

# FINAL FANTASY d6



# INTRODUCTION

*"Another dream is waiting to begin."*  
- Dissidia: Final Fantasy

The '**FFRPG**' project originally began as a bold undertaking by Scott Tengelin in February of 1995. Development began with a small initial group of designers and administrators consisting of Tengelin, Martin Drury, Chris Pomeroy, and Matthew Martin. After many years and changing of hands, it became a fully-realized dream – the current third edition was spearheaded by Samuel Banner as the lead developer. However, at the time of this writing, the project seems to have been all but abandoned.

Although I was inspired by the Returners, I couldn't help but shake the feeling that it was flawed for laid-back, around-the-table gaming, and I naively began a slow conversion of the rules systems into something that I felt was more conducive for casual play.

But, as things often do, the more work I put into the system the more complex the rules became, until finally they took on a life of their own and became a total system modification. In too deep to stop now, I could only forge on ahead. I attempted to reproduce combat that accurately reflected the *feel* and *style* of the Final Fantasy series, where battles were dramatic, larger-than-life and grand affairs; cinematic opposed to mechanically monotonous, if you will. I endeavored to churn out a system filled with grand possibilities and heroic action. I struggled with a world where titanic struggles between good and evil for the fate of the world would be an accurate summary of the typical adventurer's day, and that's just before breakfast.

Whether or not I succeeded is up for debate, but I find myself mostly content with this pdf in its current incarnation. At least for now.

This work is free distribution and not for sale under any circumstances, and I hope you enjoy playing the **Final Fantasy d6** as much as I enjoyed creating it.



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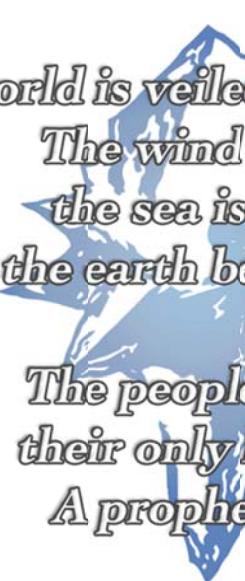
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The world is veiled in darkness.  
 The wind stops  
 the sea is wild  
 and the earth begins to rot.

The people wait,  
 their only hope...  
 A prophecy....



# CHAPTER I: GAMEPLAY

*"Know, and prepare for battle."*

- Prof. Bordam Daravon

The following few pages offer an overview of the basic mechanics of the *Final Fantasy d6*, and include many important concepts and game terms. Although some of these explanations may be familiar to experienced role-players, much of the information presented here will be expanded on in the remainder of the book. We suggest taking a moment to familiarize yourself with this material before moving on.

## 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 universally 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.

## What Do I Need To Play?

Other than this free PDF, you mean? Like most pen-and-paper RPGs, you need dice – in this case, a handful of common, run-of-the-mill six-sided dice will do the trick. You'll usually want two per player but having extras is a good idea, and perhaps a single four-sided dice to calculate percentile chances if you want to get fancy.



## When Do I Roll These Dice?

Throughout the game, your character will likely try to do things that aren't exactly everyday mundane tasks. We rely on the random results of dice rolls for determining everything from how injured your enemies become after hitting them with your sword, to whether or not your character is able to swim against the current.

From now on, we'll abbreviate all dice rolls as  $d[\text{number of sides}]$ ; thus a 6-sided die would be called a 'd6'. A number before the 'd' indicates that more than one die is used – '2d6' simply means two six-sided dice are rolled and their totals are added together. A value after the type of die, like 'd6+2', means that that number is added to the result of the roll. If the d6 comes up as 5, for example, the total score would be 7.

## Random Targets, Percentiles and Rounding

Often, the FFd6 will call for a random target to be chosen. A fair way to determine this would be to have all eligible targets roll 2d6, with the lowest roller ending up as the target.

When the system states that an effect has a 50% or 25% of occurring, you could resolve this by rolling a 1d4...or continuing with your normal 2d6 dice. A 25% chance is 9 or higher on 2d6, a 50% chance is 7 or higher, and a 75% chance is 5 or higher. Use whatever method is easiest for you and your group!

*You always round down in the FFd6 system, but never round to zero. Half of one is considered to still be one.*



## Jobs

Every character belongs to a single 'Job' in the FFd6 to determine what they can do, and how they'll be able to contribute to an adventuring party. Black Mages are formidable users of destructive elemental energies, where White Mages are healers and protectors. Spear-wielding, gravity-defying Dragoons soar the skies even as Geomancers tap into the very powers of the earth.

## Abilities

Each Job is distinguished from others by a unique pool of talents, collectively called Abilities. These range from the capacity to cast magic, to being call forth various effects with a Gambler's supernatural slot machines, to strike with a sudden ferocity, or steal from a hapless foe. All characters start with a single 'Innate' Ability, which is pre-determined by their choice of Job. They also begin play with two other abilities chosen upon character creation – either from the Job Ability list, or the Shared Ability list which all characters have access to.

As they advance in their adventuring careers, characters may continue to obtain more and more abilities from these lists.

## Critical Hits and Complications

In many game systems that use d20s, a result of 1 is a spectacular, automatic failure, while a roll of 20 is an automatic success. In the FFd6, which uses a 2d6 roll for the majority of checks, there is a chance that the result will come up with both dice landing on sixes. In combat, this dice result means that the character performs a never-miss Critical Hit and possibly a Limit Break. More on this later...for now, all you need to know is that a pair of sixes is good news.

For skill checks, however, such a roll does NOT automatically counts as an automatic success. Players can do truly preposterous things at higher levels within the rules of the system, and it takes more than just a lucky roll to make a character's (possibly crazy) wishes a reality.

When both dice land on 1s, this is called a Complication. In combat, a Complication means the monster or character automatically misses their attack no matter how accurate they might normally be, but there's never more dire consequences.

On skill checks, Complications get a little more...well, *complicated*. Since Final Fantasy heroes are often beyond beginner's mistakes, rolling nothing but 1s means outside influence or fluke happenstance ruined whatever the character was trying to do - such as the guards coming to investigate what all that noise is about. This is a chance for the GM to spice up the story with new problems arising to supplement the old ones. Not only is your airship spiraling out of control, but one of the engines is now on fire!...and so on! (See p.102 to learn more about Complications.)



## GM's Note: 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. To resolve this, you'll find a chapter later on in this book that contains brief summaries of some of the most common Final Fantasy games and their worlds, suggested adventure ideas, and a repository of additional rules to help set your tabletop campaign in a pre-existing universe.

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 virtue of ancient prophecy or are they childhood friends? Are they a crew of gentlemen thieves or forced into an uneasy alliance by the outbreak of war? This is a chance to let your creativity shine.

# CHARACTER CREATION

"Your fate is in your hands. This is your story."  
- Auron

The first and most obvious step is to start giving some thought to the character you are planning on playing. At this point you will probably be painting with fairly broad strokes - '*neurotic Black Mage with a troubled past*' or '*narcissistic, charismatic Thief*' are some basic examples of concepts that could be spun out into a well-defined character with a bit of thought. However, a concept is nothing more than the base of a character; In order to start fleshing out the person behind the idea, details you should settle on as early as possible include:

**Name:** In a universe populated by heroes with monikers like Cloud Strife, Zidane Tribal or Laguna Loire, a good name can go a long way towards making a memorable character. Ideally, a good name should be evocative and a little unusual.#

**Age:** Nearly always equates to 'experience'; often drawing the fine line between a fresh-faced adventurer brat and a grizzled, world-weary veteran. Most classic Final Fantasy heroes are just entering adulthood, though there are exceptions on both ends. Chances are good that extremely youthful or elderly characters will encounter social discrimination from same-species people around them; comments like 'old-timer' and 'squirt' are likely to follow them everywhere they go, and some will actually refuse to take them seriously.



**Race:** The world of Final Fantasy is populated by an odd assortment of humanoids and monsters. Over the course of many games, the mantle of world-savior has variously fallen on the shoulders of rat/lizard/elephant/pig-folk, cat-robots, feral sasquatches, moon-people, and other creatures too strange to describe in just a handful of words. Races are diverse and unique, but ultimately, nothing more than flavor for your character. Whether you're a powerfully-built Yeti or an adorable Moogle has no mechanical difference save for one;

All Humanoids, your character included, are Vulnerable to the dark corruption caused by **Shadow** spells and effects; they take 50% more damage from such attacks.

Normally, your character is **automatically** a Humanoid – but by choosing to be an **Unusual Species** (by taking the special ability found on p.101) you can make your character as a living plant or a planar traveller, or just about anything else you can imagine, and don't have to be a Humanoid if you don't choose to be.

**Job:** A character's chosen Job helps determines his or her Abilities, their aptitudes in combat, and a whole slew of other factors. For this reason, choosing a Job is the most important decision a player makes during the character creation process; but don't worry! You're not stuck in a Job forever after making this decision, and characters are able to explore other options as the game progresses. Jobs are presented in full detail in Chapter 2.

**Appearance:** Although a character's physical features, height, weight, build, and hair, eye and skin color are important, remember that a character's appearance is as a much a measure of their 'style' as anything else. Do they lean towards all-concealing black cloth, or a wardrobe consisting entirely of loud pastels? What about jewelry

or other distinguishing features such as tattoos? How does the character carry themself, and what impression does the character's general posture and expression give others?

**Quote:** A good quote is just as effective at establishing a character as any number of descriptive paragraphs. This can be anything from an often overused catchphrase ('...Whatever.') to a short and pithy comment typical of the character's general outlook on life ('I'm not a thief, I'm a treasure hunter!'). *Characters who fill out a Quote on their character sheet are automatically awarded a single point of Destiny.* (See p.110 to learn more about Destiny.)

**Backstory and Goals:** As you'll quickly discover, this system puts very little emphasis on a character's history before the game begins. Where your character is *going* and what you'll *become* is far more important than your losses and accomplishments that took place off-screen before the game begins. Ultimately the decision is up to each individual GM, but we strongly suggest keeping a character's history minimal, to a paragraph or two at most – just enough for the character to have a handful of goals. These goals, however, *are* pretty important; we'll come back and finalize these in a little while, but get started thinking ahead of time what drives your character, what they fear, and what they hope to achieve in their life.



## Attributes

Once you've got the basics of the character figured out, it's time to start getting into the numerical aspect, starting by assigning their physical and mental prowess a number rating from one to ten; one being terrible and ten being amazing. Characters have a total of four primary Attributes, which are;

**Power (PWR):** This score is a representation of how much energy and strength you can bring to a battle, whether it be in the form of magical or melee might.

**Resolve (RES):** This score represents endurance, confidence, drive, and the ability to take a hit. Characters with a high Resolve are likely to laugh in the face of danger and press on against adversity, whereas characters with a lower Resolve can heavily feel the weight of failure or the fear of the unknown.

