used when a Spell or magical attack hits an opponent.

Spell Protection: Core Ability acquired at level 19. You may add your Air level to your ARM and your Fire level to your MARM. While your current HP is 25% of your max HP or less, you gain the **Shell** status. You lose this status if your current HP is more than 25% of your max HP for any reason.

Specialties:

- ◆ *Protection Circle:* Requires Earth level 12. While your current HP is 25% of your max HP or less, your allies gain the **Shell** status. Your allies lose this status if your current HP is more than 25% of your max HP for any reason.
- ◆ *Enhanced Protection:* Requires Water level 12. Your **Spell Protection** ability activates when your current HP is 50% of maximum, instead of 25%.
- ◆ *Desperate Blow:* Requires Fire level 12. You gain the Ranged Quick physical action **!Magic Ruin**. You may only use it if your current HP is 25% of your max HP or less and if you have the **Shell** status. To use it, you lose the **Shell** status and launch a wave of energy. If you succeed in a weapon attack, the target loses MP equal to (your Max HP - your current HP), ignoring the target's ARM. Regardless of success, your Spell Protection will not activate during the rest of the round.



Dispel Magic: Core Ability acquired at level 35. You gain the Slow (1) magical action **!Dispel Strike**. Perform a weapon attack. If successful, in addition to damage, you use your runes to absorb the target's magic, ending all the target's positive status effects. If the status is permanent, these effects are disabled until the end of the round.

Specialties:



Selective Dispel: Requires Air level 16. Your **!Dispel Strike** ends all the target's statuses, positive and negative, but you can choose which status effects you want to end, and which will continue.



Anti-Magic Zone: Requires Fire level 14 and Water level 12. When you use your **!Dispel Strike** action, you may target all other combatants, allies or enemies, but if you do, the action does not deal damage.

Return Magic: Core Ability acquired at level 50. When you successfully use **!Runic** to block a Spell, you may, as an interrupt, cast the Spell you just blocked. You spend MP as usual, but you don't need to have the Spell.

Specialties:

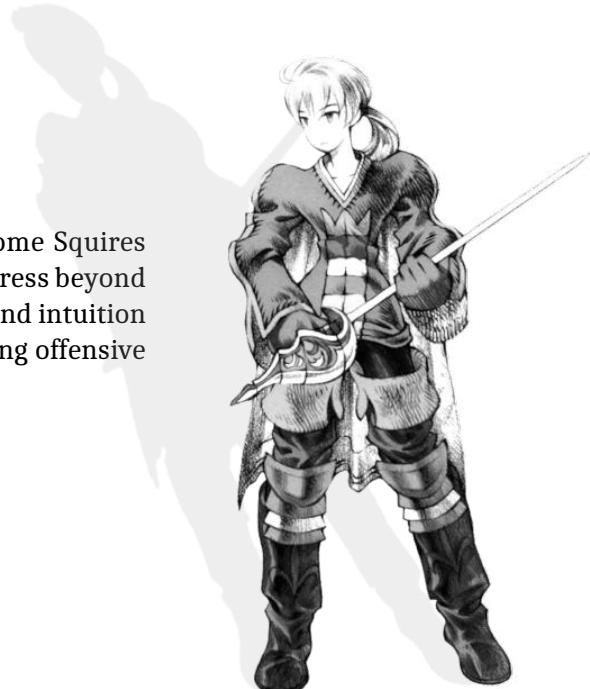


Triple Magic: Requires Water level 18. You gain the reaction **!Triple Magic**. Use when suffering the effects of a Spell cast by an enemy. If, after suffering its effects, you may still cast Spells, spend MP equal to three times the Spell's cost. If you do, you cast the Spell three times, each time against a random enemy target. Each target may be hit more than once. Even if the Spell originally targeted a group, when used with this reaction, it will affect a single target in each cast.



Spell Ruin: Requires Earth level 18. You gain the Quick physical action **!Spell Ruin**. Spend 10% of your max MP and perform a weapon attack. If successful, deal 150% weapon damage, and then the target loses a MP amount equal to the HP lost.

SQUIRE



While many believe that a squire is just a knight in training, some Squires never leave this status. Forgoing formal training, they never progress beyond the basic training of another Job, relying on their innate talents and intuition to progress. Be a Squire if you want to control the battlefield using offensive actions instead of reacting.

Representatives: Squire Job (FFT)



Abilities

Basic Skill: Core Ability acquired at level 1. Choose another Secondary Job. You earn that job's first level Core Ability. Regardless of the chosen Job, the Specialties for *Basic Skill* are:

Specialties:

-   *Throw Stone:* Requires Earth and Air level 2. You gain the Ranged Quick physical action **!Throw Stone**. You gather a rock and throw at your opponent, making an Air vs Air, difficulty 40 attack. If you hit, you deal Crush elemental damage equal to highest base damage among throwing weapons of your level or lower.
 -  *Equip Axe:* Requires level 1. You may equip Heavy Weapons and Weapons & Shields.
 -   *Artful Dodger:* Requires Earth and Air level 5. Reduce your **!Dodge** action's difficulty to 40.
 -  *Draw Out:* Requires Water level 4. After using a *Spell Weave (Spell)*, you may choose to not lose the weapon. If you do, you cannot use its *Spell Weave (Spell)* again this combat.
-

Accumulate: Core ability acquired at level 19. You may add your Air level to your Armor and your Fire level to your Magic Armor. You gain the Slow (4) Physical action **!Focus**. Using it, you accumulate strength for your next blows. You gain the **Strengthen (Physical)** status until the end of the next round.

Specialties:

-  *Mana Well:* Requires Water level 10. Your **!Focus** action grants the **Strengthen (Magic)** status effect in addition to **Strengthen (Physical)**.
 -  *Counter Tackle:* Requires Air level 8. Whenever an enemy tries to use the **!Flee** action against you, increase his difficulty by 20.
 -  *Spell Evasion:* Requires Fire level 10. You may use **!Dodge**, **!Block** and **!Parry** to avoid Spells (but not magical attacks). If you do, increase the difficulty by 20. Spells that target your party still inflict normal effects on your allies and you can only use **!Block** or **!Parry** when equipped with the correct weapons.
 -  *Weaponcaster:* Requires Fire level 6. Whenever you cast a Spell due to a weapon ability, you may use the weapon's Offensive Stat, rather than the Fire Stat, to hit (but not deal damage).
-

Overwhelm Defenses: Core Ability acquired at level 35. Once per phase, when you miss a non-spell attack roll or reaction, you may increase the difficulty by 20, to a maximum of 99, to re-roll it.

Specialties:

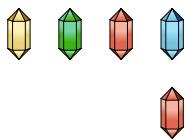
-  *Awareness:* Requires Fire level 16. You gain the Ranged magical action **!Awareness**. Do a Fire vs Air, diff 0, attack against all enemies. Your acute senses detect traces of enemy presence. All enemies hit lose the **Vanish** status effect.
 -   *Faith and Bravery:* Requires Earth and Water level 13. Whenever you are under the effects a Weaken status effect, gain a Strengthen status effect. **Weaken (Armor)** gives you **Strengthen (Physical)**. **Weaken (Mental)** gives you **Strengthen (Magical)**. **Weaken (Physical)** gives you **Strengthen (Armor)**. **Weaken (Magical)** gives you **Strengthen (Mental)**.
 -   *Mighty Dodge:* Requires Air and Earth level 13. You may use the **!Attack** action as a free action after you succeed with **!Dodge**, **!Block** or **!Parry**.
-

Tailwind: Core Ability acquired at level 50. You gain the Ranged Quick action **!Yell**. Use it on an ally. The target gains one extra initiative dice with value equal to the current phase.

Specialties:

-   *Ordered Retreat:* Requires Air and Water level 16. When you succeed with the **!Flee** action, all allies successfully run from combat.





Graduation: Requires Earth, Air, Fire and Water level 12. Choose an action of any other Secondary Job. You gain that action. This ability cannot grant reactions.

Imbue: Requires Fire level 18. Gain the quick magical action **!Imbue**. With it, you consume a battle item to give a weapon the Imbue (spell) Equipment Effect. This effect allows the character with the equipped weapon to cast the consumed battle item's spell as an action, without spending MP. All abilities that affect Spell Weave affect Imbue as well. The Imbue property lasts until it is used to cast the spell or **!Imbue** is used again on the same weapon.

WIZARD



This arcane Job gives Spells to characters that usually do not possess magical abilities or strengthens the magicians granting them more options. Fire is the most important Stat. Be a Wizard if you want more versatility to choose various Spell effects.

Representatives: Garnet 'Dagger' Alexandros XVII (FFIX), Eiko Carol (FFIX), FuSoYa (FFIV), Sage Job (FFIII), Tellah (FFIV), Red Mage Job (FFI, FFIII, FFV, FFXI, FFTA)

Abilities

Arcane Adept: Core Ability acquired at level 1. Gain one of the following Spell groups: **Lightning, Ice, Fire, Death, Transform, Poison, Light, Air, Purify, Healing, Cosmic, Teleport, Gravity, Slow, Weaken, Strengthen or Flight.** In addition, if your MP bonus multiplier is lower than 1x at level 1, 2x at level 15 and 3x at level 30, increase it to these values.

Specialties:

- Armored Mage:* Requires Earth level 3. You may equip Heavy Armor and Polearms.
- Residual Energies:* Requires Water level 6. Whenever you use a spell, residual energies permeate the environment for a round. You may consume them when casting a Spell to reduce its cost by 25%. Spells that consumed residual energies do not release residual energies.
- Vital Sacrifice:* Requires Air level 6 and Water level 4. Once per round, when casting a Spell, you can spend HP equal to its MP cost to cast it. If you do that, and the Spell's effect heals a target, it deals Puncture-elemental damage instead of healing. This ability can't be used with the Renew Spell. If the Spell's cost is greater than your current MP, you can use this ability again in the same round.
- Late Bloomer:* Requires Fire level 3. Choose any spell group granted by **Arcane Adept**. You gain it, but earn the spells 9 levels later than usual.

Counter Magic: Core Ability acquired at level 19. You may add your Air level to your Armor and your Fire level to your Magic Armor. Choose either **Red Mage** or **Sage**.

- Red Mage:* After suffering the effects of a Spell or magical attack done by an enemy, you may perform the **!Attack** action as an interrupt against the enemy who hit you, with difficulty 0.



 **Sage:** When an enemy casts a Spell, you may, as a reaction, cast the same Spell to have both spells do no effects. The difficulty of your Spell is 40, regardless of the original difficulty.

Specialties:

-  **Arcane Warrior:** Requires Earth level 10. Once per round, after casting a Spell, you may perform the **!Attack** action against one of the Spell's targets as a free action. You can't use this ability if you cast the Spell as a free action. May only be picked by a *Red Mage*.
-  **Dispel Barriers:** Requires Water level 11. You gain the Ranged Slow (2) magical action **!Shieldbreak**. Firing pure magical energy waves, you destroy the defenses of allies and enemies. Make a Fire vs Water attack, difficulty 50. All affected combatants, allies and enemies, lose the **Shell** and **Reflect** statuses
-  **Persistent Curses:** Requires Air level 10. When a negative status effect you inflicted with a Spell ends at the end of a round, you may repeat the Spell's attack roll. If you hit, extend its duration by one round. This ability may not extend Spell effects already extended by this ability.
-  **Encyclopedic Knowledge:** Requires Fire level 12. Choose and gain one Spell Group. Casting Spells from this Group is a Slow (2) action, unless when used as a reaction. May only be picked by a *Sage*.

Silent Spell: Core Ability acquired at level 35. Gain one benefit according to your level 19 choice:

-  **Red Mage:** At the start of the first phase of the first combat round, you may cast a Spell as a free action. This Spell's level may not be greater than half of your character level.
-  **Sage:** Once per round, you may cast Spells normally while **Mute**.

Specialties:

-   **Shape Elements:** Requires Earth and Air level 14. When casting a Spell that deals damage, you may pay 25% extra MP to change its element to any other of your choice. Also, *Sages* may trigger **Counter Magic** by casting any spell from the same school (Black, Time or White) whose MP cost is equal or greater than the enemy's Spell (instead of the same Spell), and *Red Mages* may **Counter Magic** as a free action once per round.
-   **Force of Thought:** Requires Fire and Water level 14. Choose and gain a Spell group.

Arcane Master: Core Ability acquired at level 50. Choose one of the following options:

-  **Arcane Versatility:** Choose and gain one Spell Group.
-  **Spellblade Specialist:** Choose one or two of your Main Job Slow actions that does not cast a Spell. Once per round, after you perform it, you may cast a Spell as a free action on the same target(s). You may not cast a Group-target Spell after using a single-target Slow Action, or vice versa. May only be picked by a *Red Mage*.
-  **Mage Specialist:** Choose one Specialty from Black Mage, Time Mage, Druid or White Mage. You gain that Specialty, provided you meet its requirements. May only be picked by a *Sage*.

Specialties:

-  **Twincast:** Requires Air level 18. You gain the Slow (2) action **!W-Magic**. Using it, you cast two Spells with one action. **!W-Magic** may not be used to cast spells whose base MP costs, added, exceed 150.
-   **Forbidden Arcana:** Requires Water level 18 and character level 64. Choose an Arcane Mysteries Specialty of any Mage Job. You gain this Ability, even if you do not meet the requirements.





MAGIC

"I NEVER KNEW WEAPONS WERE USED TO HURT PEOPLE. BUT WE HAVE MAGIC. WHY WOULD WE NEED WEAPONS?"

- BLACK MAGE No. 78 (FFIX)



BLACK MAGIC

ELEMENTAL SPELLS

Fire Group: Elemental Spells whose main purpose is to deal Fire-elemental damage. There are four Fire spells:

Fire, acquired at level 1, costs 8 MP. Roll Fire vs Water, difficulty 0. If you hit, deal 5 x Fire level Fire-elemental magical damage to a target.

Fira, acquired at level 19, costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal 10 x Fire level magical damage level to a target, or 8 x Fire level magical damage level to a group. This damage is Fire-elemental.

Firaga, acquired at level 37, costs 58 MP. Roll Fire vs Water, difficulty 0. If successful, deal 16 x Fire level magical damage level to a target, or 11 x Fire level magical damage level to a group. This damage is Fire-elemental.

Meltdown, acquired at level 55, costs 110 MP. Roll Fire vs Water, difficulty 0. If successful, deal 23 x Fire level Fire-elemental magical damage level to a target. Also, if your roll overcomes difficulty 70, inflict the **Meltdown** status on the target until the end of the round.



Ice Group: Elemental Spells whose main purpose is to deal Ice-elemental damage. There are four Ice spells:

Blizzard, acquired at level 1, costs 8 MP. Roll Fire vs Water, difficulty 0. If successful, deal 5 x Fire level Ice-elemental magical damage to a target.

Blizzara, acquired at level 19, costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal 12 x Fire level magical damage level to a target, or 6 x Fire level magical damage level to a group. This damage is Ice-elemental.

Blizzaga, acquired at level 37, costs 58 MP. Roll Fire vs Water, difficulty 0. If successful, deal 18 x Fire level magical damage level to a target, or 9 x Fire level magical damage level to a group. This damage is Ice-elemental.

Freeze, acquired at level 55, costs 110 MP. Roll Fire vs Water, difficulty 0. If successful, deal 23 x Fire level Ice-elemental magical damage level to a target. Also, if your roll overcomes difficulty 70, inflict the **Stop** status on the target until the end of the round.



Lightning Group: Elemental Spells whose main purpose is to deal Lightning-elemental damage. There are four Lightning spells:

Thunder, gained at level 1, costs 8 MP. Roll Fire vs Water, difficulty 0. If successful, deal 5 x Fire level Lightning-elemental magical damage to a target.

Thundara, acquired at level 19, costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal 11 x Fire level

magical damage level to a target, or 7 x Fire level magical damage level to a group. This damage is Lightning-elemental.

Thundaga, acquired at level 37, costs 58 MP. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level magical damage level to a target, or 10 x Fire level magical damage level to a group. This damage is Lightning-elemental.

Overcharge, acquired at level 55, costs 110 MP. Roll Fire vs Water, difficulty 0. If successful, deal 23 x Fire level Lightning-elemental magical damage level to a target. Also, if your roll overcomes difficulty 70, inflict the **Berserk** status on the target until the end of the round.

TRANSMUTATION SPELLS

Death Group: Transmutation Spells whose primary purpose is to remove combat opponents as quickly as possible, or interfere with the target's ability to recover HP. There are four Death Spells:

Sleep, acquired at level 1, costs 7 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Sleep** status on the target until the end of the next round.

Zombie, acquired at level 19, costs 20 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Zombie** status on the target until the end of the next round.

Condemn, acquired at level 37, costs 60 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Condemn** status on the target until the end of the next round.

Death, acquired at level 55, costs 122 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Death** status on the target.



Transform Group: Transmutation Spells whose primary purpose is to change the opponent's form, to weaken it and reduce its combat power. There are four Transform Spells:

Blind, acquired at level 1, costs 6 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Blind** status on the target until the end of the next round.

Petrify, acquired at level 19, costs 23 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Stone** status on the target at end of the next round.

Toad, acquired at level 37, costs 54 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Toad** status on the target until the end of the next round. This spell may also be used to remove the **Toad** status from a target, instead.



Stone, acquired at level 55, costs 106 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Stone** status on the target.



Poison Group: Transmutation Spells whose primary purpose is to deal Bio damage. The more HP your enemy have, the more effective these Spells are. There are four Poison Spells:

Poison, acquired at level 1, costs 10 MP. Roll Fire vs Water, difficulty 40. If successful, deal 5 x Fire level Bio-elemental magical damage to a target, and inflict the **Poison** status on the target until the end of the next round.

Bio, acquired at level 19, costs 25 MP. Roll Fire vs Water, difficulty 40. If successful, deal 11 x Fire level Bio-elemental magical damage to a target, and inflict the **Poison** status on the target until the end of the next round.

Venom, acquired at level 37, costs 62 MP. Roll Fire vs Water, difficulty 40. If successful, deal 17 x Fire level Bio-elemental magical damage to a target, and inflict the **Poison** status on the target until the end of the next round.

Virus, acquired at level 55, costs 100 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Poison** and **Virus** statuses on the target.

WORLDLY SPELLS

Water Group: Worldly Spells whose main purpose is to deal Water-elemental damage. There are three Water spells:

Water, acquired at level 10, costs 15 MP. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Water-elemental magical damage to a target.

Waterga, acquired at level 28, costs 40 MP. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level magical damage level to a target, or 8 x Fire level magical damage level to a group. This damage is Water-elemental.

Storm, acquired at level 46, costs 80 MP. Roll Fire vs Water, difficulty 0. If successful, deal 20 x Fire level magical damage level to a target, or 12 x Fire level magical damage level to a group. This damage is Water-elemental. Also, if your roll overcomes difficulty 70, inflict the **Curse** status on the targets during this and the next two rounds.



Earth Group: Worldly Spells whose main purpose is to deal Earth-elemental damage. There are three Earth spells:

Magnitude, acquired at level 10, costs 14 MP. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Earth-elemental magical damage to all combatants who do not have the **Float** or **Flight** statuses. This Spell ignores **Reflect**.

Quake, acquired at level 28, costs 43 MP. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Earth-elemental magical damage to all combatants who do not have the **Float** or **Flight** statuses. This Spell ignores **Reflect**.

Break, acquired at level 46, costs 84 MP. Roll Fire vs Water, difficulty 0. If successful, deal 21 x Fire level Earth-elemental magical damage level to a target. Also, if your roll overcomes difficulty 70, inflict the **Stone** status on the target until the end of the next round.



Shadow Group: Worldly Spells whose main purpose is to deal Shadow-elemental damage. There are three Shadow spells:

Dark, acquired at level 10, costs 15 MP. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Shadow-elemental magical damage to a target.

Scourge, acquired at level 28, costs 39 MP. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level magical damage level to a target, or 8 x Fire level magical damage level to a group. This damage is Shadow-elemental.

Scathe, acquired at level 46, costs 85 MP. Roll Fire vs Water, difficulty 0. If successful, deal 20 x Fire level magical damage level to a target, or 12 x Fire level magical damage level to a group. This damage is Shadow-elemental. Also, if your roll overcomes difficulty 70, inflict the **Blind** status on the targets during this and the next two rounds.

EXPERT SPELLS

Mage Bane Group: Expert Spells whose main purpose is to manipulate MP, weakening enemy magicians, and to restore the user's MP. There are two Mage Bane Spells:

Rasp, acquired at level 30, costs 42 MP. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level non-elemental magical damage to a target. This Spell damages MP instead of HP.

Osmosis, acquired at level 50, costs 45 MP. Roll Fire vs Water, difficulty 50. If successful, deal 16 x Fire level non-elemental magical damage to a target. This Spell damages MP instead of HP. The caster drains MP equal to the MP lost.



Drain Group: Expert Spells whose main purpose is to recover the user's HP, through the ability to steal the target's life. There are two Drain Spells:

Drain, acquired at level 30, costs 42 MP. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Puncture-elemental magical damage to a target. Drain HP equal to half of damage dealt.



Syphon, acquired at level 50, costs 90 MP. Roll Fire vs Water, difficulty 0. If successful, deal 20 x Fire level Puncture-elemental magical damage to a target. Drain HP equal to half of damage dealt.



Hex Group: Expert Spells whose main purpose is to weaken the target, causing several negative statuses at the same time. There are two Hex Spells:

Pain, acquired at level 30, costs 40 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Blind**, **Poison** and **Slow** statuses on the target until the end of next round.

Hex, acquired at level 50, costs 96 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Mute**, **Immobilize** and **Disable** statuses on the target until the end of next round.

BLACK MYSTERIES

Black Mysteries: Black magic arcane mysteries are the most destructive. All of them deal damage, being the most damaging spells available to any mage. Mysteries are not a Spell group and cannot be chosen as such.

Doomsday, acquired at level 64, cost 160 MP. Roll Fire vs Water, difficulty 0. If successful, deal 28 x Fire level Shadow-elemental magical damage to a group. Also, if your roll overcomes difficulty 70, inflict the **Death** status. This spell ignores **Reflect**.

Flare, acquired at level 64, costs 150 MP. Roll Fire vs Water, difficulty 0. If successful, deal 35 x Fire level non-elemental magical damage to a target. This spell ignores **Reflect**, **Shell** and the target's Magic Armor.

Ultima, acquired at level 64, cost 170 MP. Roll Fire vs Water, difficulty 0. If successful, deal 30 x Fire level non-elemental magical damage to a group. This spell ignores **Reflect** and **Shell**.

WHITE MAGIC

Healing Group: These spells restore lost HP. They are the hallmark of White Mages. These Spells have no effect on targets with exactly zero HP. There are four Healing Spells:

Cure, acquired at level 1, costs 9 MP. Roll Fire vs Water, difficulty 0. On success, restore 5 x Fire level HP on a target.

Cura, acquired at level 19, costs 28 MP. Roll Fire vs Water, difficulty 0. On success, restore 11 x Fire level HP on a target or 7x Fire level HP on a group.

Curaga, acquired at level 37, costs 65 MP. Roll Fire vs Water, difficulty 0. On success, restore 17 x Fire level HP on a target or 10x Fire level HP on a group.

Renew, acquired at level 55, costs 115 MP. Roll Fire vs Water, difficulty 0. If successful, the target is healed an amount of HP equal to its maximum HP. If the target is under the **Zombie** status effect, the difficulty is increased to 50 and this spell reduce the target's current HP to 1.

HEAVENLY SPELLS

Purify Group: Heavenly Spells that remove negative statuses. They are an important aid to keep the group's fighting condition. There are four Purify Spells:

Poisona, acquired at level 1, costs 6 MP. Roll Fire vs Water, difficulty 0. If successful, the target loses the **Poison** and **Virus** statuses.

Basuna, acquired at level 19, costs 20 MP. Roll Fire vs Water, difficulty 0. If successful, the target loses the **Stone**, **Blind**, **Mute**, **Disable** and **Immobilize** statuses.

Esuna, acquired at level 37, costs 65 MP. Roll Fire vs Water, difficulty 0. If successful, the target loses all negative statuses.

Vaccine, acquired at level 55, costs 130 MP. Roll Fire vs Water, difficulty 0. If successful, the group loses all negative statuses.



Air Group: Heavenly Spells whose main purpose is to deal Air-elemental damage. There are four Air spells:

Aero, acquired at level 1, costs 8 MP. Roll Fire vs Water, difficulty 0. If successful, deal 5 x Fire level Air-elemental magical damage to a target.

Aera, acquired at level 19, costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal 11 x Fire level magical damage level to a target, or 7 x Fire level magical damage level to a group. This damage is Air-elemental.

Aeraga, acquired at level 37, costs 58 MP. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level magical damage level to a target, or 10 x Fire level magical damage level to a group. This damage is Air-elemental.

Whirlwind, acquired at level 55, costs 120 MP. Roll Fire vs Water, difficulty 0. If successful, deal 20 x Fire level Air-elemental magical damage to a group.



Light Group: Heavenly Spells whose main purpose is to deal Light-elemental damage. There are four Light spells:

Banish, acquired at level 1, costs 8 MP. Roll Fire vs Water, difficulty 0. If successful, deal 5 x Fire level Light-elemental magical damage to a target.