**Dexterity (DEX):** This attribute measures speed, physical agility and hand-eye coordination. Characters with a high dexterity will often utilize weapons where their speed can really shine, and they will be able to consistently evade enemy attacks.

**Mind (MND):** This score represents your capacity for knowledge, your speed of understanding, general mental agility and knack for channeling magic.

( It might not seem this way at first, but all of your attributes are important. Making a balanced character is often wiser than throwing nothing but 10s and 2s around. )

Each starting character has a total of **25 Attribute Points** to divide between the four Attributes - Power, Resolve, Dexterity, and Mind - as the player chooses. Attribute Points are spent at a one to-one ratio and each category starts at 0, and a character cannot have an attribute score of less than 1 or higher than 10 after character creation is finished. As a method of comparison, a completely normal human being has a score of about 3 in each Attribute.

As characters adventure and gain levels, you'll be able to increase these attribute points.

## Secondary Attributes

From those four main stats we can derive two other important secondary factors; **Force** and **Finesse**.

**Force:** This secondary score represents how difficult the character is to oppose physically. A character with a high Force might be able to shake off a basilisk's deadly gaze without suffering any ill effects, or slice through the steel prison bars on the party's cell with a piece of folded paper.

To calculate a character's **Force**, add together their **PWR** and **RES** attributes, then divide the result by 4, rounded down. For example, a character with 6 PWR and 7 RES would have a total of 3 Force.

**Finesse:** This secondary score represents how difficult the character is to oppose emotionally and mentally. A character with a high Finesse could think quickly enough to reflect the basilisk's gaze with a polished edge of metal, and smooth-talk or infuriate the prison guard enough to unlock the cell door.

To calculate a character's **Finesse**, add together their **DEX** and **MND** attributes, then divide the result by 4, rounded down. For example, a character with 15 DEX and 11 MND would have a total of 6 Finesse.

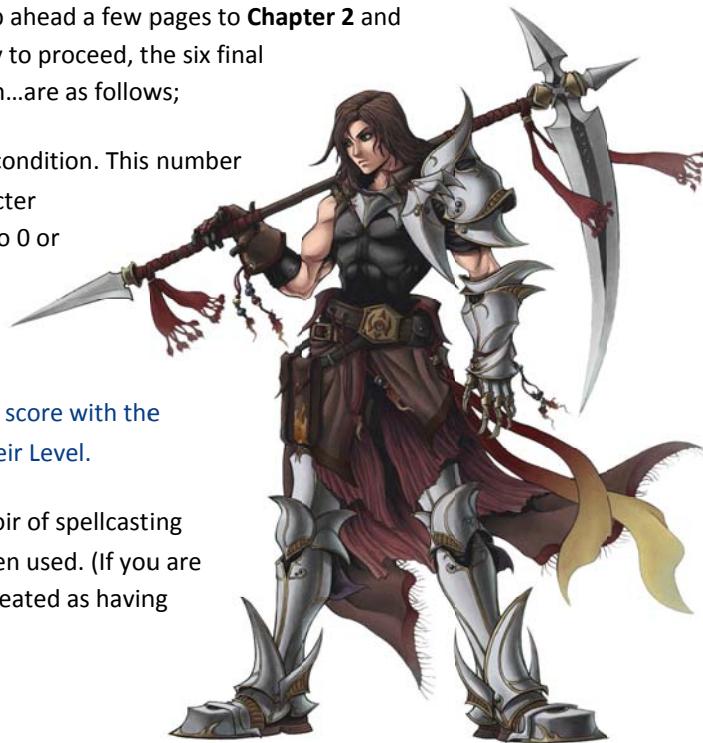
## Combat Statistics

Next up, we can slowly work through the process of determining all the other relevant combat measurements, ranging from how effective the character is at avoiding damage to how many spells they can unleash before needing to recharge. Before being able to make these calculations you'll need to know which Job you want your hero to start out as; if you're not entirely sure, you may want to flip ahead a few pages to **Chapter 2** and take a glance at the many options that are available. If you're ready to proceed, the six final combat values your character will need...and how to calculate them...are as follows;

**Hit Points (HP):** A reflection of the character's general physical condition. This number represents their maximum Hit Points, and damage dealt to a character temporarily reduces this value. If a character's HP is ever reduced to 0 or lower, they fall unconscious and they become vulnerable to enemy attacks capable of killing them.

To calculate a character's **Maximum Hit Points**, add their **RES** score with the **HP Bonus** granted by their Job, and multiply the total by their Level.

**Magic Points (MP):** Magic Points represent a character's reservoir of spellcasting energy. Casting spells reduce a character's MP by a set amount when used. (If you are don't know any spells and are unable to cast magic, then you are treated as having zero MP and you can skip this step entirely.)



To calculate a character's **Magic Points**, add their **MND** score with the **MP Bonus** granted by their Job, and multiply the total by their Level.

**Avoidance (AVD):** The character's affinity for reflexively dodging or parrying incoming physical attacks. Avoidance is determined mostly by your Job (each Job grants an automatic value), and for every 4 points you have in the DEX stat, you add +1 to this value.

Whenever an attack roll is made, it must equal or surpass the target's Avoid score to have any effect at all. If the total attack roll including Accuracy is lower than the target's Avoidance score, the attack 'misses' and nothing happens. Certain attacks and status effects are capable of ignoring or nullifying your AVD score temporarily, but characters retain their Avoidance score even if they don't know the attack is coming, or where it originates from.

To calculate a character's **Avoidance**, add **1/4<sup>th</sup>** of their **DEX** score with the **bonus** granted by their Job.

**Accuracy (ACC):** The base likelihood of a character being able to land a blow with a conventional weapon. This stat is based off of the Level of the character, a value anywhere from one to eight. Individual Jobs may also grant an accuracy bonus of a few additional points.

When you make an attack roll with a weapon, you roll 2d6 and add your ACC score – if the result would be equal to or higher than your opponent's AVD, the attack lands and you may calculate damage using the same two dice – more on that later!

To calculate a character's **Accuracy**, add **half of the character's Level**, rounded down, with the **bonus** granted by their Job.



**Armor (ARM):** A sum of the character's protection against physical attack. The higher the number the less damage they will suffer. Whenever a character would take physical damage, their ARM score is subtracted from the amount they would be dealt – for example, a character with 5 ARM would reduce 30 damage down to 25.

**Armor** is simply calculated by adding up the total **ARM granted by your equipment**. Some Job Abilities can give permanent bonuses to the ARM score.

**Magic Armor (M.ARM):** The character's protection against magical attacks. The higher the rating, the less damage they will suffer. Whenever a character would take magical damage, their M.ARM score is subtracted from the amount they would be dealt – for example, a character with 20 M.ARM would reduce 60 damage down to 40 instead.

**Magic Armor** is simply calculated by adding up the total **M.ARM granted by your equipment**. Some Job Abilities can give permanent bonuses to the M.ARM score.

## Job Abilities

Your character has begun to take shape, and now it's time to start really getting into the customization process. First, consult your Job Ability list, because you automatically receive the *innate* ability listed there. The next step is to choose two additional abilities of your choice – these may be either from the list of Job-specific abilities, or the list of Shared Abilities that starts on page 95. You can't choose a Limit Ability yet – those are earned later on.

This can sometimes be a daunting step due to all the options available – don't worry! It gets easy with a little familiarity.

## Skills and Magic

Next up is to choose skills, which are described starting on page 102. These are day-to-day proficiencies such as picking locks and talking your way out of a tight spot. You may allocate your skill points anywhere you like, but the maximum number of points you can have in any one skill is limited by your Finesse score.

The maximum number of points a character can have in any **Skill** is equal to their **Finesse score, plus one**.

For example, a newly-created character with 3 Finesse may not have more than 4 points in any one skill. So, as a character's Finesse increases, so too will their maximum skill caps. The number of Skill Points you begin play with is dependent on your Job, but is always enough to hit the maximum cap for the skills you want the most.

Finally, most MP-using classes begin the game with at least one spell, which can be found listed in Chapter 8. A typical Job may have a magic-using chart that appears similar to the one seen here. This means that at levels one the character begins play with two 'Novice' spells of his choice. At levels two and three, the character receives another Novice spell from their list. Upon reaching level 4, 5, or 6, they gain a new spell and may choose from either the Intermediate or Novice list instead, and so on.

Spell Level	Levels Obtained
Novice	1, 1, 2, 3
Intermediate	4, 5, 6
Expert	7, 8, 9
Superior	10, 11, 12
Ancient	13, 15

## Equipment

All newly-created level one characters begin play with **500 gil**, or the world's equivalent. This is enough to purchase basic equipment including a weapon and armor, as well as supplies or one-time use items that can help a character out of a tight spot. A complete list of equipment can be found in Chapter 5.

Even if your character is a blacksmith, tailor, alchemist, or someone else capable of turning money into usable items through use of the Synthesis skill (which we'll talk about more later), you cannot use any part of this 500gil to craft items before the game actually begins.

## Goals and Finishing Touches

And last but certainly not least, characters are encouraged to come up with a total of four goals they'd like to see their character achieve over the course of their adventures. Three of these should be short-term goals such as '*be recognized for my achievements*', '*save the princess of Cornelia*', or '*build my own airship*', and one needs to be the character's lifelong dream, the long-term ambition that keeps them motivated. This might be anything from '*return to the ancestral homeland where I was banished from*' to '*retire with a pile of money*'. The FFd6 has a built-in system where completing these goals over the course of the story will earn the character significant rewards, and also helps the GM plan adventures around your character.

## Starting a Character above 1<sup>st</sup> Level

Characters won't always withstand the rigors of the Final Fantasy world – some gracefully return to their old lives, some are defeated in battle or perform legendary acts of self-sacrifice. Sometimes, old villains can become new allies, or long-forgotten companions can return more powerful than before. Perhaps the heroes themselves are already well-established paragons in the world, not batting an eye at the lesser threats that plague the typical adventurer. For all of these reasons and more, what follows is a quick set of rules designed to create characters above first level.

Consult the chart below to determine the starting number of abilities (outside of the automatically-earned Innate job ability) attribute points, bonus skill points, gil and destiny a new character of any given level will begin play with. Your GM will let you know if you also get to start with any Limit Breaks and Limit Abilities.