Banishra, acquired at level 19, costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal 11 x Fire level magical damage level to a target, or 7 x Fire level magical damage level to a group. This damage is Light-elemental.

Banishga, acquired at level 37, costs 58 MP. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level magical damage level to a target, or 10 x Fire level magical damage level to a group. This damage is Light-elemental.

Fade, acquired at level 55, costs 110 MP. If successful, deal 23 x Fire level Light-elemental magical damage level to a target. Also, if your roll overcomes difficulty 70, inflict the **Mute** status on the target until the end of the next round.

PROTECTIVE SPELLS

Elemental Group: Protective Spells whose main purpose is to protect the mage and his allies from elemental damage. Whenever you cast these Spells, choose an element: Fire, Ice, Lightning, Water, Earth, Shadow, Bio, Air or Light. There are four Elemental spells:

Resist, acquired at level 10, costs 14 MP. Roll Fire vs Water, difficulty 0. On success, grant the **Resist** (chosen element) status to a target until the end of the next round.

Immune, acquired at level 28, costs 35 MP. Roll Fire vs Water, difficulty 0. On success, grant the **Immune** (chosen element) status to a target until the end of the next round.

Absorb, acquired at level 46, costs 75 MP. Roll Fire vs Water, difficulty 0. On success, grant the **Absorb** (chosen element) status to a target until the end of the next round.

Life Group: Protective Spells whose main purpose is to keep the mage and his allies alive, rendering them able to fight after falling to 0 HP. There are three Life Spells:

Raise, acquired at level 10, costs 19 MP. Roll Fire vs Water, difficulty 0. If successful, the zero HP target is healed to 10% of its maximum HP. If used on a target with the **Zombie** status, the difficulty is 90 instead of 0, and, if successful, the target is reduced to zero HP instead of healed.

Reraise, acquired at level 28, costs 50 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Reraise** status to target during this and the next two rounds.

Arise, acquired at level 46, costs 100 MP. Roll Fire vs Water, difficulty 0. If successful, the zero HP target is

healed to 100% of its maximum HP. If used on a target with the **Zombie** status, the difficulty is 60 instead of 0, and, if successful, the target is reduced to zero HP instead of healed.

Armor Group: Protective Spells whose main purpose is to defend the mage and his allies from physical damage. There are three Armor Spells:

Protect, acquired at level 10, costs 14 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Protect** status to a target until the end of next round.

Protectga, acquired at level 28, costs 40 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Protect** status to a group until the end of next round.

Wall, acquired at level 46, costs 92 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Wall** status to a target until the end of next round.

Shield Group: Protective Spells whose main purpose is to defend the mage and his allies from magical damage. There are three Shield Spells:

Shell, acquired at level 10, costs 14 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Shell** status to a target until the end of next round.

Shellga, acquired at level 28, costs 40 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Shell** status to a group until the end of next round.

Reflect, acquired at level 46, costs 92 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Reflect** status on a target until the end of next round.

Images Group: Protective Spells whose main purpose is to defend the mage and his allies, making them harder to hit. It is more effective in stopping high difficulty attacks. There are three Images Spells:

Blink, acquired at level 10, costs 14 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Blink** status to a target until the end of next round.

Ruse, acquired at level 28, costs 40 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Blink** status to a group until the end of next round.

Vanish, acquired at level 46, costs 82 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Vanish** status to a target until the end of next round.

PSYCHIC SPELLS

Enchantment Group: Psychic Spells whose main purpose is to prevent your opponents from using spells or special actions. It is an effective tool to facilitate the fighting by removing enemies' options. There are two En-



chantment Spells:

Silence, acquired at level 30, costs 30 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Mute** status on the target until the end of the next round.

Berserk, acquired at level 50, costs 84 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Berserk** status on the target until the end of the next round.



Madness Group: Psychic Spells whose main purpose is to confuse opponents, causing them to fight in favor of the caster. Although powerful, they are easily undone. There are two Madness Spells:

Confuse, acquired at level 30, costs 38 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Confuse** status on the target until the end of the next round.

Charm, acquired at level 50, costs 89 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Charm** status on the target until the end of the next round.



Vulnerability Group: Psychic Spells whose main purpose is to find or create elemental weaknesses. They aren't powerful offensive Spells by themselves but can greatly increase the damage of other attacks. There are two Vulnerability Spells:

Scan, acquired at level 30, costs 30 MP. Roll Fire vs Water, difficulty 40. If successful, you discover the maximum and current HP and MP of the target as well as their

Stat levels, their status effects, Vulnerabilities, Resistances and Immunities and their elemental Vulnerabilities, Resistances, Immunities and Absorptions.

Weaken, acquired at level 50, costs 82 MP. Roll Fire vs Water, difficulty 70. If successful, choose an element: Fire, Ice, Lightning, Water, Earth, Shadow, Bio, Air or Light. The target receives the status **Vulnerability** to the chosen element to the end of the next round.

WHITE MYSTERIES

White Mysteries: White magic arcane mysteries protect and attack, and can complete the White Mage's arsenal, either going specialist or generalist. Mysteries are not a Spell group and cannot be chosen as such.

Holy, acquired at level 64, cost 155 MP. Roll Fire vs Water, difficulty 0. If successful, deal $30 \times$ Fire level Light-elemental magical damage to a target.

Rebirth, acquired at level 64, cost 160 MP. Choose a group. Roll Fire vs Water, difficulty 0. All characters hit in that group who have zero HP are healed to 100% of their maximum HP. For each character in that group with the **Zombie** status, the difficulty is 60 instead of 0, and, if successful, the target is reduced to zero HP instead of healed.

Shield, acquired at level 64, cost 150 MP. Roll Fire vs Water, difficulty 0. If successful, the target becomes immune to all damage until the end of next round.

TIME MAGIC

ASTRAL SPELLS

Cosmic Group: Astral Spells whose main purpose is to deal Cut-elemental damage. It is the only reliable Spell a Time Mage may use to deal group-target damage. There are four Astral spells:

Burn Ray, acquired at level 1, costs 8 MP. Roll Fire vs Water, difficulty 0. If successful, deal $5 \times$ Fire level Cut-elemental magical damage to a target.

Ray Bomb, acquired at level 19, costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal $11 \times$ Fire level magical damage level to a target, or $7 \times$ Fire level magical damage level to a group. This damage is Cut-elemental.

Quasar, acquired at level 37, costs 58 MP. Roll Fire vs Water, difficulty 0. If successful, deal $17 \times$ Fire level magical damage level to a target, or $10 \times$ Fire level magical damage level to a group. This damage is Cut-elemental.

Shockwave Pulsar, acquired at level 55, costs 112 MP. Roll Fire vs Water, difficulty 0. If successful, deal $23 \times$

Fire level magical damage level to a target, or $17 \times$ Fire level magical damage level to a group. This damage is Cut-elemental.



Teleport Group: Astral Spells whose main purpose is to avoid combat. It may be used either to escape fights or to teleport away the opponents. There are four Teleport Spells:

Escape, acquired at level 1, costs 7 MP. Teleports you to a location that you can see at a maximum distance of $2 \times$ Fire level meters. If used in combat, you can flee if succeed in a Fire vs Air roll, difficulty 0. Treat this as using the **!Flee** action.

Teleport, acquired at level 19, costs 21 MP. Your group teleports to a location that you can see at a maximum distance of $5 \times$ Fire level meters. If used in combat, your group can flee if you succeed in a Fire vs Air roll, difficulty 0. Treat this as using the **!Flee** action.

Remove, acquired at level 37, costs 50 MP. Roll Fire



vs Water, difficulty 70. If successful, the target is teleported to an unknown location away from the combat. This counts as if it had fled the battle. Treat this effect a **Time**-type negative status effect.

X-Zone, acquired at level 55, costs 103 MP. Roll Fire vs Water, difficulty 70. If successful, the enemy group is teleported to an unknown location away from the combat. This counts as if they had fled the battle. Treat this effect a **Time**-type negative status effect.



Gravity Group: Astral Spells whose main purpose is to deal damage. Damage is based on the target's current HP, being more efficient the less damage the target has suffered. As it counts as status effects rather than as damage, it can be easily canceled by immunities or resistances. There are four Gravity Spells:

Gravity, acquired at level 1, costs 9 MP. Roll Fire vs Water, difficulty 25. If successful, the target loses 25% of its current HP. This is a **Gravity** status effect.

Demi, acquired at level 19, costs 27 MP. Roll Fire vs Water, difficulty 50. If successful, the target loses 50% of its current HP. This is a **Gravity** status effect.

Quarter, acquired at level 37, costs 63 MP. Roll Fire vs Water, difficulty 75. If successful, the target loses 75% of its current HP. This is a **Gravity** status effect.

Black Hole, acquired at level 55, costs 123 MP. Roll Fire vs Water, difficulty 99. If successful, the target is reduced to exactly 1 HP. This is a **Gravity** status effect.

SUBTLE SPELLS

Slow Group: Subtle Spells whose main purpose is to prevent the target's actions. Unable to act, the target becomes easy prey. There are four Slow Spells:

Yawn, acquired at level 1, costs 6 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Weaken (Speed)** status on the target over the next two rounds. When casting, you may reduce the spell's duration by 1 round to increase all target's current initiative dice's values by 1, to a maximum of 10.

Slow, acquired at level 19, costs 22 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Slow** status on the target over the next two rounds.

Slowga, acquired at level 37, costs 54 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Slow** status on the group over the next two rounds.

Stop, acquired at level 55, costs 101 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Stop** status on the target until the end of next round.



Weaken Group: Subtle Spells whose main purpose is

to decrease the damage dealt or endured by the target. Thus, it is a versatile group, possessing a blend of offensive and defensive spells. There are four Weaken Spells:

Mental Down, acquired at level 1, costs MP equal to half of caster's level. Roll Fire vs Water, difficulty 70. If successful, inflict the **Weaken (Mental)** status on the target until the end of next round.

Armor Down, acquired at level 19, costs MP equal to half of caster's level. Roll Fire vs Water, difficulty 70. If successful, inflict the **Weaken (Armor)** status on the target until the end of next round.

Power Down, acquired at level 37, costs MP equal to caster's level. Roll Fire vs Water, difficulty 70. If successful, inflict the **Weaken (Physical)** status on the target until the end of next round.

Magic Down, acquired at level 55, costs MP equal to caster's level. Roll Fire vs Water, difficulty 70. If successful, inflict the **Weaken (Magic)** status on the target until the end of next round.



Strengthen Group: Subtle Spells whose main purpose is to increase the damage dealt or endured by the target. Thus, it is a versatile group, possessing a blend of offensive and defensive spells. There are four Strengthen Spells:

Mental Up, acquired at level 1, costs MP equal to half of caster's level. Roll Fire vs Water, difficulty 0. If successful, grant the **Strengthen (Mental)** status to the target until the end of next round.

Armor Up, acquired at level 19, costs MP equal to half of caster's level. Roll Fire vs Water, difficulty 0. If successful, grant the **Strengthen (Armor)** status to the target until the end of next round.

Power Up, acquired at level 37, costs MP equal to half of caster's level. Roll Fire vs Water, difficulty 0. If successful, grant the **Strengthen (Physical)** status to the target until the end of next round.

Magic Up, acquired at level 55, costs MP equal to half of caster's level. Roll Fire vs Water, difficulty 0. If successful, grant the **Strengthen (Magic)** status to the target until the end of next round.



Flight Group: Subtle Spells whose main purpose is to deal with winged opponents. With these spells, you can stick a flying opponent to the ground or have an ally fly out of reach of its opponents. There are four Flight Spells:

Speed Up, acquired at level 1, costs 6 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Strengthen (Speed)** status to the target over the next two rounds. When casting, you may reduce the spell's duration by 1



round to reduce all target's current initiative dice's values by 1, to a minimum of the current phase.

Float, acquired at level 19, costs 23 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Float** status to the group until the end of next round.

Tractor, acquired at level 37, costs 50 MP. Roll Fire vs Water, difficulty 40. If successful, the target loses the **Float** and **Flight** statuses and may not gain them until the end of the next round.

Flight, acquired at level 55, costs 95 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Flight** status to the target until the end of next round.

VOID SPELLS

Meteor Group: Void Spells whose main purpose is to deal Crush-elemental damage. It is especially powerful against enemies with high magical defense, as they ignore the target's Magic Armor. There are three Meteor Spells:

Meteorite, acquired at level 10, costs 15 MP. Roll Fire vs Water two times, difficulty 0. For each success, deal 4 x Fire level Crush-elemental magical damage to a random enemy. This spell ignores **Reflect** and the target's Magic Armor.

Comet, acquired at level 28, costs 41 MP. Roll Fire vs Water three times, difficulty 0. For each success, deal 4 x Fire level Crush-elemental magical damage to a random enemy. This spell ignores **Reflect** and the target's Magic Armor.

Meteo, acquired at level 46, costs 79 MP. Roll Fire vs Water five times, difficulty 0. For each success, deal 4 x Fire level Crush-elemental magical damage to a random enemy. This spell ignores **Reflect** and the target's Magic Armor.

Speed Group: Void Spells whose main purpose is to allow more actions to your allies. Increasing the amount of target's initiative dice, you can multiply your effectiveness in combat. There are three Speed Spells:

Haste, acquired at level 10, costs 17 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Haste** status to the target over the next two rounds.

Hastega, acquired at level 28, costs 42 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Haste** status to the group over the next two rounds.

Quicken, acquired at level 46, costs 91 MP. You gain two extra initiative dice, with value equal to the current phase.

INSPIRATION SPELLS

Regeneration Group: Inspiration Spells whose main purpose is to heal and protect. It is a balanced group who may be used both offensively and defensively. There are two Regeneration Spells:

Regen, acquired at level 30, costs 30 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Regen** status to the target on this and the next two rounds.

Temporal Shift, acquired at level 50, costs 80 MP. Roll Fire vs Water, difficulty 0. On success, all combatants, enemies and allies, lose their **Time**-type status effects, whether positive or negative.

Paralysis Group: Inspiration Spells whose main purpose is to prevent the opponent's ability to attack or react. It is a highly defensive group, reducing the target's ability to fight. There are two Paralysis spells:

Immobilize, acquired at level 30, costs 33 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Immobilize** status on the target until the end of next round.

Disable, acquired at level 50, costs 76 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Disable** status on the target until the end of next round.

Divination Group: Inspiration Spells whose main purpose is to increase the success of the target's actions. It is a primarily offensive group, lessening the failure chance of your allies' actions. There are two Divination Spells:

Reset, acquired at level 30, costs 31 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Premonition** status to the target until the end of next round.

Return, acquired at level 50, costs 75 MP. Roll Fire vs Water, difficulty 0. If successful, grant the **Premonition** status to the group until the end of next round.

TIME MYSTERIES

Time Mysteries: Time magic arcane mysteries are mostly offensive, although only one of them deal damage. The Time Wizard should choose the mystery that better complements its function to support his teammates, which varies depending on the group's composition and personality. Mysteries are not a Spell group and may not be chosen as such.

Meteor, acquired at level 64, costs 155 MP. Roll Fire vs Water eight times, difficulty 0. For each success, deal 4 x Fire level Crush-elemental magical damage to a random enemy. This spell ignores **Reflect** and the target's Magic Armor.

Old, acquired at level 64, costs 150 MP. Roll Fire vs



Water, difficulty 70. If successful, the target takes the statuses **Weaken (Speed)**, **Weaken (Armor)**, **Weaken (Mental)**, **Weaken (Magic)** and **Weaken (Physical)** during this and the next two rounds.

Time Stop, acquired the 64 level, cost 160 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Stop** status on the group until the end of next round.

BLUE MAGIC

Blue Magic is classified in four main types, from the weakest to the strongest: Initiate, Acolyte, Master and Ancient. Unlike other Spells, they do not have minimum levels and may be cast as soon as the character learn the Spell, provided they have the required Core Ability. They also may not be cast by *Arcane Focus*, *Spell Weave* or *Critical Spell*.

INITIATE SPELLS

When creating a Druid character that casts Blue Magic, your starting spells must come from this category. They are appropriate for 1st to 15th levels.

Choco Ball costs 7 MP. Roll Fire vs Water, difficulty 0. If successful, deal 5 x Fire level Crush-elemental magical damage to a target.

Death Force costs 12 MP. Roll Fire vs Water, difficulty 0. If successful, the target becomes resistant to all **Fatal**-type status effects until the end of next round.

Flash costs 14 MP. Roll Fire vs Water, difficulty 0. If successful, deal 5 x Fire level Light-elemental magical damage to a target. Also, if your roll overcomes difficulty 70, inflict the **Blind** status on the target until the end of the round.

Goblin Punch costs 1 MP. Perform a weapon attack, difficulty 50. If successful, deal weapon damage to a target. If you have the same character level as the target, deal extra damage equal to three times weapon damage. This Spell does physical damage, can't hit targets under the **Flight** status unless you have it and ignores the **Reflect** status.

Hastebreak costs 8 MP. Roll Fire vs Water, difficulty 40. If the target has the **Strengthen (Speed)** status, it loses it and receives the **Weaken (Speed)** status over the next two rounds. If the target has the **Haste** status, he loses it and receives the **Slow** status over the next two rounds. This spell has no effect on targets that doesn't have the two above mentioned status effects.

Nightsong costs 20 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Sleep** status on a group until the end of the next round.

Poison Gas costs 16 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Poison** status on a group until

the end of the next round.

Red Feast costs 10 MP. Make a weapon attack, difficulty 0. If successful, deal 5x Fire level Puncture-elemental damage. You recover HP equal to half damage dealt, before accounting for enemy Armor. This Spell can't hit targets under the **Flight** status unless you have it and ignores the **Reflect** status.

Self-Destruct costs 1 MP. Roll Fire vs Water, difficulty 0. If successful, deal non-elemental magic damage equal to your current HP to the target. After using this Spell, you lose the **Reraise** status and are reduced to 0 HP. No immunities can prevent you from being reduced to 0 HP in this way. Do not add the singles digit to the damage dealt.

Transfusion costs 1 MP. Roll Fire vs Water, difficulty 0. If successful, restore a HP amount equal to your current HP to the target. After using this Spell, you lose the **Reraise** status and are reduced to 0 HP. No immunities can prevent you from being reduced to 0 HP in this way. Do not add the singles digit to the HP healed.

ACOLYTE SPELLS

These more powerful spells begin to reveal the true power of Blue Mage. They are appropriate for 16th to 30th levels.

1000 Needles costs 35 MP. Roll Fire vs Water, difficulty 0. If successful, the target suffers 100 damage. This Spell ignores the target's magic armor, **Shell** and **Reflect**.

Acid costs 63 MP. Roll Fire vs Water, difficulty 0. If successful, deal 18 x Fire level Bio-elemental magical damage on a target. Also, if your roll overcomes difficulty 70, inflict the **Weaken (Mental)** and **Weaken (Armor)** on the target until the end of the next round.

Degenerator costs 32 MP. Roll Fire vs Water, difficulty 70. If successful, until the end of the next round, every time the target performs a physical attack it loses HP equal to 10% of his current HP and each time the target performs a magical attack or Spell it loses MP equal to 10% of his current MP. Ignore armor, magic armor and any of the target's status when it suffers this damage. This counts as a **Toxic**-type status.

Dragon Force costs 45 MP. Roll Fire vs Water, difficulty



0. If successful, grant the **Resist** (Fire, Ice and Lightning) status to a group until the end of next round.

Flame Thrower costs 24 MP. Roll Fire vs Water, difficulty 0. If successful, deal 12 x Fire level Fire-elemental damage to a target.

Force Field costs 35 MP. Roll Fire vs Water, difficulty 0, against a group. Roll 1d10: 1: Fire; 2: Ice; 3: Lightning; 4: Earth; 5: Air; 6: Water; 7: Bio; 8: Light; 9: Shadow; 0: None. Grant the (Element) **Immune** status for each character hit based on the d10 roll, until the end of the next round.

Magic Hammer costs 30 MP. Roll Fire vs Water, difficulty 50. If successful, deal non-elemental magical damage to the target equal to half of its current MP. The target loses MP instead of HP when suffering this Spell. This spell ignores the target's Magic Armor.

Matra Magic cost 55 MP. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level damage to a target, or 10x Fire level damage to a group. This Spell does Fire-elemental magical damage.

Seed Cannon costs 22 MP. Roll Fire vs Water, difficulty 0. If successful, deal 11 x Fire level damage to a target, or 7x Fire level damage to a group. This Spell does Puncture-elemental physical damage and ignores the **Reflect** status.

Stare costs 60 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Confuse** status to a group until the end of the next round.

MASTER SPELLS

At this level there are some of the most powerful Blue Magic Spells, showcasing all the power of nature. They are appropriate for 31st to 50th levels.

Aqua Rake costs 85 MP. Roll Fire vs Water, difficulty 0. If successful, deal 13 x Fire level Water-elemental magical damage level to a group. This Spell ignores the **Reflect** status.

Death Claw costs 110 MP. Roll Fire vs Water, difficulty 80. If successful, the target's HP is reduced to the d100's singles digit, considering 0 as 10. Treat this as a **Gravity** status effect.

Earth Shake costs 67 MP. Roll Fire vs Water, difficulty 0. If successful, deal 13 x Fire level Earth-elemental magical damage level to a group. This Spell ignores the **Reflect** status and automatically fails against targets under the **Float** or **Flight** status effects.

Electrocute costs 85 MP. Roll Fire vs Water, difficulty 0. If successful, deal 13 x Fire level Lightning-elemental magical damage level to a group. This Spell ignores the **Reflect** status.

Frog Song costs 100 MP. Roll Fire vs Water, difficulty

70, twice, against a group. Heal from or inflict the **Toad** status until the end of the next round on each target hit by the first roll. Inflict the **Sleep** status until the end of the next round on each target hit by the second roll.

Level 3 Confuse costs 65 MP. Roll Fire vs Water, difficulty 30. Inflict the **Confuse** status until the end of the next round on all enemies hit whose level is a multiple of three. This Spell ignores the **Reflect** status.

Rippler costs 74 MP. Roll Fire vs Water, difficulty 40. If successful, you and the target exchange any status effects, keeping their respective durations. For example, a **Blind** Druid use this spell on a **Haste** and **Immobilize** target becomes **Haste** and **Immobilize**, while the target becomes **Blind**. This spell does not affect permanent status effects.

Roulette costs 70 MP. Pick a random combatant (ally, enemy or the caster). Roll Fire vs Water, difficulty 40. If successful, inflict the **Death** status. This Spell ignores the **Reflect** status.

Wall Change costs 72 MP. Roll Fire vs Water, difficulty 70. If successful, grant the target the (Element) **Resist** to all elements, except one random element. To find the random element, roll 1d10: 1: Fire; 2: Ice; 3: Lightning; 4: Earth; 5: Air; 6: Water; 7: Bio; 8: Light; 9: Shadow; 0: Cut, Crush and Puncture. It also receives the (Element) **Vulnerable** to all elements it does not have resistance, immunity or absorption. The element to which the target is vulnerable randomly changes every five phases. This effect lasts this and the next two rounds.

White Wind costs 99 MP. Roll Fire vs Water, difficulty 0. On success, all allies recover a HP amount equal to your current HP. You do not recover HP with this Spell.

ANCIENT SPELLS

These spells are usually found only at very high levels, representing the maximum power of Blue Magic. They are appropriate from 51st level onward.

Bad Breath costs 130 MP. Roll Fire vs Water, difficulty 70 against the enemy group. For each enemy hit, roll 1d10. Inflict all status listed below to each enemy until the end of next round according to its d10 roll.

1-2: **Immobilize, Mute, Poison, Meltdown**.

3-4: **Blind, Disable, Curse, Slow**.

5-6: **Curse, Slow, Virus, Toad**.

7-8: **Confuse, Condemn, Slow, Poison**.

9-0: **Berserk, Blind, Poison, Zombie**.

Grand Train costs 160 MP. Roll Fire vs Water, difficulty 0. If successful, deal 30 x Fire level non-elemental magical damage to a group. This Spell ignores the **Reflect** status.

Level 2 Old cost 155 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Weaken (Armor), Weaken**



(Mental), Weaken (Magic) and Weaken (Physical) status effects on all even level enemies until the end of the next round. This Spell ignores the **Reflect** status.

Level 4 Flare costs 145 MP. Roll Fire vs Water, difficulty 0. If successful, deal $33 \times$ Fire level non-elemental magical damage to all enemies whose level is a multiple of four. This Spell ignores the **Shell** and **Reflect** status effects.

Level 5 Death costs 130 MP. Roll Fire vs Water, difficulty 30. Inflict the **Death** status to all enemies hit whose level is a multiple of five. This Spell ignores the **Reflect** status.

Magic Breath costs 120 MP. Roll Fire vs Water, difficulty 0, three times, against a group. Deal $8 \times$ Fire level Fire-elemental magical damage on each target hit by the first roll. Deal $8 \times$ Fire level Ice-elemental magical damage on each target hit by the second roll. Deal $8 \times$ Fire level Lightning-elemental magical damage on each target hit by

the third roll. This Spell ignores the target's Magic Armor.

Mighty Guard costs 140 MP. You and all your allies gain the **Haste**, **Protect**, and **Shell** status effects during this and the next two rounds.

Shadow Flare costs 161 MP. Roll Fire vs Water, difficulty 0. If successful, deal $35 \times$ Fire level Shadow-elemental magical damage to a target.

Stone Breath costs 115 MP. Roll Fire vs Water, difficulty 70, against a group. Inflict the **Stone** status until the end of the next round on each target hit.

Supernova costs 175 MP. Roll (Fire or Water) vs Water, difficulty 70, against the enemy group. Should you hit all targets, regain the MP spent, up to 100 MP, and you may act again. Should you miss at least one target, instead, deal $9 \times$ character level non-elemental magical damage to all targets you missed. You should roll this even if the targets want to be hit. This Spell ignores the **Reflect**, **Blind**, **Premonition**, **Curse**, **Shell** and **Blink** statuses.

OTHER SPELLS

These spells give some specific Jobs some capabilities that complement their skills. The Druid may learn one, The Berserker learns one of these Spells at advanced level, and the Defender may eventually learn one, two or even three of these Spells. These Spells are not a Spell group of and may not be chosen as such.

Curse, acquired at level 1, costs 7 MP. Roll Fire vs Water, difficulty 70. If successful, inflict the **Curse** on the target until the end of the round.

Astra, acquired at level 30, costs 35 MP. Roll Fire vs Water, difficulty 0. If successful, the target becomes immune to all negative status effects until the end of the round.

Dispel, acquired at level 40, costs 60 MP. Roll Fire vs Water, difficulty 40. If successful, the target loses all the positive status effects. If it is permanent, these effects are disabled until the end of the round. This spell ignores **Reflect**.

Astraga, acquired at level 50, costs 85 MP. Roll Fire vs Water, difficulty 0. If successful, the group becomes immune to all negative status effects until the end of the round.

Great Gospel, acquired at level 64, costs 99 MP. You gain the **Absorb** status to all elements, except Cut, Puncture and Crush, until the end of the round.

SUMMONED CREATURES

Calls are Spells and follow the same rules as other Spells, with two exceptions: First, all Calls ignore the **Reflect** status. Second, Calls can never be cast by Arcane Focus, Spell Weave or Critical Spell. When casting a Call, the Druid gets help from a Summoned Monster, who arises, performs the Call's effects and disappear from the battlefield. Nevertheless, the Druid uses his own Stats, not the beast's, to cause effects, including damage and rolls to hit. When using the **!Summon** action, the Druid gains the **Wall** status, casts the creature's Call effect (Basic or

Greater) and gain additional effects based on the creature.

A Summoner may only have the support of the Summoned Monster if the creature itself accepted this agreement. The GM must, according to the setting, decide which Summoned Monsters exist, what the Summoner must do to bond himself with a creature, what are its effects and what are the deeds the creature will require to lend its power to a Summoner. In the following pages there will be a brief description of some of the recurring Summoned Monsters in the series.





Asura is a humanoid creature that has three faces and six arms. Her body is female, but she has male and female faces. She uses Indian-themed clothes.

Basic Call: Minimum level: 14th. MP Cost: 22. Roll 1d10. On a result 1, 2 or 3, grant the **Strengthen (Mental)** status. On a result 4, 5 or 6, grant the **Strengthen (Armor)** status. On a result 7, 8, 9 or 10, grant the **Float** status. All status targets a group and last until the end of the next round.

Greater Call: Minimum level: 34th. MP Cost: 45. Roll 1d10. On a result 1, 2 or 3, grant the **Shell** status. On a result 4, 5 or 6, grant the **Protect** status. On a result 7 or 8, grant the **Strengthen (Physical)** status. On a result 9 or 10, grant the **Strengthen (Magic)** status. All status targets a group and last until the end of the next round.

Summon: Gain the **Float** status until the end of the round.



Chocobo is a recurring two-legged bird in the series that is often used as mounts. When summoned, it attacks with its beak. Rarely, the Summoner may summon a huge version of the creature, known as Fat Chocobo.

Basic Call: Minimum Level: 14th. MP Cost: 15. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Puncture-elemental magical damage to a target. In case of critical hit, you summon instead the Fat Chocobo, dealing 8 x Fire level Crush-elemental damage to a group.

Greater Call: Minimum level: 34th. MP Cost: 45. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Puncture-elemental magical damage to a target. In case of critical hit, you summon instead the Fat Chocobo, dealing 12 x Fire level Crush-elemental damage to a group.

Summon: It has no extra effect with **!Summon**.



Fenrir is a gigantic wolf, usually associated with the moon.

Basic Call: Minimum Level: 14th MP Cost: 24. You and your allies gain the **Strengthen (Speed)** status over the next two rounds.

Greater Call: Minimum Level: 34th MP Cost: 40. You and your allies gain the **Blink** status until the end of next round.

Summon: Gain the **Strengthen (Mental)** status until the end of the round.



Ifrit is a humanoid demon with human and goat traits, including hooves and horns. It has dominion over fire and uses it in his attacks.

Basic Call: Minimum Level: 14th MP Cost: 20. Roll Fire

vs Water, difficulty 0. If successful, deal 7 x Fire level Fire-elemental magical damage to a group.

Greater Call: Minimum Level: 34th MP Cost: 50. Roll Fire vs Water, difficulty 0. If successful, deal 10 x Fire level Fire-elemental magical damage to a group.

Summon: Gain the Fire **Immune**, Shadow **Resist** and Ice **Vulnerable** status effects until the end of the round.



Lakshmi is a young woman with dark skin and blue robes, crowned with sun rays made by the purest gold, with the grace and dignity of a queen.

Basic Call: Minimum Level: 14th MP Cost: 25. Roll Fire vs Water, difficulty 0. On success, heal 7 x Fire level HP to a group.

Greater Call: Minimum Level: 34th MP Cost: 56. Roll Fire vs Water, difficulty 0. On success, heal 10 x Fire level HP to a group.

Summon: Gain the Light **Resist** status until the end of the round.



Ramuh is a giant with a long beard and long white hair, wearing robes. He brandishes a staff and controls lightning.

Basic Call: Minimum Level: 14th MP Cost: 20. Roll Fire vs Water, difficulty 0. If successful, deal 7 x Fire level Lightning-elemental magical damage to a group.

Greater Call: Minimum Level: 34th MP Cost: 50. Roll Fire vs Water, difficulty 0. If successful, deal 10 x Fire level Lightning-elemental magical damage to a group.

Summon: Gain the Lightning **Immune**, Light **Resist** and Water **Vulnerable** status effects until the end of the round.



Shiva is a humanoid fairy, with blue skin and elf features. She has dominion over ice.

Basic Call: Minimum Level: 14th MP Cost: 20. Roll Fire vs Water, difficulty 0. If successful, deal 7 x Fire level Ice-elemental magical damage to a group.

Greater Call: Minimum Level: 34th MP Cost: 50. Roll Fire vs Water, difficulty 0. If successful, deal 10 x Fire level Ice-elemental magical damage to a group.

Summon: Gain the Ice **Immune**, Water **Resist** and Fire **Vulnerable** status effects until the end of the round.



Siren is a mermaid who uses her magical songs to muddle your opponents.

Basic Call: Minimum Level: 14th MP Cost: 35. Roll Fire vs Water, difficulty 70. If successful, inflict the **Confuse** status on a target until the end of the next round.

Greater Call: Minimum Level: 34th MP Cost: 60. Roll



Fire vs Water, difficulty 70. If successful, inflict the **Confuse** status on each character in a group until the end of the next round.

Summon: Until the end of the round, you are immune to all **Mental**-type negative status.



Valefor is a huge bird with rainbow-colored feathers.

Basic Call: Minimum Level: 14th MP Cost: 20. Roll Fire vs Water, difficulty 0. If successful, deal 7 x Fire level Air-elemental magical damage to a group.

Greater Call: Minimum Level: 34th MP Cost: 60. You and up to three allies gain the **Flight** status. At each affected character's next action, the character descends on a target, discards the initiative die and unleashes a weapon attack dealing increased weapon damage as if they had used **!Jump**. After this attack, the character loses the **Flight** status.

Summon: Gain the conditions **Flight** and Earth **Vulnerable** until the end of the round.



Atomos is a huge creature that looks like a giant mouth made of pink, pulsating flesh. Inside the mouth, a terrifying darkness seems to suck all the light around, as an insane vacuum or a portal to horrors beyond imagination.

Basic Call: Minimum level: 24th MP Cost: 33. Roll Fire vs Water, difficulty 40. If successful, each character in a group loses 25% of its current HP. This counts as a **Gravity** status.

Greater Call: Minimum level: 54th MP Cost: 100. Roll Fire vs Water, difficulty 70. If successful, each character in a group loses 75% of its current HP. This counts as a **Gravity** status.

Summon: Until the end of the round, you are immune to all **Fatal**-type negative status.



Carbuncle is a small and shiny mouse-like creature, with a skin green and blue, long ears and a large polished ruby nestled on his forehead.

Basic Call: Minimum Level: 24th MP Cost: 40. You and your allies gain the **Shell** status until the end of next round.

Greater Call: Minimum Level: 54th MP Cost: 112. You and your allies gain the **Reflect** status until the end of next round.

Summon: It has no extra effect with **!Summon**.



Catoblepas is a strange one-eyed creature with the body of a bull, three pairs of legs, a snake-like long neck, and a pig's head.

Basic Call: Minimum Level: 24th MP Cost: 25. Roll Fire vs Water, difficulty 70. If successful, inflict the **Stone** status on a target at the end of the next round.

Greater Call: Minimum level: 54th MP Cost: 105. Roll Fire vs Water, difficulty 70. If successful, inflict the **Stone** status on each character in a group at the end of the next round.

Summon: Until the end of the round, you are immune to all **Transform**-type negative status.



Golem is a huge construct, made of polished stones, who protects the group.

Basic Call: Minimum Level: 24th MP Cost: 40. You and your allies gain the **Protect** status until the end of next round.

Greater Call: Minimum Level: 54th MP Cost: 121. You and your allies gain the **Wall** status until the end of next round.

Summon: Gain the **Resist** (Cut, Crush and Puncture) status until the end of the round.



Kirin has the body of a horse, the tail of a bull, the horns of a moose and the head of a dragon. His body is white, but it has a green emerald mane in his neck, shoulders and legs.

Basic Call: Minimum level: 24th MP Cost: 25. Grant the **Regen** status to a target until the end of the next round.

Greater Call: Minimum Level: 54th MP Cost: 80 You and your allies gain the **Regen** status during this and the next two next rounds.

Summon: Until the end of the round, you are immune to all **Seal**-type negative status.



Madeen is a great lion humanoid with dragon wings, who shoots light rays.

Basic Call: Minimum Level: 24th MP Cost: 35. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Light-elemental magical damage to a group.

Greater Call: Minimum Level: 54th MP Cost: 110. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level Light-elemental magical damage to a group.

Summon: Gain the Light **Immune**, Fire **Resist** and Shadow **Vulnerable** status effects until the end of the round.



Sylph is a small group of six fairies with dragonfly wings who attack together.

Basic Call: Minimum Level: 24th MP Cost: 40. Roll Fire vs Water, difficulty 0. If successful, deal 12 x Fire level Puncture-elemental magical damage to a target. You and



your allies drain HP equal to the HP lost, split evenly to all hurt characters in your group.

Greater Call: Minimum level: 54th MP Cost: 120. Roll Fire vs Water, difficulty 0. If successful, deal 22 x Fire level Puncture-elemental magical damage to a target. You and your allies drain HP equal to the HP lost, split evenly to all hurt characters in your group.

Summon: Gain the **Float** status until the end of the round.



Titan is a giant, very muscular, dressed in Greek tunics, who controls the Earth element.

Basic Call: Minimum Level: 24th MP Cost: 35 Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Earth-elemental magical damage to a group.

Greater Call: Minimum Level: 54th MP Cost: 110. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level Earth-elemental magical damage to a group.

Summon: Gain the **Earth Immune**, **Lightning Resist** and **Air Vulnerable** status effects until the end of the round.



Unicorn is a majestic creature with the body of a horse and a large horn on its head.

Basic Call: Minimum level: 24th MP Cost: 60. Roll Fire vs Water, difficulty 0. If successful, remove all negative status effects from a target.

Greater Call: Minimum level: 54th MP Cost: 133. Roll Fire vs Water, difficulty 0. If successful, remove all negative status effects from each character in a group.

Summon: Until the end of the round, you are immune to all **Toxic**-type negative status.



Alexander is a gigantic mechanical creature, vaguely humanoid, although it does not have legs. His arms are towers that touch the ground, but don't have hands. In place of his head, a palace sits on his broad shoulders with large lights in its highest towers.

Basic Call: Minimum Level: 44th MP Cost: 85. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Light-elemental magical damage to a group.

Greater Call: Minimum Level: 64th MP Cost: 140. Roll Fire vs Water, difficulty 0. If successful, deal 26 x Fire level Light-elemental magical damage to a group.

Summon: Gain the **Light Absorb** and **Shadow Vulnerable** status effects until the end of the round.



Bahamut is the king of dragons, a huge platinum dragon.

Basic Call: Minimum level: 44th MP Cost: 80. Roll Fire

vs Water, difficulty 0. If successful, deal 20 x Fire level non-elemental magical damage to a target.

Greater Call: Minimum level: 64th MP Cost: 170. Roll Fire vs Water, difficulty 0. If successful, deal 28 x Fire level non-elemental magical damage to a group.

Summon: Gain the **Flight status** until the end of the round.



Cerberus is a three-headed dog, big and majestic, loyal and attentive.

Basic Call: Minimum Level: 44th MP Cost: 90. You gain two extra initiative die, with value equal to the current phase.

Greater Call: Minimum level: 64th MP Cost: 130. You and up to three allies each gain one extra initiative dice with a value equal to the current phase.

Summon: Gain the **Strengthen (Magic)** status until the end of the round.



Diabolos is a demon black as the night, with bat wings, using a boiling cauldron with evil vapors.

Basic Call: Minimum Level: 44th MP Cost: 90. Roll Fire vs Water, difficulty 70, against one target. If successful, roll 1d10 and inflict the status listed below until the end of next round according to the d10 roll.

Roll	Status Effects
1 or 2:	Immobilize, Mute, Poison, Meltdown.
3 or 4:	Blind, Disable, Curse, Slow.
5 or 6:	Curse, Slow, Virus, Toad.
7 or 8:	Confuse, Condemn, Slow, Poison.
9 or 0:	Berserk, Blind, Poison, Zombie.

Greater Call: Minimum level: 64th MP Cost: 120. Roll Fire vs Water, difficulty 70 against all enemies. On success, for each enemy hit, treat as if he had suffered the effects of Diabolos' Basic Call. Roll the d10 for each enemy hit.

Summon: Gain the **Shadow Absorb** and **Light Vulnerable** status effects until the end of the round.



Kujata is a colossal boar. Under his fur, he hides countless eyes, countless noses, countless mouths and countless tongues. It has mastery over every element.

Basic Call: Minimum level: 44th MP Cost: 90. Roll Fire vs Water, difficulty 20, three times, against a group. Deal 4 x Fire level Fire-elemental magical damage on each target hit by the first roll. Deal 4 x Fire level Ice-elemental magical damage on each target hit by the second roll. Deal 4 x Fire level Lightning-elemental magical damage on each target hit by the third roll. This Spell ignores the target's Magic Armor.



Greater Call: Minimum level: 64th MP Cost: 133. Roll Fire vs Water, difficulty 20, three times, against a group. Deal 8 x Fire level Fire-elemental magical damage on each target hit by the first roll. Deal 8 x Fire level Ice-elemental magical damage on each target hit by the second roll. Deal 8 x Fire level Lightning-elemental magical damage on each target hit by the third roll. This Spell ignores the target's Magic Armor.

Summon: Gain the **Immune** (Fire, Ice and Lightning) status until the end of the round.



Leviathan is a gigantic sea serpent, who rules the seas. His appearance brings the smell of the sea, although he can walk on dry land if desired.

Basic Call: Minimum Level: 44th MP Cost: 85. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Water-elemental magical damage to a group.

Greater Call: Minimum Level: 64th MP Cost: 140. Roll Fire vs Water, difficulty 0. If successful, deal 26 x Fire level Water-elemental magical damage to a group.

Summon: Gain the Water **Absorb** and Lightning **Vulnerable** status effects until the end of the round.



Odin is a legendary brave warrior mounted on a six-legged horse and armed with a spear and a sword tempered by the gods.

Basic Call: Minimum Level: 44th MP Cost: 80. Roll Fire vs Water, difficulty 0. If successful, deal 20 x Fire level Puncture-elemental physical damage to a target.

Greater Call: Minimum Level: 64th MP Cost: 125. Roll Fire vs Water, difficulty 0, against a group. If successful, reduce the HP of each character hit to 0. Treat this effect as a **Fatal**-type status.

Summon: Gain the **Strengthen (Physical)** status until the end of the round.



Phoenix is a bird made of flame that has power over life and death.

Basic Call: Minimum Level: 44th MP Cost: 95. Choose an ally with 0 HP. This ally is healed to 100% of his maximum HP.

Greater Call: Minimum Level: 64th MP Cost: 150. Roll

Fire vs Water, difficulty 0. If successful, deal 20 x Fire level Fire-elemental magical damage to a group. Additionally, you may choose an ally with 0 HP. This ally is healed to 100% of his maximum HP.

Summon: Gain the **Reraise** and Fire **Immune** status effects until the end of the round.



Seraph is a humanoid with six feathered wings, dressed in heavenly robes.

Basic Call: Minimum Level: 44th MP Cost: 89. Roll Fire vs Water, difficulty 0. On success, heal 14 x Fire level HP to a group.

Greater Call: Minimum level: 64th MP Cost: 165. Roll Fire vs Water, difficulty 0. On success, heal 26 x Fire level HP to a group.

Summon: Gain the **Regen** status until the end of the round.



Zodiac is a huge serpent with four pairs of wings, ranging from feathered, draconian and bat wings.

Basic Call: Minimum Level: 44th MP Cost: 85. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Shadow-elemental magical damage to a group.

Greater Call: Minimum Level: 64th MP Cost: 180. Roll Fire vs Water, difficulty 0. If successful, deal 31 x Fire level Shadow-elemental magical damage to a group.

Summon: Until the end of the round, you are immune to all negative status effects.



Summoned Monsters are major plot points in most Final Fantasy games. Even in games where no character could actually summon them, like the original Final Fantasy, Summoned Monsters appeared to guide and help the party.

As a GM, use these Summoned Monster list as a guideline. Use the ones that do fit into your campaign setting. And do not be shy about creating your own Summoned Monsters! You don't even need to create its Call effects if there is no Summoner in the party. And if there is one, use these ones as inspiration to create yours!



GEOMANCY

To use Geomancy, roll 1d100 and add your level. A result smaller than 60 casts a *Minor Effect*; a result between 60 and 119 cast a *Minor Effect* or a *Major Effect*; and a result higher than 119 casts any effect. You must choose which effect you'll cast after rolling the dice. In addition to the Geomancy's normal effects, a Druid of 10th level or higher may choose to spend MP to activate one of the action's extra effects, if they have the effect's required level or greater. Geomancies are magical actions, and not Spells, but this MP expenditure is affected by equipment and abilities that reduce Spells' MP cost.

PLAINS

Open areas relatively flat and dry. They can be savannas, steppes, pampas, grasslands or other areas of sparse tree coverage. Temperatures in the lowlands range from temperate to tropical. Cooler areas usually count as Snow fields, and drier areas (even if not completely desert) use the Desert terrain.

Minor Effect: Gusty Wind. Perform a Fire vs Earth attack, difficulty 20. If successful, deal 4x Fire level Air-elemental damage on a target. 15th level: You may spend 10 MP to increase the damage to 8x Fire level. 30th level: You may spend 35 MP to increase the damage to 15x Fire level. 45th level: You may spend 70 MP to increase the damage to 21x Fire level.

Major Effect: Sunbath. Choose yourself or an ally. The target is healed to half his max HP. 20th level: If you spend 25 MP, this effect affects you and all your allies. 55th level: If you spend 100 MP, this effect heals the target to max HP.

Superior Effect: Pitfall. Perform a Fire vs Air attack, difficulty 40 against all enemies. You deal 8x Fire level Earth-elemental damage to enemies hit. Also, if your roll overcomes difficulty 80, inflict the **Immobilize** status until the end of the next round. This effect automatically fails against targets under the Float or Flight status effects. 35th level: You may spend 52 MP to increase the damage to 15x Fire level. 50th level: You may spend 95 MP to increase the damage to 24 x Fire level. 65th level: You may spend 120 MP to increase the damage to 28 x Fire level.

FOREST

Land marked by the strong growth of trees. This terrain covers various climates, although the coldest forests may be considered as Snow terrain while high humidity jungles may be considered as a Swamp, depending on specific local conditions.

Minor Effect: Leaf Swirl. Perform a Fire vs Water attack, difficulty 40. If successful, deal 3x Fire level Cut-elemental damage to all enemies. 20th level: You may spend 20 MP to increase the damage to 8x Fire level. 35th level: You may spend 50 MP to increase the damage to 12x

Fire level.

Major Effect: Wild Bear. Choose yourself or an ally. Remove all negative status effects from the target. 50th level: You may spend 95 MP to target you and all your allies.

Superior Effect: Branch Spears. Perform two Fire vs Air attacks, difficulty 0, against random enemies. You deal 5x Fire level Puncture-elemental damage, ignoring Magic Armor, for each hit. 35th level: You may spend 45 MP to carry out three attacks, instead of two. 50th level: You may spend 100 MP to do four attacks instead of two. 65th level: You may spend 150 MP to perform six attacks instead of two. Martial Channeling does not increase the damage of this action.

MOUNTAINS

Mountains are high grounds with colder temperatures and little, if any, vegetation. At the highest peaks, the temperature may fall to freezing levels, and count as Snow terrain.

Minor Effect: Gust. Choose yourself or an ally. Grant the **Float** status to the target until the end of the next round. 25th level: You may spend 25 MP to target you and all your allies. 40th level: You may spend 85 MP to grant the Flight status instead of Float.

Major Effect: Landslide. Perform a Fire vs Earth attack, difficulty 40. If successful, deal 5x Fire level Earth-elemental damage to all enemies. 30th level: You may spend 35 MP to increase the damage to 10x Fire level. 45th level: You may spend 69 MP to increase the damage to 15x Fire level.

Superior Effect: Sonic Boom. Make a Fire vs Water attack, difficulty 70, against all enemies. Enemies hit lose half of their current HP. This counts as a **Gravity**-type status. 35th level: You may spend 40 MP to decrease the difficulty to 60. 50th level: You may spend 90 MP to decrease the difficulty to 50. 65th level: You may spend 140 MP to decrease difficulty to 30.



SNOW

Extreme cold areas, usually below zero degrees Celsius. Tundra, icebergs, glaciers and areas with lots of snow usually mark this terrain.

Minor Effect: Icicle. Perform a Fire vs Air attack, difficulty 20. If successful, deal 4x Fire level Ice-elemental damage on a target. 15th level: You may spend 10 MP to increase the damage to 8x Fire level. 30th level: You may spend 35 MP to increase the damage to 15x Fire level. 45th level: You may spend 70 MP to increase the damage to 21x Fire level.

Major Effect: Avalanche. Perform a Fire vs Water attack, difficulty 40. If successful, deal 5x Fire level Ice-elemental damage to all enemies. 30th level: You may spend 35 MP to increase the damage to 10x Fire level. 45th level: You may spend 90 MP to increase the damage to 15x Fire level. 65th level: You may spend 150 MP to increase the damage to 29x Fire level.

Superior Effect: Ice Armor. Choose yourself or an ally. The target receives the **Wall** status until the end of the round. 45th level: You may spend 73 MP to increase the status' duration to until end of the next round.

SEA

Despite its name, this terrain is defined by large volumes of water, either fresh or salt, such as lakes, great rivers or the ocean. Typically used by characters on boats or in the coast, or even fighting in the water. Small streams or ponds usually do not count as this land, unless they are prominent in the battle.

Minor Effect: Waterfall. Perform a Fire vs Water attack, difficulty 20. If successful, deal 4x Fire level Water-elemental damage on a target. 15th level: You may spend 10 MP to increase the damage to 8x Fire level. 30th level: You may spend 35 MP to increase the damage to 15x Fire level. 45th level: You may spend 70 MP to increase the damage to 21x Fire level.

Major Effect: El Niño. Perform a Fire vs Water attack, difficulty 0. On success, deal 3x Fire level Water-elemental damage to all enemies. Also, if your roll overcomes difficulty 70, inflict the **Toad** status until the end of the next round. 30th level: You may spend 40 MP to increase the damage to 8x Fire level. 45th level: You may spend 75 MP to increase the damage to 13x Fire level.

Superior Effect: Plasma. Perform a Fire vs Water attack, difficulty 0, against all enemies. You deal 8x Fire level Lightning-elemental damage to enemies hit. 35th level: You may spend 45 MP to increase the damage to 14x Fire level. 50th level: You may spend 85 MP to increase the

damage to 22 x Fire level. 65th level: You may spend 140 MP to increase the damage to 28 x Fire level.