<u>Level</u>	<u>Total Adjustments</u>	<u>Max Attribute</u>	<u>Starting Gil</u>	<u>Destiny</u>
1	2 Job Abilities, 25 attribute points, 0 extra skills	10	500	0
2	3 Job Abilities, 27 attribute points, 2 extra skills	11	575	0
3	3 Job Abilities, 28 attribute points, 4 extra skills	12	800	0
4	4 Job Abilities, 30 attribute points, 6 extra skills	13	1,200	0
5	4 Job Abilities, 31 attribute points, 8 extra skills	14	2,000	1
6	5 Job Abilities, 33 attribute points, 10 extra skills	15	3,400	1
7	5 Job Abilities, 34 attribute points, 12 extra skills	16	6,200	1
8	6 Job Abilities, 36 attribute points, 14 extra skills	17	11,500	2
9	6 Job Abilities, 37 attribute points, 16 extra skills	18	22,000	2
10	7 Job Abilities, 39 attribute points, 18 extra skills	19	40,000	2
11	7 Job Abilities, 40 attribute points, 20 extra skills	20	73,500	3
12	8 Job Abilities, 42 attribute points, 22 extra skills	21	125,000	3
13	8 Job Abilities, 43 attribute points, 24 extra skills	22	230,000	3
14	9 Job Abilities, 45 attribute points, 26 extra skills	23	400,000	4
15	9 Job Abilities, 46 attribute points, 28 extra skills	24	720,000	4

### GM's Note!

Characters who begin play at higher than first level generally shouldn't have any Attributes with a value of less than 3, and **definitely** should not have any attribute higher than the value listed for their level, found again in the chart above.

If a character begins play as a spell-casting Job, they also gain a full list of spells as if they had been a member of that Job all the way from level one. For example, a level 5 Black Mage will know and have access to four Novice spells and 2 Intermediate ones. A level 12 Blue Mage will only know two spells; one Novice, and one Superior.

# CHAPTER II: JOBS

*"You've all heard this before. How life has infinite possibilities. I don't believe that one bit. There weren't many paths for me to choose. Sometimes, there would only be one. From the limited possibilities I faced, the choices I made have brought me this far. That's why I value the path I chose... I want to hold true to the path that HAD to be taken."*

- Irvine Kinneas

There are a total of 18 Jobs, and you may choose any one Job you like at Character Creation. Each has their strengths and weaknesses; use the brief descriptions on the following two pages to familiarize yourself with the different options available to you.

As you read into each of the eighteen jobs in greater depth, you'll notice the appearance of the four elemental crystals. The colors of these icons denote what each Job specializes in, or what purpose a given Ability leans toward. However, these are little more than suggestions, and a smart player with a few wisely-spent points of Destiny can transform ANY Job into being able to fill any 'party role' they choose.



The **Crystal of Fire** represents **offensive** capabilities, striking at your opponents with magic or physical attacks to deal staggering amounts of damage. Offensive characters almost always benefit from a high **PWR** score.

The **Crystal of Earth** points to Jobs and abilities that fall into a more **defensive** role, and are best used by players who want to wade into battle as unstoppable juggernauts or protect their weaker allies. It's usually wise for such heroes to invest in a solid **RES** score.

The **Crystal of Wind** indicates **utility** roles, skill-based abilities and jobs, as well as chaos and misdirection. Players who like to overcome challenges in memorable fashions or without resorting to combat should watch for this symbol. Since utility characters often lack other defenses, investing in a solid **DEX** score is generally a smart move.

The **Crystal of Water** designates **support** abilities and jobs that can heal their allies, increase the effectiveness of their friends, or otherwise work best as part of a team. Most restorative spells and abilities utilize the **MND** attribute to enhance their potency.

Once you've selected a Job, here's several phrases you'll see and what they mean.

**HP Bonus:** This value is added to your RES stat, and multiplied by your Level, to determine your character's maximum Hit Points.

**MP Bonus:** This value is added to your MND stat, and multiplied by your Level, to determine your character's maximum Magic Points.

**Innate:** You automatically gains access to the first job ability on the list when you select your Job. An Innate ability might be as simple as extra Destiny when you overcome worthy adversaries, or as complex as a Geomancer's control of the terrain. Whenever you change to a different Job, your Innate ability changes as well.

**Job Abilities:** Most of the space on each Job page is taken up by these important-looking powers. These are all the Abilities that are associated with your chosen Job, how they work and what they do. You may choose any two Job Abilities at first level.

**Limit Abilities:** As your heroes grow in power they will unlock several truly extraordinary abilities specific to their job, in any order they choose. You may not choose a Limit Ability during character creation.



### **Black Mage**

A purely destructive caster that doesn't have much in the way of protection or subtlety – only unmatched offensive capability. She assaults her foes with overwhelming elemental attacks and a variety of negative status effects. By exploiting the elemental weaknesses of their enemies, the damage Black Mages can unleash is without peer.



### **Blue Mage**

Blue Mages are enigmatic power-seekers sometimes known as the Immortals. They are renowned for the monstrous magicks they wield, their metamorphing physical bodies, their ability to laugh in the face of death, and their rapidly dwindling sanity.



### **Dark Knight**

Combining vicious black magic that drains life and slams their enemies with vicious status effects, these unrelenting fighters go to every means necessary to exploit their target and leave a lasting impression.



### **Entertainer**

These artisans, mimics and minstrels contribute far more than just song and swaying hips to an adventuring troupe. With a unique set of tricks directed through their expressive arts, they can inspire their companions to unmatched heights of greatness and leave their enemies star-struck.



### **Engineer**

Masters of clockwork contraptions and peculiar gadgets, Engineers keep themselves and their allies outfitted with fantastic – if sometimes improbable, temporary, and extremely dangerous – equipment.



### **Gambler**

Tempt fate, roll the dice, and shoot first and ask questions later. Devil-may-care swashbucklers with a knack for getting lucky when it really counts, they play a deadly game of chance with their unique support abilities that can either save the day or spell disaster.



### **Geomancer**

These tough, peaceful nomads have formed a strange connection to the powers of creation and are able to call forth the very terrain to do their bidding. Standing unrivalled in their complete mastery of the natural world, they can transform the battlefield into a place perfectly suited for themselves and their allies to shine.



### **Monk**

A melee combatant who seeks to make their body the ultimate weapon, eschewing the use of armor and other accouterments. Whether from decades of training or supernatural aid in the way of *Ki*, they are resilient, powerful warriors on the way to attaining physical perfection.



### **Ninja**

A subtle warrior who is famed for his ability to fight flawlessly with two weapons. These swift and stealthy assassins are known for using poisoned blades and thrown weapons to ensure that their targets can neither run nor hide, and that the first round of combat will be their target's last.



### **Paladin**

Though these knights have harnessed the power of White Magic to provide additional healing and restorative abilities, don't expect them to be sitting on the back lines. With inherent leadership abilities and unrivaled defense, Paladins are holy swordsmen who are often the first to kick down a door and charge into the fray.



### **Ranger**

Archers and gunslingers that focus on a single weapon to deliver deadly long-ranged attacks to unsuspecting foes. These athletic generalists can swiftly combine multiple job abilities together and turn their enemies' missed attacks back on each other, and they use their natural aptitude for the great outdoors to lay ambushes and stay supplied on long journeys.

## **Samurai**

A noble warrior who follows the code of bushido and transforms skill with a blade into an art-form as exotic and beautiful as it is deadly. Their supernatural style can turn an enemy's strength into a weakness, and their mastery of the sword allows them to perform amazing feats as they travel the land spreading hope to the downtrodden.



## **Time Mage**

Able to reshape the forces of time and space, these unpredictable cosmic dabblers are as powerful as they are scarce. Shrouding themselves in magical barriers and using the unlimited powers of the mind to overcome even physical challenges, they can cast formidable spells that stretch seconds into hours.



## **Warrior**

Devoted fighters who know their destiny lies on the battlefield, Warriors are the perfect blend of offensive and defensive skills. You can rely on these myrmidons to hit hard, hit fast, and hit often. Their combat abilities allow them to adapt to any situation, and their aggressive style spells disaster for anyone who gets in their way.



## **Red Mage**

Also known as Rune Knights and perhaps most infamous as the Jack-of-all-Trades. Eschewing the belief that they need to choose only one path in life, these romantic mages dabble in swordsmanship, Black and White magic, and irritating their allies by being insufferable smart-alecks. Preordained for greatness, these self-proclaimed heroes will undoubtedly show the world the *true* meaning of versatility.



## **Thief**

These fleet-of-foot combatants walk on the wrong side of the law and possess a variety of dirty tricks. As comfortable exploring ancient ruins and dungeons as they are in an urban setting, Thieves give new meaning to the phrase 'five-fingered-discount'.



## **White Mage**

This dedicated healer is welcomed with open arms to any adventuring party they choose to join, supporting their comrades with nigh-endless healing and resurrection abilities. Though the journey may be long and difficult, it will undoubtedly be *safe* thanks to the White Mage's single-minded pursuit of protection.



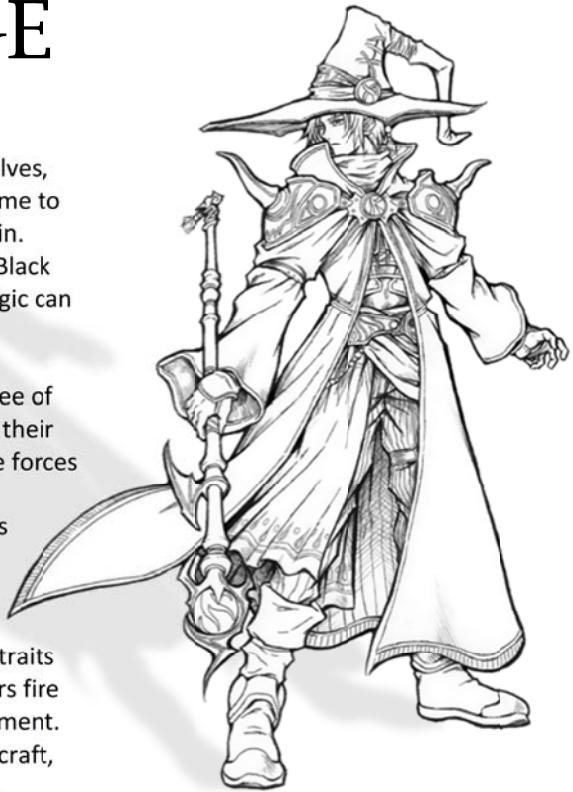
# BLACK MAGE

黒魔道士

Black Magic can be defined as the destructive power of the elements themselves, with effects ranging from the ability to call forth small plumes of warming flame to cataclysmic, earth-shattering spells capable of leaving entire cities in utter ruin. Though others may boast the ability cast a selection of offensive spells, only Black Mages have true mastery over the full breadth of devastating power that magic can offer.

Though the spells associated with this school are not practiced with any degree of secrecy, it is well known to be an art as dangerous for the practitioner as it is their enemies. There are far too many who have lost themselves to the destructive forces they command.

Because of this, Black Magic is often taught in academies or magical institutes where experienced wizards can keep a close eye on the younger generation of developing spellslingers. Since the ability to cast magic naturally can manifest at an extremely young age, this often means that such institutes are filled with impulsive, youthful wizards that have personality (or physical) traits associated with their element of choice. For example, a black mage that favors fire magic might come to have orange or bright red hair and an irritable temperament. These traits often fade once the character becomes more experienced in his craft, and elderly Black Mages are almost universally patient, whimsical and white-bearded fellows.