SWAMP

Flooded areas with relatively little firm ground, such as mangroves, wetlands, and other muddy terrain. Usually have a rich vegetation. Jungles with high humidity and lowlands near water bodies can be classified as Swamp.

Minor Effect: Bottomless Pit. Perform a Fire vs Air attack, difficulty 70, against a target. If successful, inflict the **Condemn** status on the target during this and the next three rounds. This effect automatically fails against targets under the effect of the Float or Flight status effects. 20th level: You may spend 20 MP to reduce the status duration to this and the next two rounds. 35th level: You may spend 55 MP to reduce the status duration to until the end of the next round.

Major Effect: Poison Mists. Perform a Fire vs Earth attack, difficulty 40. If successful, deal 4x Fire level Bio damage to all enemies. Inflict the **Poison** status until the end of the next round to all enemies hit. 30th level: You may spend 35 MP to increase the damage to 9x Fire level. 45th level: You may spend 68 MP to increase the damage to 13x Fire level and inflict **Poison** and **Virus** until the end of the next round.

Superior Effect: Ghost. Unlike other geomancy effects, this attack is Melee. Perform two Fire vs Water attacks, difficulty 70, against all enemies. Inflict the **Zombie** status until the end of the next round to enemies hit by the first attack. Inflict the **Confuse** status until the end of the next round to enemies hit by the second attack. 35th level: You may spend 50 MP to decrease the difficulty to 60. 50th level: You may spend 102 MP to decrease the difficulty to 50. 65th level: You may spend 145 MP to decrease the difficulty to 40.

URBAN

All types of buildings and housing built by intelligent life, from elder temples to metropolitan areas. A building does not need to be active and inhabited to be classified as Urban or even be part of an urban area, but should still be in reasonable condition, or it may degenerate into an Underground.

Minor Effect: Crowd Cheer. Roll 1d10. If the result is 1 or 2, grant the **Strengthen (Armor)** status to a target until the end of the round. If the result is 3 or 4, grant the **Strengthen (Mental)** status to a target until the end of the round. If the result is 5 or 6, grant the **Strengthen (Physical)** status to a target until the end of the round. If



the result is 7 or 8, grant the **Strengthen (Magic)** status to a target until the end of the round. If the result is 9 or 10, grant the **Strengthen (Speed)** status to a target until the end of the next round. 20th level: You may spend 25 MP to increase the status duration by one round. 35th level: You may spend 60 MP to target you and all your allies.

Major Effect: Corrupt Water. Perform a Fire vs Air attack, difficulty 40. If successful, deal 4x Fire level Water-elemental damage to all enemies. Inflict the **Poison** status until the end of the next round to all enemies hit. 30th level: You may spend 35 MP to increase the damage to 9x Fire level. 45th level: You may spend 68 MP to increase the damage to 13x Fire level and inflict **Poison** and **Zombie** until the end of the next round.

Superior Effect: Back Alley. Perform a Fire vs Water attack, difficulty 70, against a target. If successful, inflict the **Meltdown** status on the target until the end of the round. 35th level: You may spend 45 MP to decrease the difficulty to 60. 50th level: You may spend 95 MP to decrease the difficulty to 50. 65th level: You may spend 130 MP to decrease difficulty to 40.

UNDERGROUND

Underground areas may be both natural and artificial, including, among others, caves, tunnels, dungeons, ruins and mines. These environments tend to have very little sunshine and are usually cool and moist.

Minor Effect: Phantom. Perform a Fire vs Water attack, difficulty 40. If successful, deal 4x Fire level Shadow-elemental damage to a target. Also, if your roll overcomes the difficulty 70, inflict the **Curse** status until the end of the next round. 15th level: You may spend 10 MP to increase the damage to 8x Fire level. 30th level: You may spend 35 MP to increase the damage to 15x Fire level. 45th level: You may spend 70 MP to increase the damage to 20x Fire level.

Major Effect: Cave In. Perform a Fire vs Air attack, difficulty 40. If successful, deal 5x Fire level Crush-elemental damage to all enemies. 30th level: You may spend 35 MP to increase the damage to 10x Fire level. 45th level: You may spend 70 MP to increase the damage to 15x Fire level.

Superior Effect: Earth Shield. Choose a target. Reduce the next damage dealt until the end of the round to the target to zero. 45th level: You may spend 130 MP to target you and all your allies.

LAVA

Areas of extreme heat. Although typically applied to volcanic terrain, burned forests, industrial or magical fur-

naces can qualify as this terrain.

Minor Effect: Flame Blast. Perform a Fire vs Water attack, difficulty 20. If successful, deal 4x Fire level Fire-elemental damage to a target. 15th level: You may spend 10 MP to increase the damage to 8x Fire level. 30th level: You may spend 35 MP to increase the damage to 15x Fire level. 45th level: You may spend 70 MP to increase the damage to 21x Fire level.

Major Effect: Shining Air. Choose a target. Grant the **Blink** status to target until the end of the round. 20th level: You may spend 10 MP to increase the status duration to until the end of next round. 30th level: You may spend 35 MP to target you and all allies and increase the status duration to until the end of next round.

Superior Effect: Magma. Perform a Fire vs Water attack, difficulty 0, against all enemies. Deal 9x Fire level Fire-elemental damage to enemies hit. 35th level: You may spend 50 MP to increase the damage to 15x Fire. 50th level: You may spend 80 MP to increase the damage to 24 x Fire level. 65th level: You may spend 145 MP to increase the damage to 32 x Fire level.

DESERT

Areas with low humidity and relatively little vegetation. They can be hot, cold or both. Sand and dust are very common in this type of terrain, although some are rocky deserts.

Minor Effect: Sandstorm. Perform a Fire vs Earth attack, difficulty 80, against all enemies. Inflict the **Blind** status until the end of the next round on the enemies hit. 25th level: You may spend 30 MP to decrease the difficulty to 70. 40th level: You may spend 60 MP to decrease the difficulty to 60. 55th level: You may spend 90 MP to decrease the difficulty to 40.

Major Effect: Antlion. Perform a Fire vs Water attack, difficulty 90 against a target. If successful, inflict the **Death** status. 35th level: You may spend 50 MP to decrease the difficulty to 80. 55th level: You may spend 100 MP to decrease the difficulty to 70.

Superior Effect: Desert Storm. Perform a Fire vs Water attack, difficulty 0, against a target. If successful, deal 10x Fire level Air-elemental damage. 35th level: You may spend 48 MP to increase the damage to 17x Fire level. 50th level: You may spend 95 MP to increase the damage to 24 x Fire level. 65th level: You may spend 150 MP to increase the damage to 32 x Fire level.



COSMIC

This terrain should be used when the battle site can't be categorized into any of the above terrains. For example, aboard a spaceship, in another dimension, or on the moon.

Minor Effect: Cosmic Flare. Perform a Fire vs Water attack, difficulty 20. If successful, deal 4x Fire level Light-elemental damage on a target. 15th level: You may spend 10 MP to increase the damage to 8x Fire level. 30th level: You may spend 35 MP to increase the damage to 15x Fire level. 45th level: You may spend 70 MP to increase the

damage to 21x Fire level. 65th level: You may spend 200 MP to increase the damage to 40x Fire level.

Major Effect: Cosmic Embrace. Choose yourself or an ally. Grant the **Regen** status to the target until the end of the next round. 40th level: You may spend 55 MP to target you and an ally. 55th level: You may spend 90 MP to target you and all allies.

Superior Effect: Great Convergence. Choose yourself or an ally. If the next target's attack is successful, it is a critical hit, regardless of the dice roll. 40th level: You may spend 54 MP to target you and an ally. 55th level: You may spend 99 MP to target you and all allies.

GEOTRANCE

High level Geomancers can use their powers to conjure effects even when not in the correct terrain. To do this, use the terrain wheel: Plains <> Forest <> Mountain <> Snow <> Sea <> Swamp <> Urban <> Underground <> Lava <> Desert <> Plains. When using **!Geotrance**, you choose which terrain you will conjure and, for each "step" away in the terrain wheel, apply a cumulative 1 phase channeling the effect, in addition to the normal Slow (2) of the regular Geomancy. For example, a character in a Swamp wants to use a Lava effect. His **!Geotrance** is Slow (5) (Swamp (2) > Urban (3) > Underground: (4) > Lava: (5)). Similarly, if the character is in a Forest and wants a Desert effect, **!Geotrance** will be Slow (4) (Forest (2) > Plain (3) > Desert (4)). Cosmic is out of the terrain wheel

and can't be used with **!Geotrance**. If the Geomancer is in a Cosmic terrain, they may use **!Geotrance** to any other terrain as a Slow (4) action.



PERFORMANCES

DANCE

Dances are always Quick physical actions. They are focused on your opponents, causing injury, reducing their fighting skills and helping you to get rid of your enemies.

Witch Hunt is a level 1 dance. Perform a Water vs Air attack, difficulty 40. If successful, you deal weapon physical damage on a target. Instead of losing HP, the target loses MP equal to the damage dealt.

Toxic Dance is a level 1 dance. Perform a Water vs Earth attack, difficulty 70. If successful, inflict the **Poison** status on a target during this and the next three rounds.

Darkness Dance is a level 1 dance. Perform a Water vs Fire attack, difficulty 70. If successful, inflict the **Curse** status on a target until the end of next round.

Temptation Tango is a level 2 dance. Perform a Water

vs Fire attack, difficulty 70. If successful, inflict the **Confuse** status on a target until the end of next round.

Jitterbug is a level 2 dance. Perform a Water vs Earth attack, difficulty 50. If successful, you deal weapon physical damage on a target. You drain HP equal to half of the damage dealt.

Wicked Waltz is a level 2 dance. Perform a Water vs Water attack, difficulty 70. If successful, the target loses a third of its current HP. This is a **Gravity** status effect.

Sword Dance is a level 3 dance. Perform a Water vs Fire attack, difficulty 70. If successful, you deal 200% weapon physical damage on a target.

Slow Dance is a level 3 dance. Perform a Water vs Water attack, difficulty 70. If successful, inflict the **Slow** status on a target during the next three rounds.

Break Dance is a level 3 dance. Perform a Water vs



Earth attack, difficulty 70. If successful, inflict the **Stone** status on a target until the end of next round.

Virulent Flourish is a level 4 dance. Perform a Water vs Earth attack, difficulty 70. If successful, inflict the **Virus** status on a target until the end of next round.

Deadly Duet is a level 4 dance. Perform a Water vs Water attack, difficulty 70. If successful, you deal weapon physical damage on a target. You drain HP and MP equal to half of damage dealt.

Dance of the Dead is a level 4 dance. Perform a Water vs Air attack, difficulty 70. If successful, the target is reduced to 0 HP. Treat this as a **Fatal** type status.

Fatal Flamenco is a level 5 dance. Perform four Water vs Earth attacks, difficulty 50, against random enemies. For each success, you deal weapon physical damage. This action may target the same enemy more than once.

Dirty Dancing is a level 5 dance. Perform a Water vs Fire attack, difficulty 70. If successful, inflict the **Melt-down** status on a target until the end of next round.

Forbidden Dance is a level 5 dance. Perform a Water vs Water attack, difficulty 70. If successful, roll 1d10 for each enemy in the opposing group. Inflict a status to each enemy hit until the end of the next round, according to the die roll: 1 — **Blind**; 2 — **Condemn**; 3 — **Confuse**; 4 — **Disable**; 5 — **Poison**; 6 — **Berserk**; 7 — **Immobilize**; 8 — **Stop**; 9 — **Toad**; 10 — **Zombie**.

SONG

Songs are always Ranged Quick magical actions. They are focused on your allies, increasing their fighting skills and turning you into a powerful support to your teammates.

Lullaby is a level 1 song. Perform a Water vs Fire attack, difficulty 70. If successful, inflict the **Sleep** status on a target until the end of next round.

Mambo is a level 1 song. Choose an ally. Grant the **Strengthen (Speed)** status to that ally over the next two rounds. You may reduce the effect's duration by 1 round to reduce all target's current initiative dice's values by 1, to a minimum of the current phase.

Elegy is a level 1 song. Perform a Water vs Water attack, difficulty 70. If successful, inflict the **Weaken (Speed)** status on a target over the next two rounds. You may reduce the effect's duration by 1 round to increase all target's current initiative dice's values by 1, to a maximum of 10.

Water Rondo is a level 2 song. Perform a Water vs Fire attack, difficulty 70. If successful, inflict the **Mute** status on a target until the end of next round.

Battle Cry is a level 2 song. Choose an ally. Grant the

Strengthen (Physical) status to that ally until the end of the round.

Etude is a level 2 song. Choose an ally. Grant the **Strengthen (Magic)** status to that ally until the end of the round.

Requiem is a level 3 song. Perform a Water vs Air attack, difficulty 50. If successful, inflict magical damage to all combatants, allies or enemies, who possess the **Zombie** status, equal to twice your weapon damage.

Element Carol is a level 3 song. Choose an ally and an element: Fire, Ice, Lightning, Bio, Light, Shadow, Air, Water or Earth. Grant the **Resist** (chosen element) status to that ally until the end of the round. Moreover, while it is under this effect, its weapon gains the Elemental Damage property, dealing damage of the chosen element.

Seraph Song is a level 3 song. Perform a Water vs Earth attack, difficulty 20, targeting your group. You should roll this even if the targets want to be hit. You and all your allies who are affected by this performance lose their **Poison** and **Virus** status effects. In addition, affected targets become Resistant to **Toxic**-type status effects until the end of the round.

Earth Blues is a level 4 song. Perform a Water vs Earth attack, difficulty 50, targeting your enemies. If successful, deal Earth-elemental weapon magical damage to all your enemies.

Last Song is a level 4 song. Choose an ally. Grant the **Haste** status to that ally over the next two rounds.

Toad Song is a level 4 song. Take a water attack vs Fire, difficulty 70. If successful, inflict the **Toad** status on a target until the end of next round.

Round Warding is a level 5 song. Choose an ally. Grant the **Shell** and **Protect** status effects to that ally until the end of the round.

Hero's Rhyme is a level 5 song. Until the end of the round, when you use a song to grant or inflict status effects, it will last one extra round. This song has no effect on Nameless Song.

Nameless Song is a level 5 song. Perform a Water vs Earth attack, difficulty 20, targeting your group. You should roll this even if the targets want to be hit. Roll 1d10 for you and each ally affected by this performance. Grant a status effect for each target hit, for the next two rounds, according to the die result: 1 — **Haste**; 2 — **Shell**; 3 — **Protect**; 4 — **Blink**; 5 — **Reraise**; 6 — **Vanish**; 7 — **Float**; 8 — **Premonition**; 9 — **Regen**; 10 — **Flight**.

MIMICRY

Unlike the other performances, a mimicry can be Quick or Slow, Ranged or Melee, physical or magical.



When using a mimicry to repeat an action of another character, the performance repeats all the action's characteristics. In addition, you should spend all the necessary resources to use the action, be it an item, charge time, multiple actions, HP or MP. Furthermore, depending on the performance, it may even be a reaction or even not an action at all, simply modifying the effects of other actions. If the mimicked action was a weapon attack, you attack with your own weapon. When mimicking an enemy, unless the enemy's action explicitly indicates a weapon attack or is a Job action, you perform the action using the same Stat and damage multipliers the enemy used. A Mimic should use Delayed and Interrupt actions to use its mimicry to the fullest extent.

Mimic is a level 1 mimicry. This action may only be used if the action performed this round immediately before using *Mimic* was carried out by an ally. You repeat the ally's action, with the same target.

Mirror Mimic is a level 1 mimicry. This action may only be used if the action performed this round immediately before using *Mirror Mimic* was conducted by an enemy. You repeat the enemy's action, with the same target. You may target the enemy who performed the action, instead of the original target.

Memory Mimic is a level 2 mimicry. You repeat an ally's action, with the same target. You may only repeat actions that were carried out in this round.

Reflex Mimic is a level 2 mimicry. This reaction can only be used when you and at least one ally are targeted by the same attack and your ally reacts, be it successful or not. You perform the same reaction.

Color Splash is a level 3 mimicry. When you use any mimicry to create an effect that deals Fire, Ice, Lightning, Bio, Light, Shadow, Air, Water or Earth-elemental damage,

you may swap the action's element for another element of this list.

Sketch is a level 3 mimicry. You repeat an enemy's action, with the same target. You may target the enemy who performed the action, instead of the original target. This may repeat any actions that were taken in this combat.

Target Mimic is a level 4 mimicry. When you use any level 3 or lower mimicry, you can freely choose the action's targets.

Final Mimic is a level 4 mimicry. When you are reduced to 0 HP for any reason, you may, before falling unconscious, repeat the action that befell you as an interrupt, targeting the ally or enemy that performed the action. Unlike other mimicry, you don't need to spend HP, MP, charge time or any other extra resources to use *Final Mimic*.

Command Mimic is a level 5 mimicry. Once per combat, before the start of first round, as a free action, you may choose an Ability of any ally. You gain the chosen Ability until the combat's end. The chosen Ability does not have any effect on your maximum HP and MP, neither on the weapons and armor you may equip. Whenever the chosen Ability gives you a choice to make when gaining it, you may choose any option, regardless of the choice originally made by the ally.

Take Over is a level 5 mimicry. Perform a Water vs Water attack, difficulty 70. If successful, inflict the **Stop** status on a target until the end of next round. While it remains under the **Stop** status, you may use your actions to force it to use one of its actions, targeting characters of your choice. If you perform any action, other than commanding the target to act, before the end of the next round, the target loses the **Stop** status.





This page intentionally left blank, kupo!





INVENTORY

"OH, REALLY, DON'T YOU KNOW? THESE DAYS ALL IT TAKES FOR YOUR DREAMS TO COME TRUE IS MONEY AND POWER."

- PRESIDENT SHINRA (FFVII)



WEALTH

Gil is the currency present in most Final Fantasy games. Depending on how technologically advanced the world is, it can take many forms: gold coins, paper money, checks, planetary credit... Regardless of Gil's actual format, it will be an abstraction for monetary values.

Gil is a character reward as important as experience. Many Jobs take into account not only the Stat levels, but also the character's equipment and items to measure their power. Depriving an *Archer*, for example, of a suitable weapon can make the character feel extremely weak in comparison to a Mage. Imagine an *Alchemist* who doesn't even have an item to use? Gil is such an important reward that there is a Job dedicated to it: the *Rogue*.

MUNDANE ITEMS

How much does a mundane item cost? How many feet of rope, how many torches, how many sleeping bags a character has or may possess? The answer has to do directly with the economy of a Final Fantasy world: **mundane items are free**.

Everything that costs Gil refers to combat. All other items should be designed according to the context and the Challenges and Destiny system, starting at page 16. Mundane items are a tool for the Game Master to use in drama; they were never important in any game in the series, unless the situation said so. If you decide that your character should have a torch, they will. If it is important that your character does not have a torch, they will not. If you are unsure, use a Challenge. Maybe the Bottomless Pockets Quirk may help.

This does not mean that the characters have access to everything. For example: an aircraft is not combat-related and therefore is a “mundane item” is not available to the characters unless the Game Master decides so. Players can't simply demand to own something simply because the item is mundane and therefore “free” as in our example aircraft. Use that desire to create an adventure — or a small campaign arc, perhaps — and then give them the aircraft. Use the acquisition of the aircraft to support the history and not as an accounting exercise.

That's the spirit of mundane items: something that helps you tell a story, not an exercise to prepare the best shopping list. Nothing prevents, however, NPCs to pay big bucks for a mundane item. In fact, some wealthy patrons might be willing to pay good sums of Gil for a frame, or

a jewel or a miniaturized reactor that have no value for player characters. Go figure!

ACQUIRING GIL

You can earn Gil in many ways. As a mission's reward; as spoils after the defeat of enemies; in chests or otherwise scattered in dungeons; by selling items; among other possibilities. During character creation, each player can spend 200 Gil in equipment and items. After this, it is recommended that for each experience point gained by the character, he should gain 8 Gil. This amount of Gil is enough to keep up with the proper equipment to their level and to buy enough healing and battle items. However, the Game Master may adjust this amount, increasing or decreasing it, to the reality of the gameplay.

Use spoils as a way randomize a bit the Gil rewards. In every combat encounter, assign one or more items as enemy's booty. At the end of combat, after winning it, the group will roll a d100 against a set difficulty. If the die result is greater than the difficulty, they get the item(s) marked as spoils. When including spoils, multiply its selling price (half of listed cost) and the chance to earn it: the result is the spoils' real value, which should be deducted from the encounter total. For example, if the Game Master decide that an encounter will give two thousand and five hundred Gil as reward and include a Desert Ring (worth 1,000 Gil, sells for 500 Gil) as spoils, with difficulty 40 (and hence 60% chance of being obtained), they must deduct the value of three hundred Gil (60% of 500). Thus, the group will receive 2,200 Gil and may earn a Desert Ring (or not).

Game Master, do not be afraid to include spoils in your game and use its randomness. In the above example, regardless of whether they got the Desert Ring or not, consider they received the 2,500 Gil. In the long run, the characters' power will be the same. Items with 100% chance of being obtained count as spoils, but may not be rerolled by a Rogue's *Treasure Hunter*. In the previous example, the Game Master could decide that, besides the chance to gain the Desert Ring, the fight would grant two Hi-Potions (150 Gil each, sell for 75 Gil each). Thus, the combat reward would be 2,050 Gil and the spoils of two Hi-Potions and Desert Ring, difficulty 40. All items' sales price is half their purchase cost.



GIL AND THE ROGUE

Early in the game, the **Rogue** earns an Ability that directly influences the acquisition of Gil. **Gilionaire**, **!Steal** and **Treasure Hunter** are ways in which the **Rogue** increases the amount of Gil available for the group. This translates into better and stronger items more quickly than compared with a rogueless group. However, the three skills work differently and require a different preparation from the Game Master.

Gilionaire is the simplest of them. Whenever the group receives a Gil reward, for any reason, increase by 25% the **Rogue**'s share. For example, a group of four players defeat a monster and the Game Master says the monster's horns are valuable and can be sold for a total of 4,000 Gil. If there is a **Rogue** with this Ability in the group, their share (1,000 Gil) is increased by 25% — to 1,250 Gil. Thus, when selling the horns, the group collects 4,250 Gil, not 4,000. Similarly, people are willing to pay more for the same service, and the chests are inexplicably bigger. **Gilionaire** is always active, and it is the least risky way to increase Gil received.



Treasure Hunter is the second way the **Rogue** can increase the group's wealth. At the end of combat, when the

group tries to gain spoils, the **Rogue** can roll the die again, increasing the chance or even giving them the opportunity to gain double spoils. Compared to **Gilionaire**, **Treasure Hunter** is active in fewer moments because it only allows the **Rogue** to improve the spoils received and does not affect other Gil gains, but can provide more significant bonuses when it works, by handing items that may be crucial when the group simply does not have the time to find a merchant in a safe place. Items with 100% of being acquired as spoils aren't affected by **Treasure Hunter**.

!Steal is the last way the Rogue has to increase the group's wealth. This action also demands a special preparation by the Game Master. When creating a combat encounter, the GM must decide which are the Common item and the Rare item that every enemy will have. This is only required if there is a Rogue with **!Steal** in the group. It is not mandatory that each enemy must have both items; it may have only the Common item, only the Rare item, or even neither. Regardless, each enemy can only be stolen once. If the character tries to steal again an enemy who already suffered the effects of **!Steal**, it automatically fails.

The definition of which item(s) the enemy will have does not depend on the enemy's ability to use, equip or even physically carry the item; often, characters in Final Fantasy steal swords or even full armor suits from unsuspecting enemies like dragons or chocobos. Compared to **Gilionaire** or **Treasure Hunter**, **!Steal** is the most expensive and riskiest action — it costs actions in combat and is more likely to fail — but it must be the most rewarding, especially if the Rogue obtain the Rare item. In addition, the stolen items go to the inventory and are available for immediate use, even within the combat.

Regardless of how the Rogue earn this extra Gil, the group shall not be punished for having a Rogue. Rogues with **Gilionaire** should earn on average 10 Gil per experience point, and Rogues with the other Abilities could earn even more, depending on their rolls. The Game Master must resist the temptation to give smaller rewards to its players because "The Rogue will steal a difference."



EQUIPMENT

Equipment is the main use for Gil. Each character can equip exactly one weapon and armor, plus two accessories. In the case of weapons and armor, they are divided into categories. Light Armor, Medium Armor and Heavy Armor are the available armors. Weapons can be classified as Light Swords / Knives, Weapons & Shields, Heavy Weapons, Polearms, Claws / Gloves, Twin Blades, Bows, Throwing Weapons, Rifle / Crossbows, Staffs, Wands, and Instruments.

The character's Abilities indicate which weapons and armor they may equip. If a character wishes to equip a weapon that they may not, it doesn't add their Offensive Stat to any roll or attack; If a character wishes to equip an armor that they may not, they don't consider their Defensive Stat in opponents' rolls or attacks.

All equipment has a minimum level to be used, and most have a Gil cost. The items that do not have Gil costs are so rare that there are only a few copies of each in the world or artifacts so hard to be found that there are at most one, maybe two copies worldwide. Rare and artifact items should be given at the GM's discretion.

ARMOR

Armors are the main defensive equipment. Although some specific armor can empower attacks, their main function is to reduce the damage suffered. All armor pieces have two characteristics: Armor (ARM) and Magic Armor (MARM). Every time you suffer physical damage, decrease the damage by an amount equal to your ARM. Every time you suffer magical damage, decrease the damage by an amount equal to your MARM.



For example, a character with MARM 21 suffers a magical attack dealing 46 damage. They lose 25 HP due to their magical protection. Regardless of ARM and MARM values and the damage dealt, every successful attack that deals damage causes a minimal loss of 1 HP. As it takes some time to don an armor suit, it is impossible to equip or change armor in combat.

PARTIAL ARMOR SETS

As spoils, !Steal or dungeon reward, the game master may bestow partial armor sets. Maybe you found only the breastplate, or only the helmet of a higher tier equipment. To create a partial armor set, follow those rules: The stats of the armor (min level, arm, marm) are exactly the average value between the armor and its base counterpart 1-tier lower. The equipment abilities are unchanged. At a blacksmith, you can upgrade a partial armor set to the corresponding full item by paying the gil difference between the full item and its base counterpart 1-tier lower, or sell it for the value of the base counterpart 1-tier lower's full price.



You find the breastplate of a Shell Mail. Shell Mail has the following stats: lvl 37, 65 ARM, 28 MARM, Auto Shell. The base lvl 28 armor is the Silver Mail (lvl 28, 36 ARM, 13 MARM). So the Shell Mail (partial) stats are: lvl 32, 50 ARM, 20 MARM, Auto-Shell, and it can be upgraded to a Shell Mail for 5667 gil or sold for 2667 gil (the price of the Silver Mail).



LIGHT ARMOR

This armor is commonly used by Mages and Rune Knights. Its main purpose is to protect against magical damage, leaving it relatively ineffective against physical damage.

Name	Level	Cost	ARM	MARM	Effect
Cotton Robe	1	100	1	4	
Snow Cape	1	142	1	4	Auto: Resist (Ice)
Mistle Robe	1	143	1	4	Immunity: Sleep
Leather Robe	10	585	2	10	
Temple Cloth	10	866	2	10	Auto: Resist (Shadow)
Thunder Robe	10	867	2	10	Immunity: Mute
Linen Robe	19	1552	5	19	
Mist Silk Robe	19	2046	5	19	Auto: Immune (Light)
Red Robe	19	2046	7	26	SOS: Mute
Silk Robe	28	2678	13	36	
Magician Robe	28	3797	13	36	Add Fire level to all Spells' damage
Silver Coat	28	3787	13	36	Auto: Resist (Crush)
Poet Robe	37	5547	28	65	
Karate Robe	37	8391	28	65	-10 difficulty to all reactions
Peace Cape	37	8368	28	65	Auto: Protect Auto: Weaken (Physical)
Scholar Coat	46	11220	41	90	
Aqua Robe	46	15422	41	90	Immunity: Fatal
Priest's Robe	46	15424	23	90	SOS: Wall
Tao Robe	55	Rare	59	127	Auto: Strengthen: Mental Auto: Strengthen: Magic
Glutton's Coat	55	Rare	59	127	Auto: Absorb (Bio) Immunity: Toxic
Angel Robe	55	Rare	59	127	Auto: Reraise Immunity: Gravity
Element Robe	64	Artifact	87	179	Auto: Immune (Earth, Air, Fire, Water, Lightning, Ice)
Protect Cape	64	Artifact	107	189	Immunity: Transformation
Robe of Lords	64	Artifact	87	179	Add twice Fire level to all Spells' damage +20% Maximum MP



MEDIUM ARMOR

This armor type is common between many different Jobs. It is balanced between physical and magic defenses, leaving no easily exploitable weakness.

Name	Level	Cost	ARM	MARM	Effect
Leather Outfit	1	84	2	2	
Storm Jerkin	1	121	2	2	Auto: Resist (<i>Lightning</i>)
Training Suit	1	121	2	2	Immunity: Blind
Bronze Vest	10	500	5	5	
Nomad's Tunic	10	730	5	5	Auto: Resist (<i>Earth</i>)
Red Jacket	10	732	5	5	Immunity: Slow
Chain Vest	19	1316	10	10	
Power Sash	19	1752	10	10	Immunity: Weaken: Physical
Survival Vest	19	1742	10	10	Immunity: Weaken: Magic
Ring Mail	28	2269	21	21	
Chocobo Costume	28	3201	21	21	Add Air level your actions' damage, except Spells and !Attack
Padded Shirt	28	3224	21	21	Auto: Resist (<i>Cut</i>)
Mythril Vest	37	4675	42	42	
Scorpion Harness	37	7082	42	42	-10 difficulty to all physical actions
Mirage Vest	37	7147	42	42	Auto: Blink
Brigandine	46	9563	60	60	
Judge Coat	46	13098	60	60	Immunity: Time
Ninja Gear	46	13055	55	55	SOS: Vanish
Platinum Vest	55	Rare	87	87	Auto: Immune (<i>Earth</i>) Immunity: Meltdown
Behemoth Suit	55	Rare	87	87	Auto: Immune (<i>Light</i>) Auto: Immune (<i>Shadow</i>)
Reaper Cloak	55	Rare	97	97	Immunity: Fatal
Braver Vest	64	Artifact	119	119	Auto: Strengthen: Speed Immunity: Weaken
Snow Muffler	64	Artifact	119	119	Auto: Absorb (<i>Fire</i>) Auto: Absorb (<i>Lightning</i>) Auto: Absorb (<i>Ice</i>)
Wygar	64	Artifact	129	129	+20% Maximum HP



HEAVY ARMOR

Favoring defense against physical damage, this type of armor is popular among Warriors and Adepts. However, it does leave the wearer more vulnerable to magical damage.

Name	Level	Cost	ARM	MARM	Effect
Leather Plate	1	99	4	1	
Fire Armor	1	141	4	1	Auto: Resist (Fire)
Cobra Cuirass	1	141	4	1	Immunity: Poison
Bronze Armor	10	583	10	2	
Blue Plate	10	860	10	2	Auto: Resist (Water)
Bone Plate	10	865	10	2	Immunity: Disabled
Plate Mail	19	1555	19	5	
Storm Plate	19	2047	19	5	Auto: Immune (Air)
Viking Armor	19	2060	26	7	SOS: Berserk
Silver Mail	28	2667	36	13	
Soldier's Armor	28	3801	36	13	Add Earth level to !Attack damage
Carapace Mail	28	3777	36	13	Auto: Resist (Puncture)
Mythril Armor	37	5549	65	28	
Force Armor	37	8382	65	28	-10 difficulty to all Spells and magical actions
Shell Mail	37	8334	65	28	Auto: Shell
Gold Armor	46	11261	90	41	
Aurora Mail	46	15418	90	41	Immunity: Seal
Reflect Plate	46	15459	90	23	SOS: Reflect
Platinum Armor	55	Rare	127	59	Auto: Strengthen: Physical Auto: Strengthen: Armor
Carabini Mail	55	Rare	127	59	At the beginning of each round, choose one: Immune (Cut), Immune (Crush), or Immune (Puncture)
Dragon Mail	55	Rare	127	59	Add Earth level to !Attack damage +10% Maximum HP
Aegis Armor	64	Artifact	179	87	Auto: Float Immunity: Mental
Genji Armor	64	Artifact	189	107	Resistance: All Negative
Maximillian	64	Artifact	179	87	Auto: Immune : Light, Shadow, Bio Auto: Resist : Cut, Crush, Puncture



WEAPONS

Weapons are the main offensive equipment. Unlike armor, which are very similar, each type of weapon is quite different from others. Each type of weapon has an Offensive Stat and a Defensive Stat. When you use the **!Attack** or any other action that specifies a “weapon attack”, you attack using the equipped weapon’s Offensive and Defensive Stats unless the action says otherwise. For example, Flamberge’s (a Light Sword / Knife) damage is equal to 10x. As its Offensive Stat is Air, the damage will be equal to ten times your Air level before any other modifiers.

In addition, the attack and damage type (physical or magical), the element (usually Cut, Puncture, or Crush), and if the attack is Ranged or Melee, all depends on the equipped weapon.

Every action that needs a weapon attack to hit and

does not state the action’s range (Ranged or Melee) and/or the action’s elements uses the base weapon’s range and element. Actions that do state their range and/or element override the base weapon’s characteristics.

Many weapons also have special effects. All effects that modify the weapon’s attack or damage only work with the **!Attack** action, unless the action says otherwise. The exceptions to this rule are all effects that increase damage by some Stat level like the Colichemarde and the Soul Eater weapon ability. Actions that key off weapon damage use the damage increased by the special effect and the Soul Eater applies to all actions made with that weapon that require a weapon attack.



LIGHT SWORDS / KNIVES

Fast weapons that deal Puncture-elemental damage. Their Offensive and Defensive Stats are Air. Due to their weak damage, they are largely a defensive option. While a character is equipped with one of these weapons, they may use the reaction **!Parry**. It is used when they suffer a physical attack to make a roll Air vs Air at difficulty 40. If successful, they don't suffer the attack's effects. These weapons are always Melee.

Name	Level	Cost	Damage	Effect
Epee	1	55	2 x	
Stinger	1	78	2 x	Touch: Poison
Dream Rapier	1	90	2 x	Touch: Sleep
Silver Rapier	10	330	3 x	
Scarlette	10	495	3 x	Elemental Damage: Fire
Magic Needle	10	482	3 x	SOS: Strengthen: Magic
Estoc	19	750	5 x	
Fleuret	19	1150	5 x	Add Air level to damage
Djinn Flyssa	19	1070	5 x	Elemental Damage: Air
Mythril Rapier	28	1500	8 x	
Mail Breaker	28	2250	8 x	Piercing
Blood Rapier	28	2440	8 x	HP Drain
Flamberge	37	3480	10 x	
Colichemarde	37	5460	10 x	Add twice Fire level to damage
Joyeuse	37	5130	10 x	Strike: Blind
Main Gauche	46	6160	13 x	
Holy Degen	46	9000	13 x	Elemental Damage: Light
Guespire	46	9520	13 x	Touch: Mute
Epeprism	55	Rare	14 x	Auto: Reflect
Dragon Fang	55	Rare	14 x	Killer: Dragon SOS: Haste
Last Letter	55	Rare	14 x	Touch: Immobilize
Femme Fatale	64	Artifact	16 x	Elemental Damage: Shadow Touch: Death
Gustavian	64	Artifact	16 x	Touch: Disable -10 !Parry difficulty
Diabolique	64	Artifact	16 x	Auto: Haste -10 !Attack difficulty



WEAPONS & SHIELDS

One-handed swords, axes, hammers, maces and flails, used in conjunction with a reliable shield. Swords and axes deal Cut-elemental damage, while hammers, maces and flails deal Crush-elemental damage. It is considered a primarily defensive option as it doesn't have high damage. Their Offensive and Defensive Stats are Earth. While you are equipped with these weapons, you can use the reaction **!Block**. Use when you are hit by a physical attack. Roll Earth vs Earth, difficulty 40. If successful you do not suffer the effects of the attack.

Name	Level	Cost	Damage	Effect
Short Sword / Bronze Mace	1	55	2 x	
Twilight Steel	1	79	2 x	Touch: Blind
Hammer of Fear	1	90	2 x	Touch: Weaken: Mental
Long Sword / Iron Mace	10	332	3 x	
Ice Saber	10	498	3 x	Elemental Damage: Ice
Blue Flail	10	484	3 x	Add Water level to damage
Bastard Sword / Morningstar	19	753	5 x	
Mind Flail	19	1157	5 x	MP Drain
Ancient Sword	19	1077	5 x	Elemental Damage: Earth
Mythril Sword / Mythril Mace	28	1503	8 x	
Watchful	28	2268	8 x	Killer: Beast
Regal Cutlass	28	2446	8 x	Add Earth level to damage
Falchion / Triple Flail	37	3483	10 x	
Blood Hammer	37	5484	10 x	Improved Critical
Demon Slicer	37	5170	10 x	Killer: Demon
Scimitar / War Hammer	46	6203	13 x	
Cold Steel	46	9022	13 x	Touch: Slow
Soul Saber	46	9587	13 x	Piercing
Enhancer	55	Rare	14 x	Auto: Strengthen: Magic Auto: Strengthen: Physical
Mage Killer	55	Rare	14 x	Auto: Shell Arcane Damage
Dancing Saber	55	Rare	14 x	Touch: Confuse Add Air level to damage
Ragnarok	64	Artifact	16 x	Elemental Damage: Light Touch: Stop
Excalibur	64	Artifact	16 x	Auto: Haste Add Fire level to damage
Plague Bearer	64	Artifact	16 x	Elemental Damage: Bio Strike: Virus Critical Spell: Venom

The suggested names exist for ease of reference. If, for example, you want to buy a mace that deals Crush-elemental damage equal to 13 x Earth level and is Piercing, nothing prevents you from renaming the Soul Saber as Soul Mace.



HEAVY WEAPONS

Two-handed swords, axes, sledgehammers, pickaxes, scythes and flails that deal physical damage. Swords, axes and scythes deal Cut-elemental damage, hammers and flails deal Crush-elemental damage, while pickaxes deal Puncture-elemental damage. These weapons are the Earth-based choice with the highest damage potential. Its Offensive and Defensive Stats are Earth. This weapon type is widely used by characters who favor offense over defense.

Name	Level	Cost	Damage	Effect
Bronze Axe / Bronze Maul	1	70	3 x	
Coral Sword	1	92	3 x	Elemental Damage: Lightning
Poison Steel	1	108	3 x	Touch: Poison
Iron Axe / Iron Maul	10	412	5 x	
Gishdancer	10	620	5 x	Add Fire level to damage
Cosmic Axe	10	595	5 x	Critical Spell: <i>Meteorite</i>
Steel Axe / Steel Maul	19	1090	7 x	
Air Pick	19	1380	6 x	Auto: Flight
Demon Blade	19	1510	9 x	Soul Eater
Mythril Axe / Mythril Pick	28	1880	10 x	
Old Axe	28	2620	10 x	Touch: Slow
Arcane Buster	28	2710	10 x	Arcane Damage
War Scythe	37	3890	12 x	
Viking Axe	37	5770	12 x	Touch: Berserk
Greatsword	37	6020	12 x	Add Earth level to damage
War Axe / War Maul	46	7902	15 x	
Blood Axe	46	11810	15 x	HP Drain
Golem Buster	46	9890	15 x	Destroyer: Construct
Save the Queen	55	Rare	17 x	Add twice Fire level to damage
Hexenjäger	55	Rare	17 x	Arcane Destruction Critical Spell: <i>Dispel</i>
Lionheart	55	Rare	17 x	Auto: Protect SOS: Blink
Juggernaut	64	Artifact	21 x	Auto: Strengthen: Mental SOS: Regen
Executioner	64	Artifact	20 x	Elemental Damage: Shadow Auto: Premonition
Apocalypse	64	Artifact	20 x	Elemental Damage: Fire Ignores target's Armor

The suggested names exist for ease of reference. If, for example, you want to buy a pickaxe that deals Puncture-elemental damage equal to 10 x Earth level, with Slow Touch, nothing prevents you from renaming the Old Axe as Old Pick.



POLEARMS

Spears, glaives and other two-handed weapons that deal Puncture-elemental physical damage. You may either use its Offensive Stat as Earth and its Defensive Stat as Air or its Offensive Stat as Air and its Defensive Stat as Earth. Due to its versatility, you must choose whether to attack Earth vs Air or Air vs Earth for each attack with this weapon type. They are a good option for characters that want to be accurate without needing to swap weapons and need high levels in both Air and Earth, as the Warrior.

Name	Level	Cost	Damage	Effect
Iron Spear	1	63	3 x	
Harpoon	1	85	3 x	Killer: Aquan
Hunter's Spear	1	99	3 x	Sensor
Steel Lance	10	371	4 x	
Zephyr Pike	10	558	4 x	Elemental Damage: Air
Shaman's Lance	10	539	4 x	Add Fire level to damage
Mythril Pike	19	920	6 x	
Halberd	19	1265	6 x	SOS: Haste
Web Lance	19	1290	6 x	Touch: Slow
Gold Lance	28	1690	9 x	
Manhunter	28	2435	9 x	Killer: Humanoid
Stout Spear	28	2575	9 x	Touch: Mute
Partisan	37	3685	11 x	
Grey Lance	37	5615	11 x	Auto: Strengthen: Magic
Viper Halberd	37	5575	11 x	Piercing
Glaive	46	7031	14 x	
Guisarme	46	10405	15 x	
Stoic Lance	46	9705	14 x	Touch: Disable
Berserker Spear	55	Rare	16 x	Add twice Water level to damage
Imp Halberd	55	Rare	16 x	Elemental Damage: Water Touch: Toad
Kain's Lance	55	Rare	16 x	Auto: Blink Auto: Strengthen: Armor
Highwind	64	Artifact	18 x	Improved Critical MP Drain
Thanatos Lance	64	Artifact	18 x	Elemental Damage: Bio Touch: Death
Gungnir	64	Artifact	20 x	Strike: Sleep Soul Eater



CLAWS / GLOVES

Claws and gloves are Monks' signature weapon, but almost any character can fight well with them. They deal physical damage, with Gloves dealing Crush-elemental and Claws dealing Cut-elemental damage. Its Offensive Stat is Earth, and its Defensive Stat is Air. Its low cost and ease of use make this weapon a good option for characters that don't want to worry too much about weapons, and its broad spectrum of effects mean that any character can benefit if you choose the right Claw or Glove.

Name	Level	Cost	Damage	Effect
Leather Glove / Bronze Claws	1	55	2 x	
Cursed Claws	1	78	2 x	Touch: Curse
Sonar	1	90	2 x	Sensor
Metal Knuckle / Iron Claws	10	331	3 x	
Dusk Knuckle	10	497	3 x	Touch: Poison
Mirage Claws	10	483	3 x	Elemental Damage: Earth
Mythril Glove / Mythril Claw	19	749	5 x	
Scissor Fangs	19	1144	5 x	HP Drain
Magic Glove	19	1070	5 x	Touch: Sleep
Gold Glove / Hell Claws	28	1497	8 x	
Meteo Knuckle	28	2239	8 x	Critical Spell: <i>Meteorite</i>
Avenger	28	2447	8 x	Touch: Slow
Tiger Fangs /Power Knuckle	37	3479	10 x	
Prism Claws	37	5485	10 x	Add Air level to damage
The Reaper	37	5136	10 x	Elemental Damage: Shadow Touch: Condemn
Kaiser Claws /Kaiser Knuckle	46	6174	13 x	
Ironside	46	9001	13 x	Auto: Strengthen: Mental
War Monger	46	9525	13 x	Touch: Disable
Overload	55	Rare	14 x	Arcane Focus: <i>Pain</i> Elemental Damage: Bio
Devastator	55	Rare	14 x	Elemental Damage: Fire Touch: Meltdown
Colossus	55	Rare	14 x	Elemental Damage: Earth Touch: Stone
Godhand	64	Artifact	16 x	Arcane Focus: <i>Hex</i> Killer: Demon
Tempest Claws	64	Artifact	16 x	Auto: Haste Piercing
Infinity	64	Artifact	16 x	Improved Critical Triple Critical

The suggested names exist for ease of reference. If, for example, you want to buy claws that deal Cut-elemental damage equal to 5 x Earth level, with Sleep Touch, nothing prevents you from renaming the Magic Glove as Magic Claw.



KATANAS

Katanas are a special kind of swords. Unlike normal swords, they are wielded with more finesse, like light swords, and the spirits they contain within can be released for magical effects. Its Offensive stat is Air and its Defensive stat is Earth. Their damage is physical and Cut-elemental.

Name	Level	Cost	Damage	Effect
Ashura	1	70	3x	
Oborotsuki	1	101	3x	Spell Weave: <i>Thunder</i> Elemental Damage: Lightning
Kotetsu	1	101	3x	Spell Weave: <i>Banish</i> Elemental Damage: Light
Moutsurugi	10	401	4x	
Namakura	10	615	4x	Spell Weave: <i>Blind</i> Touch: Blind
Mukademeru	10	601	4x	Spell Weave: <i>Magnitude</i> Elemental Damage: Earth
Kagemitsu	19	1000	6x	
Raikoumaru	19	1393	6x	Spell Weave: <i>Zombie</i> Elemental Damage: Shadow
Bizen's Pride	19	1406	6x	Spell Weave: <i>Slow</i> Touch: Weaken : Speed
Onikiri	28	1913	9x	
Hibari	28	2597	9x	Arcane Focus: <i>Meteorite</i> Spell Weave: <i>Comet</i>
Ikuzatachi	28	2610	9x	Add Air level to damage
Kiyomori	37	4008	11x	
Jyurokusakura	37	5970	11x	Piercing
Muketsu	37	6042	11x	Spell Weave: <i>Condemn</i> Critical Spell: <i>Condemn</i>
Kororito	46	7992	14x	
Heaven's Cloud	46	10030	15x	Spell Weave: <i>Arise</i> Soul Eater
Kageshibari	46	9940	14x	Spell Weave: <i>Break</i> Killer: Elemental
Shiranui	55	Rare	16x	Arcane Focus: <i>Armor Down</i> Arcane Focus: <i>Power Down</i>
Chaos Blade	55	Rare	15x	Arcane Focus: <i>Pain</i> Strike: Confuse
Murasame	55	Rare	16x	Arcane Focus: <i>Scan</i> Add twice Fire level to damage
Sasuke	64	Artifact	17x	Arcane Focus: <i>Armor Up</i> Arcane Focus: <i>Mental Up</i> Arcane Focus: <i>Power Up</i>
Masamune	64	Artifact	18x	Auto: Haste Add twice Water level to damage
Genji Blade	64	Artifact	18x	Arcane Focus: <i>Regen</i> First <i>Slow</i> action of each round is <i>Slow</i> (0)



Bows

Archery is one of the main Ranged combat styles. They deal Puncture-elemental physical damage. Its Offensive and Defensive Stats are Air. Since its attacks are Ranged, it can be used to hit flying enemies. It is one of the weapons most commonly used by Archers due to its good damage and variety of effects.

Name	Level	Cost	Damage	Effect
Short Bow	1	70	3 x	
Dusk Bow	1	110	3 x	Touch: Blind
Earth Shooter	1	91	3 x	Elemental Damage: Earth
Longbow	10	413	5 x	
Holy Bow	10	618	5 x	Killer: Undead
Light Bow	10	597	5 x	Elemental Damage: Light
Silver Bow	19	1087	7 x	
Daydreamer	19	1511	7 x	Touch: Sleep
Fire Bow	19	1385	7 x	Elemental Damage: Fire
Thorn Bow	28	1882	10 x	
Banisher	28	2608	10 x	Touch: Mute
Headhunter	28	2697	10 x	Piercing
Nail Bow	37	3902	12 x	
Composite Bow	37	6052	12 x	Add twice Earth level to damage
Ice Stinger	37	5766	12 x	Elemental Damage: Ice
Power Bow	46	7911	15 x	
Medusa Bow	46	11847	15 x	Touch: Stone
Heartseeker	46	9847	15 x	-10 !Attack difficulty
Fey Bow	55	Rare	17 x	Strike: Confuse
Dark Bow	55	Rare	18 x	Touch: Weaken: Physical
Yoichi Bow	55	Rare	18 x	Touch: Weaken: Magic
Killer Bow	64	Artifact	20 x	Piercing Triple Critical
Artemis Bow	64	Artifact	20 x	-30 difficulty to all Spells cast
Glacier Bow	64	Artifact	20 x	Critical Spell: <i>Freeze</i> Improved Critical



THROWING WEAPONS

Darts, bombs, chakrams, shuriken and javelins that deal Puncture-elemental physical damage. Its Offensive Stat is Earth and its Defensive Stat is Air. Since its attacks are Ranged, it can be used to hit flying enemies. A throwing weapon's *Status Touch*, *Status Strike* and *Critical Spell* abilities apply to all actions made with that weapon that requires a weapon attack, and *Status Touch* and *Status Strike* effects have their duration increased by one round.