## Innate Ability: Focus

*You are a fount of power, transcending the limits of mortality through your craft...so long as nothing interrupts your concentration, of course.*

As long as you remain at 100% hit points, your spell casts cannot be interrupted (due to knockback effects, critical hits, etc.) and you gain a +2 bonus on opposed rolls to inflict or resist any effect caused by a spell.

## INFO

	HP Bonus:	14	Spell Rank	Levels Obtained
MP Bonus:	8	Novice	1, 1, 2, 3	
ACC Bonus:	0	Intermediate	4, 5, 6	
AVD Bonus:	4	Expert	7, 8, 9	
Skill Points:	18	Superior	10, 11, 12	
		Ancient	13, 15	

Weapons: Arcane

Armor: Light

Magic School: Black



## Obliterate

*You're capable of imposing your will on colossal inanimate objects, deadly artifacts and protective wards, turning them all into piles of rubble.*

Once per session, the Black Mage may activate Obliterate as an instant action even when it would interrupt an enemy's turn, in order to make a Force check to destroy any Large object (such as a weapon wielded by a titanic creature, a towering marble pillar falling towards them, or even an entire town) at up to a Long Range with a +4 bonus to the check. At the GM's discretion, Obliterate can also be used to destroy smaller, non-sentient objects that are predominantly magical in nature. This ability may be taken multiple times, increasing the bonus granted by +4 each time.



### Counter Magic

*With their expansive knowledge of the magical arts, the Black Mage is capable of striking back when they become the target of a hostile spell.*

The Black Mage gains *Magical Counterattack (100%)* – whenever the Black Mage is affected by any spell cast on him by an enemy, he may return fire with any spell he knows automatically as a Counterattack. The spell still costs MP, but is considered an Instant action. The Black Mage cannot use Counter Magic if he is occupied with a Slow action of his own or if the spell was Reflected, and he may only perform one magical counterattack each round.



### Golden Gaze

*While some mages may suffer from dark circles under their eyes after a night of poring over ancient tomes, many Black Mages are afflicted with a far more obvious side effect from dealing with the darker arts. Their eyes glow a dim golden, green or blue in color even in pitch blackness.*

The character is able to see through magical illusions (as per the Illusion and Advanced Illusion spells), and always rolls an additional d6 when making one specific type of skill check, chosen from the following list when this ability is gained; Awareness, Language, Negotiation, or a single type of Lore.

In addition, a Black Mage with this ability can instantly glean the surface thoughts of any sentient creature (even if they don't speak the same language), simply by spending one point of Destiny, making eye contact with the target and looking directly into their soul. In this way, a character with Golden Gaze is often privy to secrets that others simply couldn't know. Bosses, Notorious Monsters, and other extremely powerful individuals require a successful opposed Finesse check before the Destiny can be spent, at the GM's discretion.

Likewise at the GM's discretion, the mage might suffer from a slightly higher difficulty on future Stealth rolls due to their constantly softly-glowing eyes.



### Elemental Seal

*A runic symbol forms in the air as you mumble words of power, stripping away your foes' magical resistance.* Declare you're activating Elemental Seal as an Instant Action; your next Single-target spell or attack will ignore the effects of the foe's M.ARM score, remove the effects of *Shell* if they possess it, and their M.ARM score is reduced to zero until the start of your next turn. This job ability may be used once per combat.



### Unnecessary Force

*Your spells are so powerful that they can literally blow your opponents away.*

Whenever the Black Mage deals damage to one or more enemies with an offensive spell of Expert rank or higher, he may make an opposed Force check; a success means the target(s) suffer a Medium Range knockback effect. In addition, the Elemental Seal job ability may also trigger off of Group-target spells and affect all targets struck.



### Arcane Insight

*They say knowledge is power; at the very least, knowing thine enemies helps you survive such encounters.*

After using a standard action to make a successful Lore check regarding one enemy or monster, you also learn the complete list of all their abilities and spells, and you may also choose to learn what item can be Stolen from the enemy if you so choose. You gain a +2 bonus on all opposed rolls against any target you have successfully used Arcane Insight on.



### Storm Stones

You can do so much more than merely create and manipulate the elements; when exposed to a pure source of raw, primal elemental energy, you can harness and wield this elemental power as sure as a warrior can wield a sword. Your supreme elemental influence can transform even the most deadly tornado or raging firestorm into a mineral cluster tiny enough to fit into your pocket, ready to be unleashed again later whenever you choose.

By making a successful Force check as a Slow action when in an Elemental Field, the character may form an Elemental Stone of the appropriate type; for example, an Ice Stone from a raging blizzard. (see p.142 for more information on Elemental Stones) Upon a successful usage of Storm Stones, the Elemental Field effect immediately ends. This ability allows a lucky and intellectually-gifted mage to theoretically release and re-absorb the same Elemental Field effect over and over ad infinitum.

The difficulty of the Force check is determined by the GM based on how powerful and dangerous the terrain is; that said, it is rarely less than Challenging (11) or higher than Supreme (20). Failure likely means a previously-released elemental field dissipates before the Black Mage can recapture it.



### Favored Spell

You have grown comfortably familiar with one particular spell, and now may cast it at a moment's notice.

Upon taking this ability, designate any one spell you can cast as a Favored Spell.

You may cast a Favored Spell as an Instant action once per game session. By spending one point of Destiny you may also cast a Favored Spell when a status condition (excluding Charm) would prevent it, such as being under the effects of Petrify or Seal.

You may take this ability multiple times, gaining one additional Favored Spell each time. And finally, you may choose to change your Favored Spell(s) whenever you defeat a Boss-type enemy.



### Specialization

You have a knack for a certain elemental subtype, and may even exhibit personality traits associated with your chosen magical group. Perhaps you're a coldhearted and logical sort who prefers the sub-zero temperatures offered by Ice magic, a hotheaded rebel that's quick to start a fight, or perhaps you're as stoic and patient as the earth itself. Lighthearted mages are generally naturally drawn to water-elemental magic, and the unpredictable and flamboyant ones tend to concentrate on the control of electrical currents.

Choose an element upon gaining this ability; Ice, Fire, Water, Earth, or Lightning. You deal an additional damage step whenever you inflict elemental damage of your chosen type. For example, if a character that has taken an Ice specialization attacks with an *Ice Strike* weapon that normally deals (PWR x 3) points of damage, it would now do (PWR x 4) instead, and so on. Furthermore, whenever you roll maximum damage with a damage-dealing spell (regardless of the spell's normal elemental type!), you gain an additional advantage based on your chosen element;

**Ice:** Deadly cold freezes the enemy in place and inflicts the negative status effect *Stun* for one round.

**Fire:** You ignite the target and cause them to burn. They suffer (PWR x 0) points of Fire damage which ignores M.ARM at the start of each of their turns, until the flames are extinguished with a Standard action, exposure to liquid, or the GM's discretion. (Remember that due to your specialization, the damage steps of this immolation effect are actually higher than zero.)

**Water:** A veil of pure, flowing liquid shimmers into being around you, granting a +2 bonus on rolls to resist the effects of negative status effects until combat ends. This effect is cumulative.

**Earth:** You send the target hurtling upwards into the sky with a powerful eruption. The target is thrown a Medium Range into the air as a knockback effect, and generally suffer 50% of their maximum health in damage when they collide with the ground from such a height.

**Lightning:** You are enervated and filled with a surge of energy. You may use this burst of energy to move a short range, gain a +2 bonus to your next roll, or shock one unconscious ally within a short range to return them to 1 hit point.

# Limit Abilities

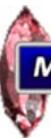


## Crystal Cannon

*Each day that passes causes your muscles to atrophy further from disuse, but finds you one step closer to truly understanding the enigma that is magic. Though your research has taken its toll, each spell and spoken word is filled with a potency that causes even the deadliest monsters to tremble at your presence.*

By permanently sacrificing two attribute points from either their RES or DEX scores the Black Mage may gain one of the following benefits;

- The Black Mage instantly and permanently gains three attribute points, which they may only spend to increase their PWR or MND attributes.
- The Black Mage permanently gains a +1 bonus to their ACC score.
- The Black Mage permanently gains 2 skill points.
- The Black mage instantly and permanently learns any one spell from a rank and school of magic he has access to. Characters cannot learn Blue Magic in this fashion, however.



## Manafont

*The Black Mage is an untapped reservoir of power, able to draw forth spells of inexpressible potency. If there's such a thing as too much power you have yet to discover it.*

By expending two points of Destiny to use Manafont as an Instant action, the character can now cast any of the Black Magic spells that are one rank higher than he actually has access to for the remainder of the game session; for example, a level 6 Black Mage could access Expert spells. In addition, they have access to all Black Magic spells of their rank or lower, even if they did not choose to obtain these spells previously. The character must still be able to pay the MP cost of any spell cast in this method.

If the character is level 13 or higher, then Manafont instead grants access to **all** possible Black Magic and gives the Black Mage a +4 bonus on opposed rolls to inflict negative status effects.



## Osmose

*Magic is your purview, and you take what belongs to you.*

The character gains access to the following spell.

**Osmose** (1 MP)

**Target:** Single

**Type:** Non-Elemental

Spheres of white light erupt from the target as their magical reserves are stolen. Osmose destroys (PWR x Half Level) + 2d6 points of the target's MP, and the caster regains a number of Magic Points equal to the amount lost by the target.

# BLUE MAGE

青魔道士

Monsters have a form of magic unknown in standard magic academies, and Blue Mages have the capability, the desire and the psychotic tendencies required to learn their craft from these monsters. Non-blue mages have been known to publicly condemn members of this Job, citing proverbs about those who gaze too long into the abyss. And unfortunately, there is a great deal of truth to this; Blue Magic often comes at an unspeakable cost. Many practitioners of this school discover themselves to be mentally – and physically – changing in ways beyond their control.



## Innate Ability: Learning

*Your magic is beyond classification, despite the name and color bestowed upon it up by anxious wizards trying to pigeonhole your style. With a word and a gesture your skin exudes powerful pheromones or waves of ultrasonic energy, searing laser emissions are fired from your eyes, and from your mouth pours a petrifying breath and a cursed melody. As unpredictable as it is powerful, Blue Magic remains the exclusive purview of those unfortunate and crazy enough to be exposed to it over and over again.*

This Innate Job Ability grants the user the aptitude to learn spells from the Blue Magic school. To Learn a Blue Spell, a Blue Mage must be able to understand it. Without tomes or teachers to fall back on, 'understanding' mostly boils down to just one thing: experiencing the Spell's effect first-hand. A Blue Mage with this Innate Ability will, if he so chooses, automatically acquire any Blue Magic spell cast on him by a monster (not another Blue Mage!) during a battle in which the Blue Mage is an active participant, regardless of the spell's level. The Blue Mage may not learn a spell cast on him while he is under the effects of *Sleep*, *Petrify*, or *Reflect*.