Name	Level	Cost	Damage	Effect
Darts	1	55	2 x	
Snowmelt Bomb	1	78	2 x	Elemental Damage: Ice
Poison Darts	1	90	2 x	Touch: Poison
Explosive Bomb	10	331	3 x	
Dream Darts	10	497	3 x	Touch: Sleep
Lightning Scroll	10	483	3 x	Elemental Damage: Lightning
Shuriken	19	749	5 x	
Stun Darts	19	1144	5 x	Touch: Mute
Water Bomb	19	1070	5 x	Elemental Damage: Water
Chakram	28	1497	8 x	
Aero Bomb	28	2239	8 x	Elemental Damage: Air
Doom Darts	28	2447	8 x	Critical Spell: <i>Condemn</i>
Juji Shuriken	37	3479	10 x	
Shadow Scroll	37	5485	10 x	Elemental Damage: Shadow
Mind Scroll	37	5136	10 x	SOS: Premonition Touch: Curse
Manji Shuriken	46	6174	13 x	
Burst Bomb	46	9001	13 x	Elemental Damage: Light
Stun Scroll	46	9525	13 x	Touch: Stop
Koga Shuriken	55	Rare	14 x	Critical Spell: <i>Hex</i> <i>Piercing</i>
Flaming Bomb	55	Rare	14 x	Elemental Damage: Fire MP Drain
Venom Darts	55	Rare	14 x	Elemental Damage: Bio Strike: Virus
Yagyu Shuriken	64	Artifact	16 x	Elemental Damage: Earth Destroyer: Humanoid
Black Scroll	64	Artifact	16 x	Touch: Meltdown Triple Critical
Super Ball	64	Artifact	16 x	Critical Spell: <i>Black Hole</i> (Difficulty 70) Improved Critical



RIFLES / CROSSBOWS

This weapon type can represent rifles, muskets, crossbows or a combination of them, depending on the world's technology. They deal Puncture-elemental physical damage. Its Offensive Stat is Fire and its Defensive Stat is Air. Since its attacks are Ranged, it can be used to hit flying enemies. Archers, Rogues and Alchemists use this weapon type a lot due to its good damage and use of the Fire Stat to attack.

Name	Level	Cost	Damage	Effect
Crossbow	1	70	3x	
Dark Rifle	1	111	3x	Touch: Blind
Flamethrower	1	91	3x	Elemental Damage: Fire
Power Crossbow	10	413	5x	
Silver Rifle	10	623	5x	Add Fire level to damage
Night Killer	10	599	5x	Elemental Damage: Shadow
Hunting Bow	19	1091	7x	
Stone Gun	19	1521	7x	Critical Spell: <i>Petrify</i>
Riot Gun	19	1390	7x	Touch: Immobilize
Cranequin	28	1890	10x	
Bow Gun	28	2629	10x	Touch: Disable
Gale Bow	28	2719	10x	Add Air level to damage
Zamburak	37	3905	12x	
Hydra	37	6109	12x	Critical Spell: <i>Pain</i>
Hellfire	37	5819	15x	Soul Eater
Marduk Bow	46	7944	15x	
Shotgun	46	12855	13x	!Attack with this weapon targets group
Arbalest	46	9878	15x	Piercing
Bolt Gun	55	Rare	17x	Elemental Damage: Earth Destroyer: Beast
Coffinmaker	55	Rare	17x	Add twice Water level to damage
Elementbane	55	Rare	17x	Destroyer: Elemental Piercing
Gastraphetes	64	Artifact	19x	Auto: Blink Auto: Premonition Sensor
Death Penalty	64	Artifact	20x	Critical Spell: <i>Meltdown</i> Improved Critical
Demon Gun	64	Artifact	22x	Auto: Weaken: Armor Auto: Weaken: Mental



WANDS

Wands are quite popular among black mages as they make ranged attacks using your magical energy. They deal Crush-elemental magical damage by rolling Fire vs Fire. Most also allow you to increase your spellcasting options.

Name	Level	Cost	Damage	Effect
Cypress Rod	1	62	2 x	
Rod of Winds	1	102	2 x	Spell Weave: <i>Aero</i> Elemental Damage: Air
Snake Wand	1	107	2 x	Spell Weave: <i>Poison</i> Elemental Damage: Bio
Oak Wand	10	391	3 x	
Rune Rod	10	589	3 x	Spell Weave: <i>Resist</i>
Ghost Rod	10	567	3 x	Spell Weave: <i>Blink</i>
Mythril Rod	19	1031	5 x	
Light Wand	19	1342	5 x	Arcane Focus: <i>Banish</i> Spell Weave: <i>Banishra</i>
Cosmic Rod	19	1313	5 x	Arcane Focus: <i>Gravity</i> Spell Weave: <i>Demi</i>
Strike Rod	28	1785	8 x	
Arcane Wand	28	2483	8 x	Arcane Focus: <i>Shell</i> Spell Weave: <i>Shellga</i>
Warrior Rod	28	2474	8 x	Arcane Focus: <i>Protect</i> Spell Weave: <i>Protectga</i>
Musk Wand	37	3687	10 x	
Swamp Rod	37	5768	11 x	Spell Weave: <i>Toad</i>
Warp Rod	37	5778	10 x	Spell Weave: <i>Remove</i> Add Water level to damage
Aurora Rod	46	7501	13 x	
Blood Wand	46	9469	13 x	Spell Weave: <i>Syphon</i> Critical Spell: <i>Syphon</i>
Archmage Rod	46	9326	13 x	-10 difficulty to all Spells cast
Cobra Wand	55	Rare	14 x	Elemental Damage: Bio Critical Spell: <i>Venom</i>
Faith Rod	55	Rare	14 x	Elemental Damage: Fire Destroyer: Undead
Power Rod	55	Rare	14 x	Auto: Strengthen: Magic Piercing
Rod of Roses	64	Artifact	16 x	Elemental Damage: Shadow Strike: Virus
Mace of Zeus	64	Artifact	16 x	+20 difficulty to all spells targeting you
Arc Arcana	64	Artifact	16 x	On hit inflict Vulnerable (<i>Element</i>) until end of next round. For element roll 1d10: 1: Fire; 2: Ice; 3: Lightning; 4: Earth; 5: Air; 6: Water; 7: Bio; 8: Light; 9: Shadow; 0: Cut, Crush and Puncture.



STAVES

Two-handed weapons that attack using your magical energy. They deal Crush-elemental magical damage. Its Offensive Stat is Fire and its Defensive Stat is Water. They deal good damage and are popular among various characters who can't use Spells offensively, like White Mages. Most staves can cast Spells, granting the wielder versatility and power.

Name	Level	Cost	Damage	Effect
Oak Staff	1	70	3 x	
Fire Staff	1	111	3 x	Spell Weave: <i>Fire</i> Elemental Damage: Fire
Ice Staff	1	111	3 x	Spell Weave: <i>Blizzard</i> Elemental Damage: Ice
Cedar Staff	10	413	4 x	
Shadow Staff	10	623	4 x	Spell Weave: <i>Dark</i> Elemental Damage: Shadow
Aqua Staff	10	599	4 x	Spell Weave: <i>Water</i> Elemental Damage: Water
Mythril Staff	19	1091	6 x	
Thunder Staff	19	1421	6 x	Arcane Focus: <i>Thunder</i> Spell Weave: <i>Thundara</i>
Storm Staff	19	1390	6 x	Arcane Focus: <i>Aero</i> Spell Weave: <i>Aera</i>
Gold Staff	28	1890	9 x	
Rock Staff	28	2629	9 x	Arcane Focus: <i>Magnitude</i> Spell Weave: <i>Quake</i>
Cosmic Staff	28	2619	9 x	Arcane Focus: <i>Meteorite</i> Spell Weave: <i>Comet</i>
Power Staff	37	3905	11 x	
Stargazer	37	6109	11 x	Spell Weave: <i>Quasar</i> Add Earth level to damage
Gravity Staff	37	6119	11 x	Spell Weave: <i>Quarter</i> Add Air level to damage
White Staff	46	7944	14 x	
Energy Staff	46	10029	14 x	Spell Weave: <i>Osmosis</i> Critical Spell: <i>Osmosis</i>
Dream Watcher	46	9878	14 x	-10 difficulty to all non-Spell magical attacks
Holy Staff	55	Rare	16 x	Touch: Berserk Critical Spell: <i>Banishga</i>
Time Staff	55	Rare	16 x	Arcane Focus: <i>Slow</i> Touch: Stop
Prism Staff	55	Rare	16 x	Auto: Strengthen: Magic Add Water level to damage
Nirvana	64	Artifact	18 x	Elemental Damage: Light +25% to all Spell healing
Princess Guard	64	Artifact	18 x	-25% to all Spells' MP Cost
Punisher	64	Artifact	19 x	Arcane Focus: <i>Rasp</i> SOS: Reflect



INSTRUMENTS

Artists' exclusive weapon type. They deal Cut-elemental magical damage. Its Offensive and Defensive Stats are Water. Being the only weapon able to attack using Water as Offensive Stat, they are highly valued by Artists, despite its low damage output. They are Ranged weapons, and therefore can hit flying enemies.

Name	Level	Cost	Damage	Effect
Old [x]	1	62	2 x	
Aqua [x]	1	102	2 x	Elemental Damage: Water
Dream [x]	1	107	2 x	Touch: Sleep
Silver [x]	10	391	3 x	
Rune [x]	10	589	3 x	Add Fire level to damage
Golem's [x]	10	567	3 x	Touch: Curse
Mythril [x]	19	1031	5 x	
Battle [x]	19	1342	5 x	Touch: Mute
Blood [x]	19	1313	5 x	HP Drain
Gold [x]	28	1785	8 x	
Fairy [x]	28	2483	8 x	Touch: Confuse
Lamia's [x]	28	2474	8 x	Immunity: Charm
Diamond [x]	37	3687	10 x	
Death [x]	37	5768	10 x	Touch: Death
Mage's [x]	37	5778	10 x	Elemental Damage: Shadow Immunity: Mute
Platinum [x]	46	7501	13 x	
Succubus [x]	46	9469	13 x	Touch: Charm
Holy [x]	46	9326	13 x	Elemental Damage: Light Killer: Undead
Storm [x]	55	Rare	15 x	Elemental Damage: Lightning Soul Eater Ignores Magic Armor
Nightmare [x]	55	Rare	14 x	Arcane Focus: <i>Sleep</i> Critical Spell: <i>Demi</i>
Warrior's [x]	55	Rare	14 x	Auto: Strengthen: Armor Add Fire level to damage
Apollo's [x]	64	Artifact	16 x	Auto: Haste SOS: Strengthen: Mental
Crystal [x]	64	Artifact	16 x	-10 difficulty of all Abilities and Spells
Loki's [x]	64	Artifact	16 x	Arcane Focus: <i>Charms</i> Arcane Focus: <i>Toad</i>

Instruments can take many forms, by artist's choice, like violins, flutes, drums, guitars, trumpets, among others. Replace [x] with the name of your instrument when buying this weapon. For example, you may have a Blood Flute; a Gold Harp; Dream Drums or even a Holy Violin.



TWIN BLADES

Dervish's exclusive weapon type, the ability to fight with two one-handed blades at the same time involves much more than just training. When attacking with them, you deal Cut-elemental physical damage. These weapons are the Air-based choice with the highest damage potential. Its Offensive and Defensive Stats are Air. It is very difficult to defend against such weapons, and once per round, the attacker may roll a weapon attack twice and take the better result.

Name	Level	Cost	Damage	Effect
Case of Rapiers	1	70	3 x	
Light Knives	1	92	3 x	Elemental Damage: Light
Baselard	1	108	3 x	Touch: Curse
Dual Scimitars	10	412	5 x	
Kunais	10	620	5 x	Add Earth level to damage
Storm Rapiers	10	595	5 x	Auto: Float
Mythril Swords	19	1090	7 x	
Sai Blades	19	1380	7 x	-10 difficulty to all Reactions
Undeath Gaze	19	1510	7 x	Touch: Zombie
Rondell	28	1880	10 x	
Cold Steel Blades	28	2620	10 x	Elemental Damage: Ice
Kodachi	28	2710	10 x	Touch: Disabled
Aspir Knives	37	3890	12 x	
Mage Masher	37	5770	12 x	MP Drain
Gladius	37	6320	12 x	Add twice Earth level to damage
Daisho	46	7902	15 x	
Man Eater	46	11810	15 x	Elemental Damage: Shadow Killer: Humanoid
Mokuto	46	9890	15 x	Critical Spell: <i>Quasar</i> Sensor
Dancing Blades	55	Rare	17 x	Auto: Blink SOS: Protect
Blind Rapiers	55	Rare	17 x	Touch: Blind Add Earth level to damage
Desert Scimitars	55	Rare	17 x	Elemental Damage: Air Critical Spell: <i>Quarter</i>
Assassin Knives	64	Artifact	20 x	Touch: Poison Touch: Virus
Volcano Blades	64	Artifact	20 x	Critical Spell: <i>Overcharge</i> Improved Critical
Valiant Knives	64	Artifact	20 x	Soul Eater Add character level to damage



ACCESSORIES

Each character can equip up to two accessories at the same time. However, the equipment's magic interferes with each other. Thus, if two accessories or an accessory and another piece of equipment including a weapon or armor would have the same effect, they do not stack. Only the most powerful item of this type will affect you. Similarly if a character equips three or more accessories, their effects cancel each other and the character will not receive the benefits of any of them. For example, if a character equips the Wyglar armor (+ 20% Max HP) and the Orrachea Armlet (+ 10% Max HP), the HP increase is only 20%.

Moreover, if two distinct pieces of equipment impart opposite effects only the negative effect will be gained. For example, if a character is equipped with an accessory granting **Mute** immunity and an armor with **SOS-Mute**, that character will be immune to the **Mute** status until their HP is below 25%, but once their HP drops below 25% will suffer the **Mute** and lose their immunity.

Although it may seem simple, equipping an accessory requires the character to spend at least a few minutes focusing on its magic. Thus, it is impossible to equip or change accessories in the middle of a combat.

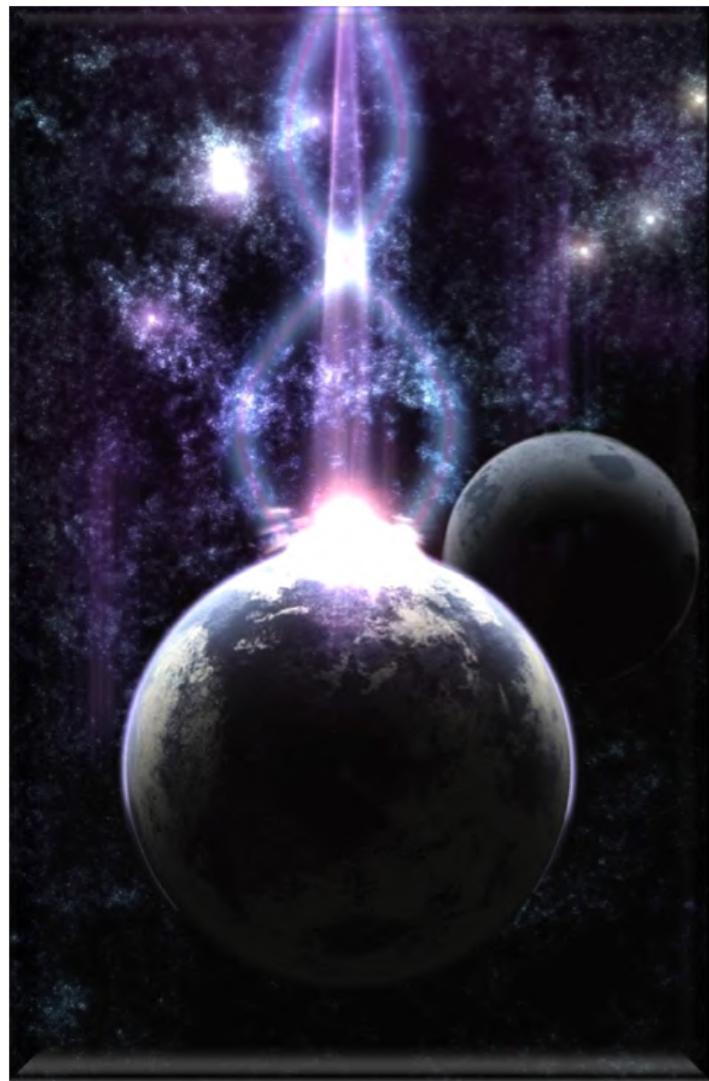
Name	Level	Cost	Effect
Nishijin Belt	1	500	Immunity: Sleep
Silver Spectacles	1	450	Immunity: Blind
Star Pendant	1	600	Immunity: Poison
Aqua Ring	10	1000	Auto: Resist (Water)
Barrier Ring	10	800	SOS: Shell
Desert Ring	10	1000	Auto: Resist (Earth)
Guard Ring	10	800	SOS: Protect
Jackboots	10	600	Immunity: Immobilize
Sash	10	600	Immunity: Slow
Angel Wings	18	1800	Auto: Float
Defense Ring	18	1500	Immunity: Sleep, Condemn
Fairy Ring	18	1250	Immunity: Blind, Poison
Gold Choker	18	1250	Auto: Resist (Air)
Leather Gorget	18	1400	SOS: Strengthen: Magic
Princess Ring	18	1600	SOS: Shell SOS: Protect
Star Bangle	18	1800	SOS: Regen
Steel Gorget	18	1400	SOS: Strengthen: Physical
Bead Brooch	25	3250	Immunity: Blind Immunity: Mute
Black Belt	25	1600	Immunity: Disable
Bowline Sash	25	2000	Immunity: Confuse
Coral Ring	25	2500	Auto: Immune (Lightning)
Crystal Ball	25	3400	Auto: Premonition
Echo Bangle	25	1600	Immunity: Mute
Holy Mirror	25	3400	Auto: Blink
Magic Bangle	25	2700	+10% max MP
Orrachea Armlet	25	2700	+10% max HP
Protect Ring	25	3250	Auto: Protect
Reflect Ring	25	3500	Auto: Reflect
Ring Shell	25	3250	Auto: Shell
Water Ring	25	2500	Auto: Immune (Water)
Amulet	32	4400	Immunity: Blind, Poison, Zombie



Name	Level	Cost	Effect
Blizzard Ring	32	3300	Auto: Immune (Ice)
Fire Ring	32	3300	Auto: Immune (Fire)
Gravity Ring	32	3600	Immunity: Gravity
Magic Ring	32	4400	Immunity: Mute, Berserk
Phantom Ring	32	5200	Immunity: Weaken
Rebirth Ring	32	5500	Auto: Reraise
Wing Boots	32	4700	Auto: Flight
Cerulean Ring	39	5400	Auto: Absorb (Water)
Flame Ring	39	8000	Auto: Absorb (Fire)
Ice Ring	39	8000	Auto: Absorb (Ice)
Jade Armlet	39	7600	Immunity: Slow, Stone
Ochre Ring	39	8000	Auto: Absorb (Lightning)
Force Belt	46	10400	+10% max HP and MP
Gauss Buckle	46	12000	Auto: Immunity (Bio) Immunity: Poison, Virus
Guard Bracelet	46	12000	Auto: Protect Auto: Shell
Jeweled Ring	46	10000	Immunity: Blind, Sleep, Stone
Rosetta Ring	46	12000	Auto: Immune (Fire) Immunity: Condemn
Rubber Boots	46	10000	Auto: Immune (Lightning) Immunity: Stop
Scarab	46	9600	Immunity: Immobilize, Disable, Toad
Snow Ring	46	12000	Auto: Immune (Ice) Immunity: Berserk
Star Armlet	46	9600	Immunity: Slow, Stop
Gold Hairpin	53	15000	-25% MP cost to all Spells
Japa Mala	53	13000	Auto: Immune (Bio) Immunity: Poison, Virus, Zombie
Nu Khai Armlet	53	13000	Auto: Resist (Shadow) Immunity: Confuse, Charm
Peach Ring	53	15000	Immunity: Berserk, Confuse, Charm
Poison Ring	53	13000	Auto: Immune (Bio) Immunity: Poison, Virus
Safety Bit	53	20000	Immunity: Fatal
White Cape	53	13500	Immunity: Transformation
Aegis Ring	60	Rare	Auto: Resist: Earth, Air, Fire, Water, Electricity, Ice, Bio, Light, Shadow
Angel Ring	60	Rare	Auto: Immune (Shadow) Auto: Reraise Immunity: Fatal
Berserker Ring	60	Rare	Auto: Absorb (Fire) Auto: Immune (Light) Auto: Berserk
Hermes Sandals	60	Rare	Auto: Haste
Mindu Jewel	60	Rare	Auto: Blink Immunity: Blind, Toad, Poison, Mute, Confuse, Stone
Power Belt	60	Rare	+25% max HP



Name	Level	Cost	Effect
Sorcery Bangle	60	Rare	+25% max MP
Crystal Orb	67	Artifact	+50% max MP
Economizer	67	Artifact	-50% MP cost to all Spells
Invisibility Cloak	67	Artifact	Auto: Vanish
Muscle Belt	67	Artifact	+50% max HP
Ribbon	67	Artifact	Immunity: ALL



INVENTORY

All items the group possess which are not equipped on a character are part of the Inventory. In addition to spare equipment, the Inventory contain consumables, such as potions, elixirs and battle items. The Inventory is a group shared resource, such as Destiny points. Thus, if the group has a potion in the Inventory, any character in the group may use the **!Draw** action to retrieve it. Consumables are spent after one use.

Every group should devote a part of the obtained Gil to purchase consumables for the Inventory. Even for groups capable of emulating all consumable effects through Spells and Abilities, you never know when the White Mage will drop to 0 HP and the Monk will need to use a Phoenix Down.

Not having an Inventory suitable to the challenges ahead is a sure way to shorten the group's lifespan. Having the right items to use when the occasion requires it can dramatically increase the group's combat ability. Another advantage in favor of consumables is that they do not have minimum levels to be used, allowing a group to gain powers beyond the usual in dire circumstances.



Optional Rule: Individual Inventory

Some groups do not like the shared Inventory rule. In that case, you may play with each character having its own individual items. If you use this rule, any character may use **!Draw** to draw an item from his own inventory and give to another player with a single action, but the player who received the item still must use the **!Item** action to use the consumable or equip the weapon.

Optional Rule: Carrying Capacity

By default, there is no limit about how many items a character or a group may carry. This mimics the videogames and allows for quicker play. However, if you do want to enforce carrying limits when using the aforementioned Individual Inventory rule, treat the maximum number of consumables a character may carry as two times his Earth level. Alchemists use their highest Stat level instead of Earth to calculate how many items they can carry.

If you want to enforce the Carrying Capacity rule with the default Shared Inventory option, consider the group's total carrying limit as the sum of each character's individual carrying capacity.

Characters carrying more items than their carrying capacity suffer increased difficulty in all their attacks, reactions and physical Challenges.



POTIONS AND HEALING ITEMS

Name	Cost	Effect
Tonic	25	Heals 25 HP
Potion	50	Heals 50 HP
Hi-Potion	150	Heals 125 HP
Hyper Potion	300	Heals 250 HP
Mega Potion	500	Heals 100 HP to each member of a party
X-Potion	750	Heals 500 HP
Ultra Potion	800	Heals 200 HP to each member of a party
Tincture	75	Restores 30 MP
Ether	150	Restores 60 MP
Hi-Ether	325	Restores 150 MP
Hyper Ether	650	Restores 300 MP
X-Ether	1400	Restores 500 MP
Elixir	5000	Refills HP and MP to their maximums
Megalixir	Rare	Refills HP and MP to their maximums, to each member of a party
Antidote	50	Cures all Toxic effects
Eye Drops	50	Cures Blind
Echo Screen	100	Cures Mute
Tranquilizer	150	Cures Berserk
Bandage	200	Cures one Seal effect
Alarm Clock	200	Cures all Mental effects
Maiden's Kiss	250	Cures Toad
Soft	400	Cures Stone
Holy Water	500	Cures Zombie
Chronos Tear	600	Cures all Time effects
Remedy	1500	Cures all negative status effects
Phoenix Down	500	Revives an unconscious character with 1 HP
Phoenix Pinion	2800	Revives an unconscious character with maximum HP
Mega Phoenix	3500	Revives any unconscious characters in a party with 1 HP
Phoenix Spirit	Rare	Revives any unconscious characters in a party with maximum HP



BATTLE ITEMS

Name	Cost	Effect
Arctic Wind	100	Casts <i>Blizzard</i>
Bomb Fragment	100	Casts <i>Fire</i>
Electro Marble	100	Casts <i>Thunder</i>
Bird Feather	100	Casts <i>Aero</i>
Smoke Bomb	250	Casts <i>Escape</i> , but only in battle
Fish Scale	260	Casts <i>Water</i>
Light Curtain	300	Casts <i>Protect</i>
Antarctic Wind	300	Casts <i>Blizzara</i>
Bomb Core	300	Casts <i>Fira</i>
Lightning Marble	300	Casts <i>Thundara</i>
Shear Feather	300	Casts <i>Aera</i>
Graviball	350	Casts <i>Gravity</i>
Healing Spring	400	Casts <i>Regen</i>
Vampire Fang	480	Casts <i>Drain</i>
Lunar Curtain	500	Casts <i>Shell</i>
Warp Stone	500	Casts <i>Teleport</i> , but only in battle
Stardust	620	Casts <i>Comet</i>
Deadly Waste	620	Casts <i>Bio</i>
Fish Fin	640	Casts <i>Waterga</i>
Earth Drum	680	Casts <i>Quake</i>
T / S Bomb	700	Casts <i>Demi</i>
Zombie Powder	840	Casts <i>Zombie</i>
Fire Gem	850	Casts <i>Firaga</i>
Ice Gem	850	Casts <i>Blizzaga</i>
Lightning Gem	850	Casts <i>Thundaga</i>
Windmill	850	Casts <i>Aeraga</i>
Light Hammer	1000	Casts <i>Banishga</i>
Speed Drink	1000	Casts <i>Haste</i>
Light Veil	1200	Casts <i>Protectga</i>
Mute Mask	1200	Casts <i>Silence</i>
Silver Hourglass	1200	Casts <i>Slowga</i>
Malboro Tentacle	1200	Casts <i>Venom</i>
Ghost Hand	1300	Casts <i>Osmosis</i>
White Stone	1320	Casts <i>Storm</i>
Brown Stone	1320	Casts <i>Break</i>
Black Stone	1320	Casts <i>Scathe</i>
Basilisk Claw	1350	Casts <i>Stone</i>
Candle of Life	1420	Casts <i>Death</i>
Purifying Salt	1450	Casts <i>Dispel</i>
Lunar Veil	1500	Casts <i>Shellga</i>
Shadow Gem	1500	Casts <i>Quarter</i>
War Gong	1500	Casts <i>Berserk</i>
Loco Weed	1500	Casts <i>Confuse</i>
Impaler	1520	Casts <i>Toad</i>
Green Stone	1850	Casts <i>Virus</i>
Soul Spring	1860	Casts <i>Syphon</i>



Name	Cost	Effect
Blue Stone	2500	Casts <i>Freeze</i>
Red Stone	2250	Casts <i>Meltdown</i>
Yellow Stone	2000	Casts <i>Overcharge</i>
Star Curtain	3000	Casts <i>Reflect</i>
Dark Matter	4000	Casts <i>Stop</i>
Adamant Shard	Rare	Casts <i>Wall</i>
Hero Drink	Rare	Casts all of <i>Magic Up</i> , <i>Armor Up</i> , <i>Mental Up</i> , and <i>Power Up</i> on the same target
Golden Hourglass	Rare	Casts <i>Old</i>
Meteor Stone	Rare	Casts <i>Meteor</i>



EQUIPMENT EFFECTS

Arcane Damage	50% damage is dealt to MP in addition to HP
Arcane Destruction	Full damage is dealt to the MP in addition to the HP
Arcane Focus (Spell)	You can use this weapon to cast the listed spell, spending MP as usual. You do not need to know the spell.
Auto – (Status) ¹	Grants the (status) while you're equipped with this item.
Critical Spell (Spell)	Once per phase, when you score a critical hit, instead of doubling the damage, cast the Spell as a free action without spending MP. You don't need to know the Spell to do this.
(Element) Damage	Every time this weapon hits, you may choose to do its normal damage type or (<i>element</i>) damage.
Improved Critical	Critical hits happen even if the attack didn't overcome the difficulty.
HP Drain	Half damage dealt is drained as HP.
(Monster) Destroyer	Damage dealt to (monster) is doubled.
(Monster) Killer	Damage dealt to (monster) is increased to 150%.
MP Drain	Half damage is dealt to MP instead of HP and is drained as MP.
Piercing	Damage ignores half of the target ARM or MARM.
Sensor	After attacking with this weapon, you discover the target's current HP and MP values.
SOS – (Status) ¹	While your current HP is 25% of your max HP or less, gain (status).
Spell Weave (Spell) ²	You can use this weapon to cast the Spell without spending MP. You don't need to know the Spell to do this. After casting, the weapon is lost and can only be recovered at the end of combat.
Soul Eater	Consumes 10% of user's max MP with each attack. If it can't do it, consumes 10% of user's max HP every attack. This affects all attacks with this weapon, including Abilities.
(Status/Type) Immunity	You become immune to a single (status) or to all (type) status effects. You're never immune to status you inflict on yourself.
(Status) Touch ³	If your attack overcomes difficulty 70 or if you score a critical hit and choose to deal normal damage, you inflict the (status) until the end of the round.
(Status/Type) Resistance	Whenever you suffer an attack that inflicts a single (status) or to any (type) status effects, the attacker rolls twice and pick the worse result.
(Status) Strike ³	Successful weapon attacks inflict the (status) until the end of the round.
Triple Critical	Critical hits deal triple instead of double damage.

1. Auto-**Reraise** and SOS-**Reraise** effects works only once per combat.
2. Whenever Spell Weave is used to cast a Spell whose effects heal HP, MP and/or status effects, the weapon is broken and irretrievably lost after casting the Spell.
3. Whenever Status Touch or Status Strike inflict the Weaken: Speed, Slow, Condemn or Stone statuses, those last until the end of next round.





This page intentionally left blank, kupo!





GAME MASTER'S GUIDE

"I'VE ACQUIRED THE ULTIMATE POWER! OBSERVE SUCH MAGNIFICENT POWER! YOU'RE ALL NOTHING MORE THAN FLEAS COMPARED TO ME NOW! EMBRACE YOUR DESTRUCTION IT IS THE FATE OF ALL THINGS."

- KEFKA PALAZZO (FFVI)



CREATING ADVENTURES

Most adventures are designed around a structure that looks like this: You start a scene, linearly follow it for over a set number of scenes that occur in a predetermined sequence, and it comes to an end. Occasionally you might see someone want to vary playing a pseudo-option, where characters can go through 2 or 3 alternative scenes before returning to the main script. You're still looking at an essentially linear path, though. Although the exact form of this linear path may vary depending on the adventure in question, ultimately, this form of design is the linear approach: A happens, then B does, and then C happens.

The main advantage of the linear approach is its simplicity. It is easy to understand and easy to control. When you are preparing the adventure, it feels like assembling a task list or telling the plot of a short story. While you are running the adventure, you always know exactly where you are and exactly where you should be going. But this approach has two major drawbacks:

Firstly, lack flexibility. Each arrow in the designed flow chart is a bottleneck: If the players do not follow that arrow (because they do not want to or because they do not realize what they should do), then the adventure will grind to a halt. The risk of this painful derailment (or the need to railroad your players) can be mitigated, but if the players realize you are guiding the actions of their characters, they can feel like you're playing in their place. (This, ironically, can cause them to rebel against your best plans.) Second, because it lacks flexibility, linear approach is the enemy of players' agency. In order to finish the adventure, the characters must follow the arrows. Choices that do not follow the arrows will break the game. For a game that values player empowerment starting with character creation, to create linear adventures goes against the rest of the system.

Of course, it is easier said than done, as one of the reasons that people prefer the linear approach is that it provides a significant structure of prepared situations: It says exactly where to go and how to do to get there. Without this kind of structure, it is very easy for a game session to derail. Certainly, it is not impossible to simply let the players loose, improvising everything and end up somewhere interesting. Similarly, it is quite possible to get in a car, driving aimlessly for a few hours, and have a nice exciting trip to tell. But is often helpful to have a territory map.

This line of thought, however, often leads a dilemma. The logic is like this: (1) I want my players to have meaningful choices. (2) I need to have a framework for my ad-

venture. (3) Therefore, I need to prepare for each choice players can do. The result is an exponential expansion adventure path. The choice of "A" leads to two paths, A1 and A2, which have the choice "B" which takes four paths, A1B1, A1B2, A2B1, A2B2, which have the "C" choice that takes eight paths, and so on. The problem with this project should be evident: You are preparing several times more material to provide the same amount of playing time. And most of the material you are preparing will never be seen by the players.

In a way, of course, this is an extreme example. You can simplify your task by collapsing of some of these options, like having A2B1 and A1B2 choices lead to the same place. But, yet, you are designing several scenes in order to provide only three real game scenes. You're still specifically designing a material you know that will never be used. And, if you think about it, in fact this example is not as extreme as well: The initial example assumes that there are only two possible choices at a given moment. In fact, it is quite possible that there are three or four or even more choices. And each additional option adds a whole new series of contingencies you need to account for.

Ultimately, this kind of adventure "Choose your own path" is a dead alley: No matter how much you try to predict ahead of time, your players will still find options you never considered — forcing you back to the position of artificially limiting the choices to keep intact your preparation or leaving you with just the same problem you were trying to solve in the first place: to avoid excessive improvisation. And even though this is not true, you're still burdening yourself with a preparation process filled with unnecessary work.

The solution to this problem is node-based design. And the root of this solution lies in reversing the Three Clues Rule. This rule states: "**For any conclusion you want players to have, include at least three clues.**" The theory underlying this rule is: if you present three different options, it provides enough redundancy to create a robust scenario. Even though the characters lose the first clue and misinterpret the second, the third clue provides an ultimate safety net to keep the scenario working. This logic, however, also leads to the reversal of the Three Clues Rule: "**If the characters have access to three clues, they will get at least to a conclusion.**"

In other words, if you need it players reach three conclusions (A, B, and C) and the characters have access to three clues (each of which theoretically allow them to



achieve these conclusions), then it is very likely that they will in fact achieve at least one of these conclusions. Understanding this reversal of the Three Clues Rule allows us to embrace all the flexibility of node-based design.

Imagine an adventure that begins in a node (or scene), containing three clues— one pointing to the node A, one for node B, and one for the node C. Using the inverse of the Three Clues Rule, you know that players will be able to conclude that they need to go to at least one of these nodes. Suppose they go to the node A. There, there contains two additional clues — one pointing to the node B and another that points to the node C. At this point, the characters have access to five different tracks. One of them led them successfully to the node A and can now be discarded. But that leaves them with four clues (two pointing to node B and two pointing to node C), and, because the inverse of the Three Clues Rule, once again we see that they have more than enough information to proceed further.

Let's assume now go to the node C. Here they find

clues to nodes A and B. They now have access to a total of seven clues. Four of these clues now point to nodes that have been visited, but the three last clues point to the Node B. The Three Clues Rule shows that they now have access to enough information to complete the adventure.

Although there was no change between linear adventure and the node-based adventure apart from the event order, the simple fact that the players are sitting in the driver's seat is important. Even if the choice has no lasting impact on the final conclusion of "good guys win, bad guys lose" the fact that the players were the ones who decided how the good guys did win is important.

And this becomes even more relevant when Traits come into play. Traits should be placed as key points when creating nodes, as they are exactly the characters' main objectives, and, most importantly, point the stories that your players chose to play! Thus, the clues that lead from one node to another should talk to the characters through their goals.

CHARACTER DEVELOPMENT AND REWARDS

EXPERIENCE

The game speed depends on the will of the group about the campaign's duration. FFRPG characters start the game with 200 experience and can reach a maximum of 25,120 experience points, starting the game between levels 4th and 8th and reaching the 100th level with around 25,000 XP. However, it is recommended that the game ends around level 68, or about 12,000 XP for each character. At this level, the characters are already powerful and experienced enough to overcome most of the possible challenges without too many problems.

With these numbers in mind, the GM can plan the campaign's progress according to the time available to play it. A campaign that lasts one year, playing once per week, for example, in "normal speed" may give, on average, about 230 XP per session (assuming two things: first, 230 XP times 52 weeks equals 11,960 XP at the end of one year, and second, the sessions of the campaign's start will give less than 230 XP and the campaign's final sessions will give more than 230 XP). This speed can and should be adjusted for the campaign's estimated time, the size of the story being told and frequency of play.

At each node on your adventure, identify which Traits are covered by that node. A node that involves a mother's desperate pleas to save her son from the clutches of a fe-

ocious monster can, for example, involve the Traits Reputation, People's Hero and Monster Hunter. Let's say that the GM has stipulated a total of 160 XP for that node; it may give 80 XP if the characters save the child, reducing to only 40 if it is wounded in the process; give a bonus 0–20 XP based on characters' actions and their ability to become famous with the situation in the eyes of the other villagers; and give also 20 XP if the characters manage to kill the beast, rising to 60 XP if they deduct, based on the given clues, the reason for the attack and decide to only scare away the beast in order to follow her into the villain's lair.

Thus, characters can earn between 0 and 160 XP for this node, based on their actions and their Traits. When deciding their Traits, players pass a clear message about what kind of situations they want to face. Use this to your advantage to create exciting adventures for your group.

Between sessions, players can spend experience points to increase their Stats, gaining levels and Skills. Alternatively, the GM can decide the experience points may only be spent between adventures or in "training periods" defined by the GM.



SUMMONED CREATURES**Optional Rule: Group Experience**

Some groups may find it too taxing on the GM to assign individual experience. Maybe they feel it is hard to do, or maybe they feel that it is unjust that the characters may earn different experience values.

If you prefer, instead of granting experience based on each character's Traits, you may give them based on the group's Traits. This way, all characters will earn the same experience values at each session, based on the group's actions. Individual Traits should be recorded for Destiny purposes, but they won't give different experience totals for each character.

TRAITS AND QUIRKS

During the course of a campaign, the characters will evolve in a different way aside from the mere accumulation of experience. Fundamental changes in a character's goals, personality and characteristics may need changes to its Traits and Quirks. For example, a character may see the problems caused by his Arrogant personality and decide to become Empathic, or maybe the death of a Protégé when an NPC sticks his sword in her back can turn the story into a tale of revenge against this new Nemesis.

Anyway, whenever a character has a significant reason to change their life, independent if that reason is internal or external, it can, between sessions, change his Quirks. To do so, the player declares this to the Game Master and changes it. In the case of the Traits, whenever one of the three Traits chosen by the Group change by players consensus or the imposition of narrative (the heroes may beat a Nemesis, redirecting their goals to Relics of the Past), all players, regardless of their own character's Traits, may change them, to reflect the change of group goals.

DRUID ADVANCEMENT

Several times, the Druid (and some Freelancers) presents an additional challenge to GMs when providing rewards. Both Blue Mages and Sumoners depend on GM's discretion to acquire their Spells and Summoned Creatures, and balancing this is important to avoid cases where the Druid feels out of place amongst its peers. As such, there are a few guidelines that should be followed.

A Summoner should end its career with around eight to twelve Summoned Creatures under its belt. These summons should be split amongst the different tiers of beasts (level 14/34 creatures as the weakest, level 24/54 creatures as middle ground, and level 44/64 creatures as the strongest). When there's a Summoner in the group, the GM and the player should discuss about which summons fit the character's personality and desires. A good rule of thumb is to allow at least a beast from each tier to be chosen by the player, to be introduced when appropriate. If they wish it, you could work with your player to include an appropriate level 14/34 Summon in their character's backstory; this is especially useful if the intended story arc has no interaction with Summoned Creatures early on. Also, there's no problem in introducing beasts before the character meets the level requirements to cast them - the character will have the pact made, but will only be able to cast it when the necessary level is achieved. Should you want to reduce the impact of the Summoned Creatures in the plot, you may also opt to minimize their story role by making them available through different methods, rather than a roleplay-intensive pact: They might be acquired through items (FF VI's magicite and FF VII's materia come to mind), given as session rewards alongside XP, or even naturally acquired with level ups (something like one beast for every 5, 6 or 7 levels after level 7). The actual method by which the Druid will acquire its Summons should be decided by the best way for your group, be it voting, consensus, or just up to GM's decision.



BLUE MAGIC

Similar to how the Summoner operates, the Blue Mage also needs GM input to acquire its spells. You should, as a GM, give plenty of opportunities for Blue Mages to increase their spell repertoire, as they'll need that to keep up with other characters. Similar to other mages, a Blue Mage should end its career with between thirteen to twenty Spells under its belt, distributed amongst the Blue Magic tiers. Since unlike Summoned Beasts, the actual acquisition of Spells by a Blue Mage depends on the battle tactics and actions taken by the players and antagonists, a good rule of thumb is to reward riskier moves and players that actively try to endanger themselves to learn the spells with more spells. Another rule that a Blue Mage should keep in mind, is, as seen in [Attacks and Rolls in Combat](#), that the character may choose to not resist the action to be hit with it regardless of dice rolls, unless the action says otherwise. Lastly, remember to not punish the player for their choices in specialties and secondary jobs, as any Spells granted by other abilities, such as Druid's Primal Arcana, a Wizard's Arcane Adept, or others, should not count against the number of Blue Spells the Blue Mage should get.

CREATING EXPERIENCED CHARACTERS

If, for any reason, you wish to create experienced characters, simply follow the normal character creation model and assign more than 200 XP. This is useful when a character enters the game after its start, or when the group decides to start the game with a greater power level than starting characters. The GM must decide how much XP

the character should have, and the player assign it to its Stats as normal. Also, instead of having 200 Gil for starting equipment, the character may acquire equipment suited for its level. Lastly, Summoners should get a Summoned Creature at level 14 and one extra for each 7 extra levels, and Blue Mages should get one extra Blue Magic spell at each level multiple of 5 (starting at level 10), respecting the recommended tiers for the level the Spell or Creature was acquired.



In some groups, you'll find a common kind of player: the powergamer. These players focus on creating the most optimized character, ready to tackle any obstacle the GM can provide. Many players frown from them, as they'll search for every loophole and rules exception to try to create the "unbeatable" character. Most also use minmaxing techniques: they overspecialize to exploit high-level content while "dumping" or ignoring other areas of the character.

Most RPGs do have countermeasures to stop minmaxing and powergaming. This game... well, it has none. No explicit rule, at least. The game engine is designed to punish minmaxers. Got a character that overspecializes in Earth? Throw him an opponent with **!Parry** and high Air value and he'll be a sitting duck. Enormous HP and defenses? Throw some **Gravity** effects and he's toast.

However, the biggest deterrent to overspecialization is the Stats' XP cost. You don't need to throw curveballs: just let the minmaxer do his magic... and soon he'll be in a lower level than his balanced friends, and will be weaker than his allies, except in situations suited for his specialty.

ANTAGONISTS

An important part of creating interesting challenges for players is to create interesting antagonists. Just as there are no shadows without light, is the quality of antagonists that will magnify the story created for any work of fiction, be it a book, a movie, a video game or an RPG campaign. Thus, this chapter is intended to help Game Masters to craft balanced and challenging antagonists for their players. As any crafting, this process has equal parts art and science. As any crafting, the creation process should take into consideration the target audience: a monster that is challenging to a group can be simply deadly to another, or even a walk in the park for a third group. As any crafting, even when following established recipes, know

that you can always fine-tune the details. To create antagonists, use the following script:

1. **Choose the Types**
2. **Pick a Class**
3. **Decide Stat Levels**
4. **Set HP, MP, ARM, and MARM**
5. **Include actions and finishing touches**



TYPE

Each antagonist must have at least one type. This type is important for Abilities and attacks with effects like (monster) Killer and (monster) Destroyer. In addition, they often possess characteristics and skills in common, although they are not mandatory. A monster may have more than one type.

Aberration: A catch-all type that covers the monsters that can't be categorized in any of the other types. Due to its breadth, there are no characteristics and abilities that define this type.

Aquan: Creatures that live in water, typically, although many can act on dry land. Usually have **Lightning Vulnerable** and **Water Resist** or **Water Immune**.

Construct: Golems and machines, made of stone, wood, metal or other materials, animated by magic or technology. Usually they have resistance or immunity to several conditions, such as the **Mental**, **Toxic** and **Transform** types. Depending on the material, they may have elemental vulnerabilities and immunities.

Demon: Supernatural antagonists serving the cause of evil, usually with great magical powers. Usually have **Light Vulnerable** and **Shadow Resist** or **Shadow Immune**.

Dragon: Monstrous reptiles, ranging from snake-like creatures to large winged lizards. Drakes range from small power to legendary creatures of similar power to gods. Due to its breadth, there are no characteristics and abilities that define this type.

Elemental: Creatures with a deep relationship with a specific element. Usually have immunity or even the absorption to that element.

Beast: The “natural” world inhabitants, including common animals, monstrous animals and other wildlife, even those distorted by magic. Often have **Ice Vulnerable**.

Humanoid: Creatures of with biology and proportions similar to humans. Often have **Shadow Vulnerable** and **Bio Vulnerable**.

Undead: Unliving creatures reanimated by supernatural circumstances or ghosts that haunt the living. Usually they have **Fire Vulnerable** and **Zombie**.

CLASS

Besides the type, you must set the antagonist' Class. Each antagonist has a class that defines his level of power. **Minions** are the cannon fodder and represent the low power antagonists that make up most of the opponents.

Common antagonists are a step above the minions,

being as powerful as the player characters, representing a greater threat.

Elite antagonists are unique creatures, veterans who can be more powerful than the player characters, requiring teamwork to be defeated.

Finally, **Boss** antagonists are the most powerful, often representing the climax of not only adventures, but campaign arcs.

ANTAGONIST STATS

Antagonists have the same four Stats as player characters: Earth, Air, Fire and Water. Unlike the player characters, they do not need to use XP to increase their Stats. When creating your antagonist, decide the Stat values according to the Group's power and the proposed challenge.

Regardless of the antagonist' class, consider their Stats balanced if they are between 40 points lower and 40 points higher than the player characters' Stats. Antagonists have no Traits, Quirks, Equipment, Skills or Destiny Points. Their character level is the sum of its Stat levels.

COMBAT VALUES

The HP, MP, Armor and Magic Armor values depends on the level and Category, according to the chart below.

Level	HP	MP	(M)ARM
1-9	32-64	10-50	2-12
10-19	80-148	16-64	4-24
19-27	216-288	24-148	13-48
28-36	388-468	62-288	24-84
37-45	604-704	80-468	37-120
46-54	892-1,000	100-704	62-184
55-63	1,208-1,332	150-1,000	75-245
64-74	1,984-2,260	250-1,332	123-368
75-84	2,320-2,484	400-2,260	144-452
85-100	2,544-2,820	500-2,484	158-555

Minions should have half table's HP and roll two initiative dice at the start of each round. **Common** antagonists have table's HP and roll three initiative dice at the start of each round. **Elites** should have double or triple HP and up to twice table's MP and roll three or four initiative dice in each round. **Bosses** must have between five and six times HP and up to five times table's MP and roll four or five initiative dice at the start of each round.

The ARM and MARM values apply to all Classes. When deciding the ARM and MARM values, avoid creating creatures without weaknesses. Antagonists with high Armor usually have low Magic Armor, and vice versa.



ABILITIES AND ACTIONS

All antagonists should have at least a basic attack, which can be physical or magical. This attack is its **!Attack** action. Choose an Offensive Stat and Defensive Stat for the attack. The table below shows the adequate damage multiplier for each antagonist's level.

Level	Damage	Level	Damage
1-9	2-4	46-54	13-17
10-18	3-7	55-63	14-20
19-27	5-9	64-74	16-24
28-36	8-12	75-84	18-26
37-45	10-14	85-100	20-35

The antagonists should have at least a basic attack, which can be physical or magical. Choose an Offensive Stat and a Defensive Stat for the attack and its damage. For example, an attack of an antagonist between level 10 and level 18 should cause between 3x and 7x Stat level damage.

Earth: Attacks with Earth as Offensive Stat depend on user's strength and muscular power. They are usually linked to brute force and physicality. Attacks that can be prevented by the defender's physical strength, health and muscle power of should use Earth as Defensive Stat.

Air: Attacks with Air as Offensive Stat depend on the user's skill and speed. They are usually linked to the precision and finesse. Attacks that can be avoided by the defender's agility and the reflexes of should use Air as Defensive Stat.

Fire: Attacks with Fire as Offensive Stat depend on the user's intelligence and magical ability. They are usually linked to cunning and the supernatural. Attacks that can be avoided by the defender's insight should use Fire as Defensive Stat. It is a Stat rarely used defensively.

Water: Attacks with Water as Offensive Stat depend on the user's charisma and willpower. They are usually linked to luck and force of personality. Attacks that can be prevented by the defender's mental strength and magical defense of should use Water as Defensive Stat. It is a Stat rarely used offensively.

Antagonists can use Spells and both Main and Secondary Jobs' Abilities, causing effects at players' similar levels, although they still must follow the damage table. For example, the Fire Spell is suitable for antagonists of 10th to 27th level, as it deals 5x Fire level damage. In the case of actions that depend on the equipped weapon, like **!Charge** or **!Black Sky**, simply decide the damage based on level limits.

Finally, **Elite** or **Boss** antagonists may have actions as if they had up to 9 levels higher than their actual level. These abilities are considered special attacks and should be used very sparingly. Thus, a 40th level Boss could have an attack dealing 17x Stat level damage.

In addition to the actions and reactions that are appropriate to the antagonist, feel free to grant the conditions that make sense for the creature, like **Flight**, **Float**, **Zombie**, **Elemental Vulnerable** or **Status Vulnerable**, **Elemental Resist** or **Status Resist**, **Elemental Immunity** or **Status Immunity**, **Elemental Absorb**, among others.

If you're new to the FFRPG 4th Edition, feel free to experiment with your antagonists and test the power level of your group. Different strategies and stat combinations can be either deadly or a push-over, based on the group's capabilities. When in doubt, put your enemies in the weaker side and increase their power slowly, until you're comfortable enough with the system.

ANTAGONISTS AND CRITICAL HITS

All monster actions can crit, unless they're modelled after spells or other abilities that don't have critical hit effects. The bestiary does not list whether the actions can crit or not because having actions crit or not is another dial you can use to make monsters more (or less) deadly. Those critical hits can be 150% damage for an easier fight, regular double damage on normal encounters, or even higher if you want to challenge your players. A good way to make this kind of manipulation feel fair is giving the players cues about the letality of the enemy: An antagonist described as an experienced assassin will feel more justified doing nasty criticals than a fluffy rabbit-like creature with no legs or arms.