In addition, a Blue Mage with the Learning job ability gains a bonus to their Language and Lore (Monster) skill checks equal to the number of Blue Magic spells they know.

Players are encouraged to speak to their GMs and discuss spells that particularly appeal to them so encounters may be planned accordingly.

## INFO

		Spell Level	Levels Obtained
HP Bonus:	14	Novice	1
MP Bonus:	2	Superior	10
ACC Bonus:	1	Ancient	15
AVD Bonus:	5		
Skill Points:	20		
Weapons:	Arcane, Blade, Concealed		
Armor:	Light		
Magic School:	Blue		



### Observe

*Durability aside, keen observation and a sharp analytical mind are the Blue Mage's best friends. By carefully watching the magic woven by an opponent, you can gather enough information for a kind of mystical reverse engineering, allowing you to learn monster magic without leaping directly in harm's way.*

This special ability overwrites and supersedes the Blue Mage's innate 'Learning' power, since a character with this ability no longer needs to be targeted by a Blue Magic spell to acquire it – only see it used during a battle in which the character is an active participant. Observe has no effect if the Blue Mage is Unconscious or affected by *Berserk*, *Blind*, *Confuse*, *Sleep*, or *Petrify*. Furthermore, this ability allows the character to continue to learn Blue Magic even if they are no longer a member of this Job.

Several Blue Magic spells are defensive instead of aggressive, and are essentially only obtainable by a Blue Mage with the Observe ability. Again, a Blue Mage may not learn a spell from another Blue Magic user – only the original monster.



### Defy Death

*Blue Mages are renowned for being extraordinarily difficult to kill. Some say this is because of the beast blood that runs through your veins, others attribute it to divine ordinance. Whatever the reason, it's a well-known fact that, ever since the first Blue Mage adopted the title of 'Immortal,' the label has proven to be worryingly accurate. Whenever a Blue Mage uses Destiny points to 'Cheat Death' as described in chapter 4, the cost for doing so is now only 3 points of Destiny instead of the usual 7.*



### Blastbomb

*The transparent magical glyph hovers around you like a hungry animal waiting for the order to strike.*

The Blue Mage can create a magical ward known as a Blastbomb or simply a 'Blaster' as a Slow action, which is an invisible, floating mine that can be set to explode when a certain condition is met. This triggering condition might be anything from 'this door is opened' to 'I fall unconscious', or simply a command word. A detonated blastbomb deals a number of points of Non-Elemental M.ARM damage equal to the Blue Mage's Maximum MP score to all Local targets. It also allows the Blue Mage to make a Force check with a +2 bonus to destroy any objects within range of the blast.

Blastbombs function no matter the distance between their location and the Blue Mage, though only one such explosive may be conjured at any time; creating a second blastbomb means the older one simply vanishes without a detonation. They leave a magical residue upon detonating – much like gunpowder – that allows the Blue Mage to be tracked down. Thus, Blastbombs are a poor choice when stealth is called for. The Blue Mage's equipment properties – such as Imperil – don't apply when calculating damage from this job ability.



### Sapphire Seal

*Your spells are extremely difficult to divert or absorb, and each weapon strike rejuvenates your magical reservoirs.*

After activating Sapphire Seal as an Instant action, the next spell cast will ignore the effects of *Reflect* as well as any elemental Resistances, Immunities or Absorbencies the foe may possess. Furthermore, the character's next physical attack has the *MP Refresh* property – the Blue Mage recovers magic points equal to 50% of the damage done.

Sapphire Seal may be used once per combat.



### Chimera's Blood

*The elements flow deep in your monstrous blood, and provide you with additional weaknesses and protections.*

Choose one of the six following elements - Fire, Ice, Water, Wind, Earth, or Lightning. The Blue Mage now Absorbs that Element, gaining HP instead of losing it and when affected by spells or attacks of that type. However, he must then choose a second element from the list, which he will forever have a Weakness to.

The Blue Mage may take this ability up to three times, choosing new elements for the Absorbencies and Weaknesses each time. He may never obtain a resistance or immunity to the element that he is now weak to, even through equipment or job abilities such as Metamorphosis.



### Diffusion

*Monstrous spells, whilst powerful, are often limiting – most notably in the fact that most Blue Magic is designed to battle individual foes and not large groups. However, by using your own life essence as fuel, you are able to amplify your spells beyond their conventional restrictions.*

Whenever you cast a Blue Magic spell you can expend 25% of your maximum HP to change the target type of the spell to Group instead of Single, affecting all enemies or allies.



### Rippler

*Sharing is caring.*

Once per combat when the Blue Mage is affected by a negative Status effect, they may immediately activate Rippler as an Instant action even if it means interrupting an enemy's turn. Rippler automatically inflicts one additional target of the Blue Mage's choice with the same status they received, with no opposed resistance roll. Targets who are immune to the status effect will still ignore the effects of Rippler.

Rippler cannot be activated if the Blue Mage was already in the middle of a Slow action.



### Escalate

*"If you thought that was flashy," the mage chuckles weakly, staggering to his feet and wiping a sudden trail of blood onto his sleeve, "Just wait 'til you get a load of this..."*

Upon casting a spell, you may choose to voluntarily sacrifice a number of hit points equal to 25% of your maximum health. If you do so, the spell deals two additional damages steps OR increases the difficulty to resist its negative effects by +2. Escalate may be used multiple times on the same spell, but you may not sacrifice a percentage of health greater than what you currently possess. If you are reduced to zero hit points from using Escalate, your power is completely drained and you are inflicted with the Curse status in addition to unconsciousness. Auto-Life or immediate health gain does not prevent the effects of unconsciousness caused in this way.

In addition, the first time you cast any Blue Magic spell in the same battle in which it was learned, you may treat this spell as though you spent 50% of your maximum HP in order to amplify its effects (thus increasing the damage dealt by four steps, or grants you a +4 bonus on your opposed roll to apply a negative effect). This one-time escalation does not cost health, and can be performed even if the Blue Mage has less than 50% of his maximum HP.



*By adopting the magical traits of monsters and learning how to best defeat them, some blue mages have even begun to succumb to bizarre physical changes and mutations. Whether the dangerous gleam of an aerial hunter sparkles in your eyes, or they're as cold and emotionless as those belonging to an ancient shark or long-lost construct, you are a predator amongst prey.*

Choose one of the 10 monster categories listed below. You are treated as being that type of creature in addition to Humanoid (or whatever, in the case of unusual species), and you gain the *[Monster] Killer* property, where the type of Monster is your chosen species. For example, a character with the Beast bloodline gains the Beast Killer property. You also receive the additional bonus listed. This ability can be taken multiple times, choosing a different Bloodline each time.

**Aerial:** Whether through wings or other means, the character permanently gains the effects of *Flight* while they remain conscious. In addition to the obvious benefits of being able to stay aloft under your own power indefinitely, short-range weapons suffer a -4 penalty to hit you while airborne.

**Amorph:** The Blue mage begins to lose discernable anatomy and their internal organs begin to liquefy as they become more slime-like. An Amorph-mutated character is capable of squeezing through openings a fraction of their normal body size – such as putting an arm through a keyhole or slipping between the cracks in the floorboards.

**Arcana:** Raw magic flows through the character's bloodstream. They are immune to all spells and effects caused by enemies which attempt to destroy or drain their MP (*Aspir*, *Rasp*, and so on).

**Aquan:** The Blue Mage is as comfortable in water as he is on land, able to breathe and move normally without penalty. The character receives a +2 bonus to all Swimming skill checks, never needs to make rolls for the purposes of holding his breath underwater, and cannot drown.

**Beast:** The character grows long, wicked claws and sometimes teeth, granting them the effects of the *Pugilist* equipment property. They also deal one additional damage step when fighting unarmed.

**Construct:** The character is capable of communicating with machinery without even touching or seeing it, and may use the Systems skill at a Medium Range. Furthermore, a character with this Bloodline also gains an Immunity to *Poison*, *Fear*, and *Zombie* unless another Mutation or Metamorphosis grants one of these statuses.

**Dragon:** The mage's skin hardens to the point of almost being like a draconian hide. The Blue Mage receives a permanent bonus to his ARM score equal to (Level x 3).

**Fiend:** A Blue Mage with the Fiend type has completely lost his humanity, sacrificing integrity and righteousness for power. He gains a permanent Weakness to Holy, and all monsters – regardless of their normal attitude – now treat the Blue Mage as if they were Wary instead. This is both a representation of the unnatural kinship evil beings now feel with the mage, as well as an inherent fear the Blue Mage places in normally-friendly critters. Without provocation, almost no monster will attack the character on sight.

**Plant:** The character's skin takes on a greenish tint, allowing them to photosynthesize nourishment. Whenever the character regains HP and MP through Travel Rest, they recover as if it was a Full Rest instead. (IE; 50% recovery is now 100% recovery. See p.161 for more details on this.).

**Undead:** The Blue Mage gains the *Undying* monster feature. Very simply, this means that after a Blue Mage with this job ability is 'permanently' killed, they are resurrected and return to 100% HP and MP after a short period of time has passed; usually, the start of the following game session. This is not foolproof, as it can be prevented with even low-level white magic, but has seen more than one Blue Mage survive for centuries and through catastrophes that would slay lesser heroes.

However, they are also afflicted with the curse of the Undead; the *Auto-Zombie* status. Cure spells, restorative items and healing of any sort other than regeneration will now instead deal damage instead of restoring HP.

# Limit Abilities



## Metamorphosis

*There are spells and abilities that exist in the universe that can never be harnessed by mortal mages, but Blue Mages driven to extremes have found a rather unorthodox way to circumvent this. By taking on aspects of defeated enemies, you can echo their power as well as their appearance.*

Metamorphosis is a Slow action that costs one point of Destiny to activate. Upon doing so, choose a non-Boss monster that you have defeated in battle in the past; whether this might be a lowly rabbit or a powerful King Behemoth is limited only by the character's experiences. Upon choosing a monster, the character's appearance twists and changes, they temporarily receive access to the creature's entire spell list, they become the same Species as the monster (Undead or Aerial, for example), and they gain all of the following Biological Monster Abilities if the monster would normally possess them: Regeneration, Flight, Swift Strikes, Unusual Defense, Controlled Defense, Swarm, Multiple Parts, Impervious, Fearsome, Large, Undying, and Specific Habitat. Along with the physical change in appearance, shapeshifting into a Humanoid opponent often causes the character's voice and mannerisms to change noticeably. This should grant a substantial bonus to Acting skill checks for posing as a formerly-defeated adversary.

The Blue Mage cannot access their normal spell list while Metamorphosis is in effect, and the effects of this transmogrification last until the Blue Mage is reduced to 0 hit points, until the character willingly chooses to reassume their normal form, or the end of the game session. Any equipment or items the Blue Mage may have been carrying becomes part of their new form; a magical staff might become a Tonberry's knife, and a cluster of elemental stones nothing more than a scribbled design on a Magic Urn.



## Bad Breath

*While the dangerous Malboros that roam the jungles of the world are rare, their most well-known ability is not. Passed down through generations of Blue Mages, this technique can be used to exhale deadly toxic fumes that leave their foes...and sometimes allies...crippled.*

By taking a Slow action and making a successful opposed Force check, the character can cause varying degrees of illness with his breath to one targeted enemy within a Short Range. Roll 2d6 and consult the table to determine the effects of Bad Breath.

Roll	Effect
2	Bad Breath targets all allies instead of one enemy! Roll again.
3-4	<i>Poison</i>
5-8	<i>Poison, Blind, Zombie</i>
9-11	<i>Poison, Blind, Zombie, Stop</i>
12	<i>Poison, Blind, Confuse, Zombie, Stop, Seal</i>



## Absolute Power

*You remain always one step ahead of the cold shadow of mortality, forever just out of reach. The grim reaper holds no power over you and when you do at last depart this world for good it will be at a time of your choosing. Once per game session when a Blue Mage would gain one or more points of EXP, a Blue Mage can choose not to take any experience points and receive one point of Destiny instead.*

# DARK KNIGHT

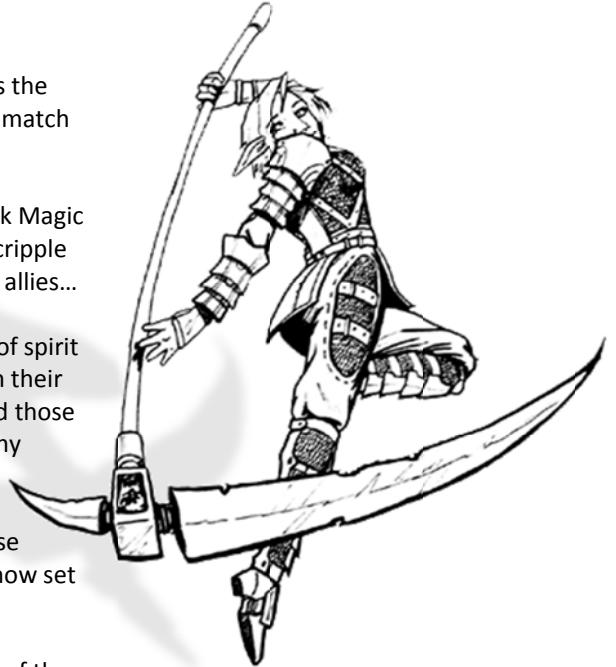
あんこく

Even as there is good in the world, so must there be evil. Thus, even as the Paladins are the chosen of light, so there are the chosen of shadow to match them.

Though they will never achieve the same level of dominance over Black Magic as a mage, Dark Knights are capable of casting their share of spells to cripple their enemies with negative status effects, or raise an army of undead allies...

Unlike the Paladin, the Dark Knight does not have to go through tests of spirit and emotion to prove their worth, and in that respect they often claim their superiority to their shining brethren. The powers of darkness gladly aid those who wish to serve them. Thought not all Dark Knights are corrupt, many possess an anger at the world that simmers just beneath the surface. Still, not all members of this Job can be judged so easily; it is said that those who hate most fervently must have once loved deeply; those who want to destroy the world must have once embraced what they now set ablaze.

Poetry aside, Dark Knights channel the unholy energies of the masters of the darkness through their blades and are unrelenting foes in combat.



## Innate Ability: Darkside

*Your weapon is an arc of blazing umbral fire, fueled by your ceaseless rage. It cuts down lesser foes with ease and allows you to quickly move on instead of having to pause and deal with worthless opponents.*

After declaring the use of Darkside as an Instant action, the Dark Knight's next attack or spell deals Shadow damage instead of its normal type and has its damage increased by an additional three steps. While powerful, Darkside has a price – after the attack resolves (whether it misses or damage is dealt), the Dark Knight loses 25% of their maximum HP. If the Darkside attack is a critical hit or causes a Limit Break, it destroys 50% of the user's HP instead.

A Dark Knight who is reduced to 0 hit points by using Darkside often inherits a physical souvenir – blackened veins or hollow eyes, a visual reminder of their inability to remain in control.

## INFO

	HP Bonus:	18	Spell Rank	Levels Obtained
	MP Bonus:	2	Novice	1, 2, 3, 4
	ACC Bonus:	2	Intermediate	5, 6, 7
	AVD Bonus:	4	Expert	8, 10
	Skill Points:	20	Superior	12, 14
			Ancient	15 (Scathe only)

Weapons: Blade, Brawl, Huge

Armor: Heavy

Magic School: Black

## Forceful Intentions

*Instinct conquers intellect.*

You may use your Force score in place of your Finesse score to calculate maximum skill caps.



### Shadeblade

*Sometimes, out of the corner of your eye, you catch the long shadow you cast seeming to move of its own accord....and with each swing of your weapon, creeping tendrils and multi-legged shapes pour forth from this shade silhouette, writhing and skittering across the ground. These aspects of darkness seem to viciously attack the other shadows in the area, not discriminating between friend and foe.*

By declaring the usage of Shadeblade as an Instant action, your next physical attack has a range of Local and damages all nearby targets...enemies, allies, unarmed onlookers, everyone excluding yourself.



### Last Resort

*You become stronger as you near death - not weaker - and are capable of making truly tremendous attacks even when you may be too injured to stand.*

When the Dark Knight is at 50% health or less all damage they deal is increased by one step, and all physical damage they deal may be treated as Shadow damage if they choose. This ability may be taken up to three times, increasing the damage step by one each time.



### Black Sky

*You walk hand-in-hand with death and destruction, your spells powerful enough to bring entire legions to their knees at once.*

After activating Black Sky as an Standard action, the next time the Dark Knight casts any of the following spells - Arise, Bio, Curse, Poison, Blind, Melt, Drain, Virus, Berserk, Zombie or the powerful Scathe - it is treated as a Group spell instead of targeting only a Single enemy.



### Deteriorate

*You specialize in abusing the status vulnerabilities of your foes, corroding their bodies and wasting their minds away. After all, if you don't hit 'em while they're down, they might actually get back up again.*

After obtaining this job ability your enemies suffer a -2 penalty on opposed Force rolls to resist any status effects you attempt to inflict upon them. This ability may be taken up to three times and penalizes your foes' resistance rolls by an increased -2 penalty each time.



### Vendetta

*For some people, hatred is a state of mind; for you, it's a hobby. You hold such malice, such rage toward an entire phylum of monsters that whenever one falls by your hand you find your bloodlust renewed and your advance becoming increasingly relentless.*

The Dark Knight's weapons are all treated as having the [Monster] Eater property of the character's choice, allowing them to regain health whenever they kill a monster of the chosen species. This ability may be taken multiple times, gaining one additional [Monster] Eater property each time.

Each time the Dark Knight defeats a Boss-type enemy, they may change the type of [Monster] Eater properties this job ability grants. For example, upon obtaining Vendetta, the Dark Knight might choose Humanoid Eater. After killing a Boss, he might choose to change the bonus granted to Construct Eater instead.



### Vengeful Strikes

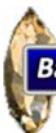
*Seeing your foes helpless and vulnerable strengthens the dark energy that courses through you, making your magic easier to access.*

Whenever you interrupt an enemy target's Slow action (such as with a critical hit, limit break, the *Fear* status or knockback effect) you may cast your next spell as a Standard action instead of a Slow action.



### Night Sword

*You point your weapon at your adversary like an accusatory middle digit, and an ethereal red spike rips through them from below. The life-energy stolen from the target fills your veins and renews your unholy strength.* By activating Night Sword as an Instant action once per combat, the Dark Knight's next attack gains the *HP Drain*, *Lucky* and *Zombie Touch* weapon properties, and becomes able to target enemies even at a Long Range.



### Bad Blood

*Past actions have transformed your soul into something caustic and foul, and your blood is a thick, black liquid that seeps from your wounds like boiling tar.*

All Humanoids begin play with a weakness to the Shadow element, player characters included; after obtaining Bad Blood, you now absorb Shadow damage instead of being vulnerable to it.



### Devouring Void

*You rip through the fabric of reality and into the nether world beyond, calling forth a well of absolute darkness. The shadowy vortex rapidly drains your strength even as it sucks the life force from your foes. When it has consumed enough of your essence to leave you a weakened husk, it seeks out a new champion to empower....* With a Standard action you can taint the battlefield and cause it to transform into difficult terrain, dealing Recurring Damage to the Dark Knight and all her enemies each round based on her level; consult the chart on p.153. This non-elemental damage is not reduced by M.ARM.

If the Dark Knight has the lowest current HP in the party, at the end of each turn while the Difficult Terrain persists they may grant one other ally of their choice the *HP Drain* property. This benefit lasts until the start of the Dark Knight's next turn.

Devouring Void ends immediately if the Dark Knight is knocked unconscious, or does not suffer this recurring damage on their turn.

# Limit Abilities



## Killing Machine

*Extinguishing the spark of life heightens your adrenaline rush, making you stronger and faster. In time, and with enough destruction left in your wake, you'll become unstoppable.*

The Dark Knight's combat prowess is temporarily augmented for each foe she reduces to 0 hit points. A character with Soul Eater receives a +1 increase to ACC and their damage steps (both physical and magical) per enemy they personally deal the killing blow to in combat. The effect is cumulative – for example, a Dark Knight who normally has 3 ACC and deals (RES x 2) damage will have 9 ACC and deal (RES x 8) damage after killing 6 opponents.

The bonuses granted by Soul Eater last until the Dark Knight misses or otherwise deals no damage with an attack, reduces an enemy to 0 hit points and chooses to knock them unconscious instead of killing them, or until the end of combat, at which point the values reset back to normal. Enemies who don't pose a true threat to the Dark Knight don't grant this bonus, and opponents with the Swarm monster ability only count as one adversary.



## Dominate

*You have the ability to leave a supernatural or physical ‘calling card’ on your enemy. Some Dark Knights feel a physical scar is the best way to make their opponent never forget the encounter – others mark their targets with magic that leaves a creeping sensation of being watched. Either way, this mark connects the Dark Knight and his target with a sinister power.*

With a standard action and a successful opposed Force roll, the Dark Knight may spend three points of destiny to establish a powerful Mark of Domination on the target. Once the mark has been established, the character and his target are linked and connected by dark magic, only breakable with equally potent holy energy. This allows the Dark Knight to always know exactly where his target is (even if separated by hundreds of miles) and he receives a +3 bonus to ACC and AVD against the marked target in combat.

But this is only the beginning. Once per session as an Instant action the Dark Knight may physically *take control* of the target’s body – again, no matter the distance between them. In combat the link acts as an unresistible *Charm* status which only lasts for one round, easily long enough to make the target hurl his weapon away, turn on his own allies, or any number of other things. Outside of combat, the possession is longer; often up to several minutes at a time, and affects even enemies who would normally be immune to the effects of *Charm*.