If you're new to this system, be wary that a lucky critical with double damage can one-shot a low Earth mage or Freelancer at early levels. Should your group feel this is unfair and could detract from the experience at lower levels (before level 15), you could use the 150% critical hits option or remove them entirely from your antagonists. Critical hits can, however, throw a wrench into the player's battle tactics and can be exploited to increase the tension, and will be an important tool in your arsenal to design interesting antagonists and battles.

FINAL DETAILS

With the antagonist's mechanics done, be sure to flesh out the details that give life to roleplay. These details can be as specific or as general as necessary; an unimportant **Minion** may simply have a general description, but



an **Elite** who will star an entire adventure should be detailed enough for your players love to hate their enemy.

What's its name? What's its physical description? What's its personality? Does it have habits, peculiarities, catchphrases? What are its goals, fears, anxieties? What's its natural habitat? How it relates to the adventure and the other antagonists? These are only some of the questions that you, as a GM, may ask to give depth to the antagonist.

ENCOUNTER DESIGN

Designing the antagonists is only part of the GM's job. Choosing which antagonists will take part of the battle and their number is a key part in having the game feel fair. There are two general approaches to this:

Attrition-based adventures try to present lots of smaller encounters between rests. Each encounter should, individually, be easier, so the general challenge of the adventure is to manage the HP, MP and consumables of the party. Use enemies with higher HP, lower damage ratings and few critical hit-able attacks. Avoid using many enemies in the same battle before the players have access to Group damage. In-between encounters, Challenges should present opportunities to further give or drain resources, reinforcing the theme of resource management. During the course of the battles, you can use tools like reinforcements (enemies joining the battle after it started), fleeing enemies, environmental effects (healing, damage and status effects caused by factors other than the antagonists), Steal items and enemy targeting to regulate the challenge, either by increasing or decreasing it as needed.

Tactics-based adventures try to present fewer, or even one encounter between rests. Each encounter should, individually, be hard, so the general challenge of the adventure is to use the correct tactics in each battle. Use enemies with lower HP, higher damage ratings, and many actions per round. In-between encounters, rests should be easy and/or supplemented with easy access to healing items, healing springs, or even machines that fully heal (but leave you still hungry). Player defeats should be always a possibility, and having enemies with lots of different attacks (and the opportunity to adjust their tactics on the middle of the battle) will be important to keep the battle exciting and fair. Lastly, building encounters around specific gimmicks and having challenge encounters (encounters that can be solved by means other than reducing the enemies to 0 HP) interspersed with regular combats can bring shake things up and bring diversity to the table.

ENVIRONMENTAL EFFECTS

Some effects can passively change the battle rules. Use these effects to change how the battlefield works and present new challenges and opportunities to your players. Here are some examples:

Heat Wave: All combatants receive **Fire Vulnerable** and **Ice Resist** statuses this battle. This has no effect on combatants that already have **Vulnerable**, **Resist**, **Immune** or **Absorb** Fire (for the **Fire Vulnerable**) or Ice (for the **Ice Resist**).

Strong Winds (X): Increase the difficulty of all Ranged attacks by 30 this battle. Combatants with **Flight** take X Air-elemental physical damage each time they take an action or reaction. Any combatant may use an action to land and lose the **Flight**.

Deep Water: All combatants lose the **Float**, **Strengthen: Speed** and **Haste** statuses and receive **Slow** and **Weaken: Speed** statuses this battle. This has no effect on combatants that have **Flight** or are **Aquan**.

Thunderstorm (X): At the end of every round, one random combatant is struck for X physical Lightning-elemental damage.

Healing Circle: All healing effects are doubled. Each time a healing effect is used, the user receives the **Zombie** effect until the end of next round.

Rooftops: Some combatants are sitting on rooftops. Combatants on rooftops cannot target or be targeted by combatants on the lower floor with melee attacks. It takes two actions to move between the rooftops and the lower floor. Whenever a combatant is struck while climbing (after it spends the first action to climb up or down but before it spends the second action), it takes double damage. **Flying** characters may move freely between the lower ground and the rooftop.

Quicksand (X): At the start of each round, each combatant receives the **Condemn** status effect for the next (X) rounds. This effect automatically fails on targets under the **Float**, **Flight** or **Condemn** status effects. When a character receives the **Float** or **Flight** status effects, it loses the **Condemn** status granted by the quicksand. Any combatant may use the **!Flee** action to lose the **Condemn** status.

Arrow Rain(X): All combatants must use an action to take cover each round or will be dealt (X) physical Puncture-elemental damage at the end of the round. This effect deals double damage on characters under the **Flight** status effect. A character may use any reaction that protects against physical Ranged attacks, rolling against the enemy with the highest Defensive Stat, to protect an ally.

Cosmic Imbalance: All physical attacks and spells are magical. All magical attacks and spells are physical.





BESTIARY

*"IT MAKES NO SENSE. WHY WOULD AN
ANTLION TRY TO HARM US?"*

- EDWARD (FFIV)



GUARD BOT**5th Level Common Construct**

Earth: 30	Air: 0	HP: 55
Fire: 15	Water: 15	MP: 10
ARM: 8	MARM: 0	Init: 3

Ram: Quick physical action, Earth vs Air, diff 40, 12 damage (Crush)

Block: Reaction, Earth vs Earth, diff 40, avoids a physical attack

Vulnerable: Lightning

These small robots serve as sentries for various laboratories and industrial facilities. Their reinforced plates make them very strong against physical blows.

YELLOW CHOCOBO**6th Level Common Beast**

Earth: 14	Air: 29	HP: 45
Fire: 20	Water: 18	MP: 21
ARM: 6	MARM: 4	Init: 3

Beak: Quick physical action, Air vs Air, diff 40, 6 damage (Puncture)

Choco Dodge: Reaction, Air vs Air, diff 70, avoids a physical attack

Choco Ball: Blue Spell, 7 MP, Fire vs Water, diff 0, 10 damage (Crush)

Bipedal ostrich-like birds, pony-sized, widely used as mounts. They are kind and friendly, but fierce when provoked.

IMP**7th Level Minion Humanoid**

Earth: 18	Air: 32	HP: 20
Fire: 12	Water: 22	MP: 15
ARM: 2	MARM: 5	Init: 2

Short Sword: Quick physical action, Air vs Earth, diff 40, 6 damage (Cut)

Goblin Punch: Blue Spell, 1 MP, Air vs Earth, diff 40, 6 damage (Cut) or instead deals 24 damage (Cut) against 7th level targets.

Little green humanoids, usually malignant and territorial, who form tribes. They use improvised weapons and armor. They don't have great intelligence or physical strength but are very cunning.

VENUZUUBIUS; POISON DEMON**9th Level Boss Demon**

Earth: 30	Air: 12	HP: 200
Fire: 40	Water: 19	MP: 150
ARM: 2	MARM: 2	Init: 5

Mind Blast: Quick magical action, Fire vs Water, diff 40, 12 damage (Crush)

Third Eye: Reaction, Earth vs Earth, diff 40, blocks a melee attack

Flash: Blue Spell, 14 MP, Fire vs Water, diff 0, 15 damage (Light), if greater than diff 70, inflicts the **Blind** status on the target until the end the round.

Poison Gas: Blue Spell, 16 MP, Group, Fire vs Water, diff 70, inflicts the **Poison** status on target until the end of next round.

Vulnerable (Light), All Status Resist

One of the lesser Demon Lords, Venuubius is arrogant and prideful. He acts with great overconfidence, treating his lesser brethren with disdain and his superiors with distrust. In battle, he tends to boast about his own abilities instead of quickly finishing his foes.

LESSER ZOMBIE**12th Level Minion Undead**

Earth: 50	Air: 12	HP: 64
Fire: 35	Water: 31	MP: 40
ARM: 13	MARM: 11	Init: 2

Slam: Quick physical action, Earth vs Earth, diff 40, 20 damage (Crush)

Poison: Black Spell, 10 MP, Fire vs Water, diff 40, 15 damage (Bio), inflicts the **Poison** status on target until the end of the next round.

Zombie, Vulnerable (Fire), Vulnerable (Light), Ice Immune, Fatal Immune

Reanimated carcasses of dead humanoids who blindly follow their dark masters. They are slow and devoid of free will.



*SAHUAGIN CAPTAIN***15th Level Elite Aquan**

Earth: 42	Air: 45	HP: 270
Fire: 41	Water: 31	MP: 54
ARM: 5	MARM: 15	Init: 4

Trident: Quick physical action, Air vs Air, diff 40, 12 damage (Puncture)

Aqua Rage: Quick Ranged magical action, Fire vs Water, diff 40, 24 damage (!Water)

Shell: White Spell, 14 MP, Grants Shell until the end of next round.

Cure: White Spell, 9 MP, Fire vs Water, diff 0, Heals 20 HP.

Water Resist, Lightning Weakness, Weaken (Speed), Fatal Immune

Hybrids of men and fish, Sahuagins are led into battle by dangerous captains. They are slow on land, but powerful enemies.

*RISEN SORCERER***19th Level Minion Undead**

Earth: 32	Air: 31	HP: 110
Fire: 86	Water: 55	MP: 100
ARM: 8	MARM: 15	Init: 2

Staff: Quick magical action, Fire vs Water, diff 40, 48 damage (Crush)

Gravity: Time Spell, 9 MP, Fire vs Water, diff 25, reduce target's HP by 25% of its current value

Armor Up: Time Spell, 20 MP, grants **Strengthen (Armor)** to an ally until end of next round

Mental Up: Time Spell, 20 MP, grants **Strengthen (Mental)** to an ally until end of next round

Zombie, Vulnerable (Ice), Vulnerable (Light), Fire Immune, Fatal Immune

Remains of sorcerers given will by their dark lords, these undead are notably terrifying in that they retain their intelligence and capacity for magic. All compassion, love, and kindness are however missing.

*RISEN LANCER***19th Level Minion Undead**

Earth: 65	Air: 60	HP: 110
Fire: 39	Water: 43	MP: 80
ARM: 15	MARM: 8	Init: 2

Lance: Quick physical action, Earth vs Earth, diff 40, 36 damage (Puncture)

Wide Arc: Slow (4) physical action, Earth vs Earth, diff 40, 36 damage. Another random enemy suffers 25% of the damage dealt, ignoring ARM

Zombie, Vulnerable (Ice), Vulnerable (Light), Fire Immune, Fatal Immune

Corpses of great lancers from the past, these undead are given will by their dark lords and are notably powerful in that they can match the living in cunning.

*FALSE PRIEST***20th Level Elite Humanoid**

Earth: 30	Air: 43	HP: 500
Fire: 75	Water: 72	MP: 200
ARM: 8	MARM: 20	Init: 4

Wand: Ranged Quick magical action, Fire vs Fire, diff 40, 42 damage (Crush)

Blind: Black Spell, Fire vs Water, diff 70, inflicts the **Blind** status until the end of next round

Fire Wave: Spell, 16 MP, Fire vs Water, diff 0, 49 single damage (Fire) or 35 group damage (Fire)

Summon Risen: Spell, 20 MP, Summon two random Risen minions. This may be used only if the False Priest has no allies.

Vulnerable (Ice), Vulnerable (Lightning), Shadow Immune, Immune: Death, Immune: Stone, Immune: Gravity

This evil priest commands Risen skeletons. He may summon them do his biddings, using nearby corpses. However, his powers can't raise undead armies... yet.



*Giant Bat***21st Level Minion Beast**

Earth: 60	Air: 69	HP: 116
Fire: 60	Water: 30	MP: 112
ARM: 32	MARM: 21	Init: 2

Bite: Quick physical action, Earth vs Air, diff 40, 36 damage (Cut)

Arrow Guard: Reaction, Air vs Air, diff 30, avoids a Ranged physical attack

Red Feast: Blue Spell, 10 MP, Earth vs Air, diff 40, 30 damage (Puncture), The Giant Bat drains HP equal to half of the damage dealt.

Flight, Vulnerable (Air), Immune: Blind, Improved Critical

Huge blood-sucker bats who live in caverns. They hate sunlight. Usually they don't attack adventurers unless they're provoked, or someone trespasses their lair.

*RED FLAN***22nd Level Common Aberration**

Earth: 51	Air: 48	HP: 255
Fire: 75	Water: 65	MP: 148
ARM: 20	MARM: 26	Init: 3

Slam: Quick physical action, Earth vs Earth, diff 40, 25 damage (Crush)

Fire: Black Spell, 8 MP, Fire vs Water, diff 0, 35 damage (Fire)

Flame: Spell, 15 MP, Group, Fire vs Water, diff 0, 25 group damage (Fire)

Resist (Cut), Resist (Crush), Resist (Puncture), Fire Absorb, Vulnerable (Ice), Vulnerable (Water), Immune: Weaken

Amorphous elemental that looks like goo and have dominion over fire. Common in volcanic areas. They are hot to the touch and very aggressive.

*IRON GOLEM***30th Level Common Construct**

Earth: 112	Air: 34	HP: 400
Fire: 82	Water: 96	MP: 255
ARM: 70	MARM: 30	Init: 3

Axe: Slow (1) physical action, Earth vs Air, diff 40, 110 damage (Cut)

Block: Reaction, Earth vs Earth, diff 40, avoid a physical attack.

Matra Magic: Blue Spell, 55 MP, Group, Fire vs Water, diff 0, 80 group damage (Fire)

Rust Spray: Quick Ranged magical action, Group, Fire vs Water, diff 70, inflicts the **Weaken (Armor)** status until the end of next round

Immune: Virus, Vulnerable (Lightning), Immune (Cut), Immune: Mental, Immune: Toxic, Immune: Transform, Immune: Death

A huge construct animated by magic, wielding a rusty axe. They have no free will, limited to comply with its creator's orders.

*KRAKEN***38th Level Elite Aquan**

Earth: 99	Air: 84	HP: 1,500
Fire: 91	Water: 123	MP: 555
ARM: 43	MARM: 95	Init: 4

Tentacle: Quick physical action, Earth vs Air, diff 40, 90 damage (Crush)

Aqua Rake: Blue Magic, 85 MP, Group, Fire vs Water, diff 0, 117 damage (Water)

Ink: Quick magical action, Group, Fire vs Water, diff 70, inflicts the **Blind** status on this and the next two rounds

Devour: Slow (2) physical action, Earth vs Earth, diff 80, Inflicts the **Condemn** status until the end of next round

Immune (Water), Vulnerable (Lightning), Immune: Fatal, Immune: Blind, Vulnerable: Mental

An octopus and squid hybrid, the Kraken is a colossal beast that terrorizes the oceans, destroying ships with its powerful tentacles.



EXPERIENCE TABLE

Level	Value	Total XP	Level	Value	Total XP	Level	Value	Total XP
0	0	0	4	46	214	9	92	848
0	1	1	4	47	223	9	93	867
0	2	2	4	48	232	9	94	886
0	3	3	4	49	241	9	95	905
0	4	4	5	50	250	9	96	924
0	5	5	5	51	261	9	97	943
0	6	6	5	52	272	9	98	962
0	7	7	5	53	283	9	99	981
0	8	8	5	54	294	10	100	1,000
0	9	9	5	55	305	10	101	1,021
1	10	10	5	56	316	10	102	1,042
1	11	13	5	57	327	10	103	1,063
1	12	16	5	58	338	10	104	1,084
1	13	19	5	59	349	10	105	1,105
1	14	22	6	60	360	10	106	1,126
1	15	25	6	61	373	10	107	1,147
1	16	28	6	62	386	10	108	1,168
1	17	31	6	63	399	10	109	1,189
1	18	34	6	64	412	11	110	1,210
1	19	37	6	65	425	11	111	1,233
2	20	40	6	66	438	11	112	1,256
2	21	45	6	67	451	11	113	1,279
2	22	50	6	68	464	11	114	1,302
2	23	55	6	69	477	11	115	1,325
2	24	60	7	70	490	11	116	1,348
2	25	65	7	71	505	11	117	1,371
2	26	70	7	72	520	11	118	1,394
2	27	75	7	73	535	11	119	1,417
2	28	80	7	74	550	12	120	1,440
2	29	85	7	75	565	12	121	1,465
3	30	90	7	76	580	12	122	1,490
3	31	97	7	77	595	12	123	1,515
3	32	104	7	78	610	12	124	1,540
3	33	111	7	79	625	12	125	1,565
3	34	118	8	80	640	12	126	1,590
3	35	125	8	81	657	12	127	1,615
3	36	132	8	82	674	12	128	1,640
3	37	139	8	83	691	12	129	1,665
3	38	146	8	84	708	13	130	1,690
3	39	153	8	85	725	13	131	1,717
4	40	160	8	86	742	13	132	1,744
4	41	169	8	87	759	13	133	1,771
4	42	178	8	88	776	13	134	1,798
4	43	187	8	89	793	13	135	1,825
4	44	196	9	90	810	13	136	1,852
4	45	205	9	91	829	13	137	1,879



Level	Value	Total XP	Level	Value	Total XP	Level	Value	Total XP
13	138	1,906	17	178	3,170	21	218	4,754
13	139	1,933	17	179	3,205	21	219	4,797
14	140	1,960	18	180	3,240	22	220	4,840
14	141	1,989	18	181	3,277	22	221	4,885
14	142	2,018	18	182	3,314	22	222	4,930
14	143	2,047	18	183	3,351	22	223	4,975
14	144	2,076	18	184	3,388	22	224	5,020
14	145	2,105	18	185	3,425	22	225	5,065
14	146	2,134	18	186	3,462	22	226	5,110
14	147	2,163	18	187	3,499	22	227	5,155
14	148	2,192	18	188	3,536	22	228	5,200
14	149	2,221	18	189	3,573	22	229	5,245
15	150	2,250	19	190	3,610	23	230	5,290
15	151	2,281	19	191	3,649	23	231	5,337
15	152	2,312	19	192	3,688	23	232	5,384
15	153	2,343	19	193	3,727	23	233	5,431
15	154	2,374	19	194	3,766	23	234	5,478
15	155	2,405	19	195	3,805	23	235	5,525
15	156	2,436	19	196	3,844	23	236	5,572
15	157	2,467	19	197	3,883	23	237	5,619
15	158	2,498	19	198	3,922	23	238	5,666
15	159	2,529	19	199	3,961	23	239	5,713
16	160	2,560	20	200	4,000	24	240	5,760
16	161	2,593	20	201	4,041	24	241	5,809
16	162	2,626	20	202	4,082	24	242	5,858
16	163	2,659	20	203	4,123	24	243	5,907
16	164	2,692	20	204	4,164	24	244	5,956
16	165	2,725	20	205	4,205	24	245	6,005
16	166	2,758	20	206	4,246	24	246	6,054
16	167	2,791	20	207	4,287	24	247	6,103
16	168	2,824	20	208	4,328	24	248	6,152
16	169	2,857	20	209	4,369	24	249	6,201
17	170	2,890	21	210	4,410	25	250	6,250
17	171	2,925	21	211	4,453	25	251	6,301
17	172	2,960	21	212	4,496	25	252	6,352
17	173	2,995	21	213	4,539	25	253	6,403
17	174	3,030	21	214	4,582	25	254	6,454
17	175	3,065	21	215	4,625	25	255	6,505
17	176	3,100	21	216	4,668			
17	177	3,135	21	217	4,711			



STATUS EFFECTS

Status	Group	Type	Effect														
Absorb: (Element)	Positive	Elemental	Heal (<i>elemental</i>) damage.														
Berserk	Negative	Mental	You may only perform standard actions. You must always perform the !Attack action and can't delay.														
Blind	Negative	Seal	Whenever you attack, roll twice and take the worst roll.														
Blink	Positive	Illusion	Whenever you get attacked, the attacker rolls twice and take the worst roll.														
Charm	Negative	Mental	You consider your allies as enemies and your enemies as allies. This condition ends if you suffer damage.														
Condemn	Negative	Fatal	If this condition is not removed before it ends, reduce HP to 0.														
Confuse	Negative	Mental	You may only perform standard actions. Ends immediately if you take damage. Whenever you use a standard action, roll 1d10:														
			<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Roll</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Act normally</td> </tr> <tr> <td>2 or 10</td> <td>No action</td> </tr> <tr> <td>3 or 9</td> <td>Attack random ally</td> </tr> <tr> <td>4 or 8</td> <td>Attack random enemy</td> </tr> <tr> <td>5 or 6</td> <td>Heal, protect, or otherwise assist random enemy</td> </tr> <tr> <td>7</td> <td>Heal, protect, or otherwise assist random ally</td> </tr> </tbody> </table>	Roll	Effect	1	Act normally	2 or 10	No action	3 or 9	Attack random ally	4 or 8	Attack random enemy	5 or 6	Heal, protect, or otherwise assist random enemy	7	Heal, protect, or otherwise assist random ally
Roll	Effect																
1	Act normally																
2 or 10	No action																
3 or 9	Attack random ally																
4 or 8	Attack random enemy																
5 or 6	Heal, protect, or otherwise assist random enemy																
7	Heal, protect, or otherwise assist random ally																
Curse	Negative	Weaken	Whenever you get attacked, the attacker rolls twice and take the best roll.														
Death	Negative	Fatal	Reduce HP to 0.														
Disable	Negative	Seal	You may only cast Spells or react.														
Flight	Positive	Flight	Only Ranged attacks or Spells may hit you. Your melee attacks may hit targets with any Flight status unless they specifically may not target Flight status.														
Float	Positive	Flight	Float about two feet off the ground, causing effects that depend on the ground to not affect you.														
Gravity	Negative	Fatal	Reduce HP by a fixed amount, ignoring ARM and MARM.														
Haste	Positive	Time	Roll one extra initiative die.														
Immobilize	Negative	Seal	You may not perform reactions.														
Immune: (Element)	Positive	Elemental	Ignore suffered (<i>elemental</i>) damage.														
Meltdown	Negative	Weaken	Reduce ARM and MARM to 0.														
Mute	Negative	Seal	You may not cast spells														
Poison	Negative	Toxic	At each round's end, lose HP equal to 10% of max HP.														
Premonition	Positive	Time	Once per round, you may reroll a 1d100 roll.														
Protect	Positive	Barrier	Reduce physical damage by half after deducting ARM.														
Reflect	Positive	Barrier	Reflect effects from a spell that targets you to its caster. If a spell was already reflected, this has no effect.														



Status	Group	Type	Effect
Regen	Positive	Strengthen	At each round's end, heal HP equal to 10% of your max HP.
Reraise	Positive	Barrier	If you would be reduced to 0 HP instead heal to 10% of max HP and end this effect.
Resist: (Element)	Positive	Elemental	Halve suffered (<i>elemental</i>) damage.
Shell	Positive	Barrier	Reduce magical damage by half after deducting MARM.
Sleep	Negative	Mental	You cannot perform actions, but may delay one die. This condition ends when you suffer damage.
Slow	Negative	Time	Roll one fewer initiative die.
Stone	Negative	Transform	You may not act or suffer damage.
Stop	Negative	Time	You may not act.
Strengthen: Armor	Positive	Strengthen	Increase ARM by half.
Strengthen: Magic	Positive	Strengthen	Deal 25% more magical damage and magical healing.
Strengthen: Mental	Positive	Strengthen	Increase MARM by half.
Strengthen: Physical	Positive	Strengthen	Deal 25% more physical damage and physical healing.
Strengthen: Speed	Positive	Strengthen	At the start of phase 1, reduce each initiative die value by 1. Reduce the charge time of all Slow actions by 1, to a minimum of 1.
Toad	Negative	Transform	Your attacks deal exactly 1 damage, ignoring ARM or MARM. You can't cast Spells, except for the <i>Toad</i> spell.
Vanish	Positive	Illusion	Enemies may not target you with single-target actions.
Virus	Negative	Toxic	You may not be healed.
Vulnerable: (Element)	Negative	Elemental	Double suffered (<i>elemental</i>) damage.
Wall	Positive	Barrier	Reduce physical damage to 0.
Weaken: Armor	Negative	Weaken	Reduce ARM by half.
Weaken: Magic	Negative	Weaken	Deal 25% less magical damage and magical healing.
Weaken: Mental	Negative	Weaken	Reduce MARM by half.
Weaken: Physical	Negative	Weaken	Deal 25% less physical damage and physical healing.
Weaken: Speed	Negative	Weaken	At the start of phase 1, increase each initiative die value by 1. Increase the charge time of all Slow actions by 1.
Zombie	Negative	Transform	Healing effects remove HP or MP rather than curing it. Effects that damage you and heal the user instead damage the user and heal you.



STATUS EFFECT GROUPS

Status Group	Statuses
Mental	Berserk, Charm, Confuse, Sleep
Illusion	Blink, Vanish
Seal	Blind, Disable, Immobilize, Mute
Fatal	Condemn, Death, Gravity
Elemental	Vulnerable: (Element), Resist: (Element), Immune: (Element), Absorb: (Element)
Weaken	Curse, Meltdown, Weaken: [Armor, Magic, Mental, Physical, Speed]
Strengthen	Regen, Strengthen: [Armor, Magic, Mental, Physical, Speed]
Flight	Float, Flight
Time	Slow, Stop, Haste, Premonition
Toxic	Poison, Virus
Barrier	Protect, Shell, Reflect, Reraise, Wall
Transform	Stone, Toad, Zombie