As normal, the dominated or charmed target instinctively resists any direct command that would cause needless physical harm to itself, and forcing a dominated opponent to hurl themselves off a cliff or attack themselves often severs the connection.

A Dark Knight may end Mark of Domination at any time, and may only have one target marked at a time.



## Souleater

*The name of this rarely-spoken of ability is neither embellishment nor metaphorical. The ability to devour the souls of their fallen foes is the ultimate expression of a Dark Knight’s ruthlessness and utter lack of compassion.*

Upon obtaining this job ability, a deathblow may be performed on any foe that has been reduced to 0 hit points by taking a Standard action and spending a single point of Destiny, once per combat. The description of the move is up to you, but a successful completion of a deathblow is a horrific sight to behold and causes all foes to be afflicted with the negative status effect *Fear* for one round (and the Dark Knight’s allies might be equally shocked). Using Souleater also permanently grants the Dark Knight a +2 bonus to two different attributes of their choice.

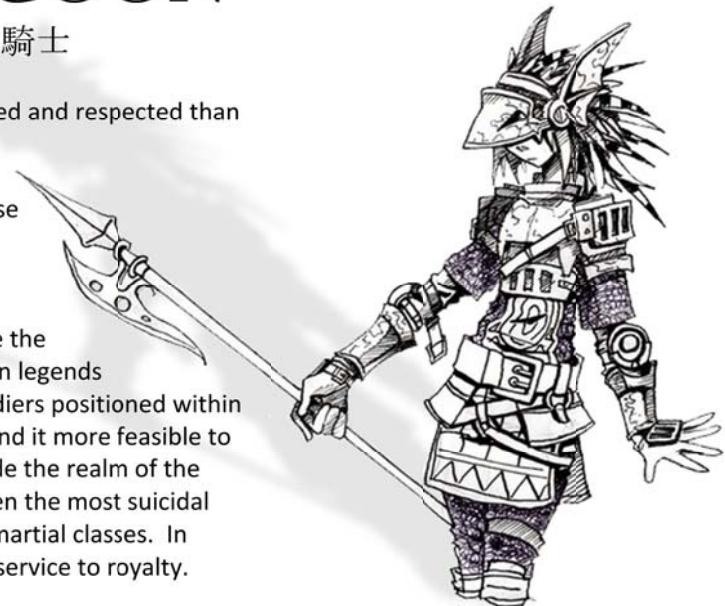
Enemies killed in this fashion cannot be revived with the expenditure of Destiny, and only creatures with the Undying ability can possibly make a re-appearance after such a horrific exchange.

# DRAGOON

竜騎士

In the natural world, no creature is more uniformly feared and respected than Dragons; it should come as no surprise, then, that some warriors struggle to battle more like these majestic creatures. Some have spent years learning to mimic these traits. Others are distantly descended from the dragons themselves or have made a pact with a draconic ally.

Whatever the source of their powers, these heroes have the capability to leap unbelievable heights, earning a place in legends as "those that fly like a dragon." Often they serve as soldiers positioned within an army's cavalry or infantry, but some Dragoons may find it more feasible to hone the supernatural aspect of their Dragon arts outside the realm of the military. They often have a reputation of completing even the most suicidal missions, more willing to take leaps of faith than other martial classes. In some regions, the Dragoon almost always acts in direct service to royalty.



## Innate Ability: Jump

The gift of the Dragoon is to break the bonds of gravity and leap to incredible heights with a single bound. They can use this to maneuver around the battlefield, dodge hostile attacks and spells when they have forewarning, and even attack their enemies from great heights.

With a Standard action the Dragoon may leap a Long range – vertically, horizontally, or both. Upon doing so, the Dragoon's turn immediately ends. Until the beginning of the Dragoon's next turn the character is considered to be soaring through the air too quickly to be targeted, and the Dragoon is Immune to any negative or beneficial Single-target attacks or spells. Status conditions such as *Poison*

continue to affect the Dragoon while they're Jumping, and the character can still be affected by Group or Local target attacks. When the Dragoon lands at the beginning of their next turn, they may make an instant Force check to destroy the surface they land on, or an Instantaneous melee attack against one enemy within a Short Range – however, this attack cannot be a critical hit or a limit break.

Spells and effects treat the Dragoon as having the *Auto-Flight* status during the use of this innate ability, preventing them from suffering falling damage or being affected by Earth-based spells and abilities for the duration of Jump. The Dragoon may only use Jump while on a reasonably solid surface, and while riding a mount capable of Flight the attack is generally more of a swoop than a jump.



## Impale

Intensive training with a single weapon does have its advantages. By becoming one with their lance, Dragoons are capable of felling multiple enemies with a single, powerful strike.

A dragoon with this ability is treated as having the *Follow-Through* weapon property on all Reach weapons he wields. This ability has no effect if the Dragoon is dual-wielding or otherwise using more than a single weapon in combat.

## INFO

HP Bonus: 16

MP Bonus: 0

ACC Bonus: 2

AVD Bonus: 5

Skill Points: 18

Weapons: Reach

Armor: Medium, Heavy



### Lancet

*This technique has been passed on through the ages from Dragon to Dragoon; a rapid lance strike, faster than the eye can see, causes the hazy spiritual quintessence of your enemies to spill forth. ‘Borrowing’ this life-force heals the Dragoon and his allies.*

By declaring the Dragoon is activating Lancet as an Instant action, their next attack deals (MND x Weapon Tier) + 2d6 points of damage with a successful attack, and the Dragoon and all their allies recover HP and MP equal to this value. Lancet cannot cause a critical hit or a limit break.

This ability may normally be used only once per combat; however, the Dragoon regains the use of Lancet whenever they use their ‘Threaten’ ability.



### Ancient Circle

*Intense training has given you insight into the vulnerabilities of the creatures you imitate.*

By activating Ancient Circle as a slow action, the Dragoon and his allies gain the *Dragon Killer* property on any weapon they wield until combat ends.



### Deep Breathing

*You inhale deeply and close your eyes, envisioning the powerful breath of the draconic guardians who inspire you. When you exhale it isn’t air that flows from your lungs, but a blast of fire or lightning that suppresses your foes’ magical and physical attacks.*

You may perform either of the attacks listed below as a Standard action. They require a successful attack roll but cannot cause critical hits.

**Fire Breath:** A cone of colorful flame jets scalds all short-range enemies for (PWR x Half Level) + 2d6 points of M.ARM Fire damage. In addition, unless your enemies succeed on an opposed Force roll, Fire Breath inflicts the negative status effect *Blind*.

**Bolt Breath:** White-hot bolts of energy electrocute all short-range enemies for (MND x Half Level) + 2d6 points of M.ARM Lightning damage. In addition, unless your targets succeed on an opposed Finesse roll, Bolt Breath inflicts the negative status effect *Seal*.



### Threaten

*You’re capable of directing the ebb and flow of combat, forcing enemies to turn and face you in order to protect more vulnerable party members.*

Upon landing a Critical Hit upon an enemy, the Dragoon can choose to treat the attack as if it was a normal hit instead. If he does so, this job ability activates instead of anything associated with a critical hit, and passively forces the target to specifically attack the Dragoon for 4 rounds, until the Dragoon is Unconscious, or otherwise no longer a threat (for example, when afflicted by a status effect such as *Petrification*, *Charm* or *Sleep*). All offensive attacks must either be directed at the Dragoon, or include the Dragoon among the targets. If the Dragoon cannot be targeted (due to Jump, for example) or damaged the enemy may attack freely, but is treated as being afflicted by *Power Break* and only deals 50% physical damage to the Dragoon’s allies. Spell damage remains unchanged.

Using Threaten recharges the Dragoon’s ‘Lancet’ ability if they possess it.



### Rising Strength

*The dragons may have been perceived as arrogant for their view that all other creatures were beneath them, but in many ways this philosophy has made its way into the fighting styles of the Dragoons over the millennia. You have come to accept that battle is not just bloodshed and magic and steel; it is a contest of wills, and your strength soars to new heights when your adversaries begin to falter and fall.*

The Dragoon may activate Rising Strength as an Instant action after reducing an enemy to 0 hit points. After doing so they may re-roll one dice whenever they make a physical attack for the remainder of combat as if they were dual-wielding. This bonus dice does not apply during Teamwork Attacks.



### Ferocity

*The bigger they are...*

When fighting an Aerial enemy or a target possessing the ‘Large’ biological monster ability, the Dragoon gains a +1 bonus to rolls to their ACC score and deals an additional damage step with all attacks to that target. If the target is a Large Aerial creature, then these effects stack, granting a +2 bonus to both ACC and a two damage step increase.



### Ride the Storm

*The rain pours down your face and armor in steady streams, but you can't help but smile. The downpour would hide your eastward approach until it was too late, and the thunder would obscure the noise of your mount...*

You have learned how to use adverse environments to your advantage. Whenever you fight in Difficult Terrain that would apply a negative modifier to combat rolls (such as a raging blizzard or panicking crowd) these are applied as bonuses instead. Furthermore, you may purchase any ‘Elemental Stones’ listed in the equipment chapter for 50% of their normal price.



### Whirling Spear

*You are a dervish on the battlefield, striking approaching foes reflexively.*

Whenever an enemy makes a Short Ranged physical attack against you, they automatically take physical damage equal to (Finesse x Level), ignoring ARM, Protect, and Unusual Defense. Damage taken from Whirling Spear does not provoke counterattacks, and the damage occurs before the enemy makes their attack roll.



### Dragon's Fang

*The ground craters up around you as you land, hurling foes backwards and crushing the cobblestones beneath your feet.*

You may now calculate damage with Reach weapons with your DEX attribute instead of PWR, and when making an attack with Jump, you now target all enemies within a Short Range of your landing.

If you successfully deal damage to a target with a Jump attack you may also cause a short-range knockback with a successful opposed Force roll.

# Limit Abilities



## Dragonheart

*You force yourself to remain standing after even the most grievous of injuries, fighting with the unrelenting fury of the dragons themselves. And when the battle seems unwinnable, you can take on the countenance of one of the great, ancient beings you emulate and persevere against even titanic adversaries.*

The character passively receives the effects of the Auto-Life status at the start of each combat, allowing them to return to one hit point after any attack that would cause them to fall.

Furthermore, by spending 3 points of Destiny as an Instant action at any time, the Dragoon can temporarily change his species from Humanoid to Dragon, negating his racial weakness to Shadow and granting a whole slew of other abilities. The Dragoon gains the effects of *Fear Proof*, *Curse Proof* and *Seal Proof* and becomes immune to Knockback effects. Whenever the character uses the Threaten job ability, it affects all enemies in the targeted Group. And finally, while in this state, any attack that would reduce the Dragoon to 0 hit points or less has a 50% chance of leaving the Dragoon with 1 hit point remaining instead.

The effects of Dragonheart last until the next time the Dragoon is rendered unconscious or they gain a point of Destiny.



## Velocity

*You're a blur of motion on the battlefield, capitalizing on your awesome mobility to constantly lunge at the weak points of your adversaries.*

The Dragoon's critical hit rate is improved by one 1. Thus, when using a single Reach weapon, the attacks from the Dragoon will result in a Critical Hit on a roll of 10-12 instead of the standard 11-12. When using non-Reach weapons, attacks from the Dragoon will result in a Critical Hit on a result of 11-12 instead. This can be combined with the Lucky weapon property to improve the Dragoon's critical hit rate even further.

This ability has no effect if the Dragoon is dual-wielding or otherwise using more than a single weapon in combat.



## Highwind

*Using your lance like a lever, you can launch a friend or an opponent into the air with you and pursue them into the sky.*

The Instantaneous attack granted by the use of the Jump innate ability is treated as though the Dragoon has the *Aerial Killer* property and has its damage increased by two steps; a Dragoon who lands and lashes out for (PWR x 5) would now deal (PWR x 7), and so on.

If any allies or enemies are within a Short Range of you upon using the Jump ability, you may fling any or all of them upward before your leap. Until the start of your next turn, those affected by Highwind are treated as if they were Jumping as well; they are forced into mid-air and cannot be targeted by attacks or spells that focus only a single individual. The launched creatures may not begin any Slow actions while in mid-air.

When the Jump ends, your foes are smashed into the waiting ground below and immediately lose 50% of their maximum health (unless they possess the Defy Gravity ability or are capable of Flight) – just in time for you to make your Jump attack roll, which is usually capable of including the launched targets. Any allies affected by Highwind may land safely alongside you.

Creatures who are immune to Knockback effects are immune to the effects of Highwind as well, and Submerged enemies obviously lose that benefit when they're thrown into low atmosphere.

# ENGINEER

モーグリ

Drills, robots, airships – the Engineer's mechanical wizardry conjures any number of miracles from bolts, oil, and a little ingenuity. Though their talents extend to all machines great and small, Engineers channel most of their energy into temporarily augmenting their allies' simple gear with mechanical and magical 'features.' Despite the occasional explosive malfunction, failure only seems to redouble the Engineer's determination and these indomitable inventors remain the intellectual backbone behind more than one prosperous party.



## Innate Ability: Invent

Through the wonders of SCIENCE the Engineer can not only craft fantastic weapons and armor, but also transform them into jetpacks. As a Standard action, you may grant two bonus weapon properties to any weapon or piece of armor one ally has equipped. The first one of these properties must be Explosive, and the second may be any of the following;

Alchemist, Auto-Flight, Auto-Protect, Auto-Shell, [Element] Enhancer, [Element] Strike, [Element] Ward, Skill Bonus (Engineer's Choice), Therapeutic, SOS-Invisible, Glowing, and, with very explicit GM permission on a case-by-case basis, Special Ability.

Invent may only grant bonuses to one piece of equipment at a time, and the effects have a 25% chance to end at the end of said ally's turn. Each weapon property (other than Explosive) may only be applied one time per game session – meaning you could only grant a +2 bonus to a roll via Skill Bonus once, not once for every different type of Skill. This might be very bad news for the individual using his newly-converted Auto-Flight equipment to soar through the clouds, or when an ally's cloaking device starts fizzling right as they start sneaking through enemy lines. Weapon properties are discussed in more detail starting on p.128.

## INFO

HP Bonus: 16  
MP Bonus: 0  
ACC Bonus: 1  
AVD Bonus: 4  
Skill Points: 26

Weapons: Brawl, Huge, Ranged  
Armor: Light, Medium

## Maintenance

Veteran Engineers keep a close eye on their comrades' equipment, ensuring that it is always in top condition. And if it isn't, well...nothing that a few minor adjustments and accouterments can't fix.

Upon gaining this ability, choose one ally; the Engineer and that ally receive the *Indestructible* property on all weapons, accessories and armor they have equipped. The equipment also loses the *Fragile* and *Broken* properties, if applicable.

Upon defeating a Boss....or, if the unthinkable happens and the chosen ally dies....the Engineer may choose a new ally to keep maintained.

This ability may be taken multiple times, choosing one additional ally each time. Therefore, an Engineer who has taken Maintenance three times may look after three allies as well as herself.



### Salvage

*You know exactly which wires to yank out when shutting down dangerous constructs, and are especially good at using their spare parts to further your arsenal of Refined weapons.*

With a Standard action, the Engineer attempts to disable a conscious, Construct-type enemy within a Short Range. The Engineer makes an opposed Force or Finesse check. If the Engineer wins the construct suffers (MND x 10) + 2d6 points of Non-Elemental M.ARM damage. Furthermore, the first time Salvage is successful each game session, the Engineer automatically receives a tier-appropriate Component even if the target isn't a Notorious Monster or Boss.



### Chemical Spill

*The Engineer has discovered a black, crude oil that works marvelously for greasing cogs in her inventions – it's also a bit of a fire hazard. How fortunate!*

Chemical Spill may be activated as a Standard action at any time, or Instantly whenever the Engineer rolls or suffers a critical hit.

Make an opposed roll against one target of your choice. If successful, the target loses any Resistance or Immunity to one element of the Engineer's choice and gains a Vulnerability to that element instead. The effects of Chemical Spill last until the target suffers damage of the chosen elemental type.



### Junkyard

*Your exhaustive experience with the inner working of machines allows you to easily point out their 'stress points' to your allies.*

By activating Junkyard as a slow action, the Engineer and her allies gain the *Construct Killer* property on any weapon they wield until combat ends.



### Efficiency

*Normally, a synthesist who attempts to create something from scratch suffers a penalty without proper mechanisms and a feasible workspace. Amateurs! REAL inventors can cobble together a working scale model of an airship with little more than a handful of twigs and leaves, antlion mucus, and some old-fashioned elbow grease.* The character with this ability never takes negative penalties to Synthesis checks under any circumstances. In addition, they gain a +2 bonus to Scavenge skill checks.



### Ingenuity

*You know how to coax the most out of your inventions, whether this refers to a troupe of scuttling miniature robots, a bizarre mode of transportation, or simply your powerful battle armaments.*

Each Animal Companion and Special Vehicle – created with the shared abilities of the same name – possessed by yourself or the party gains one additional talent from the list so long as the critter or transport are mechanical in nature. More importantly, the Engineer deals an additional damage step with any weapon she synthesized herself, representing an intimate connection with the sword or blade or rocket-propelled tuna that other warriors simply wouldn't have.



### Pandora's Box

*The Engineer possesses a bizarre strongbox that can be opened to release agonizing noise, plumes of multicolored smoke, astonishingly beautiful music, toy Moogle heads on a spring, and various other eccentric surprises. Although dangerous and unreliable, the Pandora's Box can be a powerful tool as a last resort....not to mention a great conversation-starter!*

Upon taking this Job Ability, the Engineer obtains an inventory item known as Pandora's Box. Anyone who opens this fragile wooden container as an Instant action sets it in motion and causes random status effects.

When Pandora's Box is used, the character that opened it rolls 1d6 and consults the chart to the right for the status effect. Then flip a coin – calling it correctly means that positive status effects are applied to all allies, and negative status effects are inflicted upon enemies. Calling it incorrectly means the reverse is true.

The Pandora's Box may only be activated once per combat, and if the item is ever lost, it tends to find its way back into the Engineer's possession over the course of several hours. If destroyed, another identical Pandora's Box appears to replace it in roughly the same frame of time.

Roll	Result
1	<b>Red Spring:</b> Poison
2	<b>Blue Screw:</b> Blind
3	<b>Green Gear:</b> Stop
4	<b>Silver Disc:</b> Sleep
5	<b>Gold Battery:</b> Haste
6	<b>Rainbow Moogletron:</b> Protect and Shell



### Gillionaire

*They called you crazy when you gave those propulsion rockets artificial intelligence and hooked them up to your favorite pair of loafers. BUT WHO'S LAUGHING AND NOT ON FIRE NOW?*

The first time each game session that the Engineer is reduced to 25% health or less, they may use their Invent innate ability as an Instant action even if it isn't their turn. When used in this way, Invent functions even if another companion's equipment is already being modified.



### Libra

*You know how to turn a profit with your inventions, and how to turn your old castaways into prime goods with a bit of polish and smooth talk.*

Although items that have been Synthesized may immediately be sold for their full value, normally an adventurer would be lucky to get 50% of the listed market price for well-worn equipment or miscellaneous treasure procured during a long dungeon crawl.

But a character with this ability can choose to make a Mercantile skill check once per session when selling an item. Success on this roll means the item in question sells for 100% of the normal going rate regardless of the normal value.

# Limit Abilities



## Clockwork Tools

Gentlemen, BEHOLD!

Upon using Clockwork Tools as an Instant action, the Engineer chooses one effect from the following list and gains the benefits of that Tool until the end of the current round. The higher the Engineer's Systems skill, the higher the level of Clockwork Tool the character is able to choose. For example, Auto-Crossbow requires the character to have a minimum of 1 skill in Systems, where the Drill requires a minimum skill of 13 to choose. Each type of Clockwork Tool may be used once per session.

Skill	Gained Properties
1	<b>Auto Crossbow:</b> Launching arrows from a rotating spring-loaded clip that never seems to run dry, the character's physical attacks this round can deal damage at a Medium Range. They gain a +2 bonus to ACC when attacking Short-Range targets.
3	<b>Bio Blaster:</b> Flesh-eating bacteria in living slime and airborne diseases are not just interesting to study, they're also effective! Whenever the Engineer deals damage this round, make an opposed Force check with a +2 bonus; if successful, the target also receives the effects of the negative status effect <i>Poison</i> .
5	<b>Flash:</b> The 'ol stare-directly-into-the-bulb-which-ignites-with-the-glow-of-ten-thousand-suns-trick gets 'em every time. Whenever the Engineer deals damage this round, make an opposed Force check with a +2 bonus; if successful, the target also receives the effects of the negative status effect <i>Blind</i> , and then often announce this fact loudly and repeatedly.
7	<b>Noise Blaster:</b> You knew you'd find a use for this gizmo eventually! Whenever the Engineer deals damage this round, make an opposed Force check with a +2 bonus; if successful, the target also receives the effects of the negative status effect <i>Confuse</i> .
9	<b>Chainsaw:</b> Subtlety is for sissies. Physical attacks made this round deal an additional two damage steps.
11	<b>Drill:</b> Sharp enough to pierce the heavens themselves, all of the Engineer's attacks this round completely ignore all forms of damage reduction; ARM, M.ARM, Protect, Shell, Unusual defense, and so on.
13+	<b>Micro Missile:</b> Some might call this overkill, but nuking your target from orbit is the only way to ever really be sure. All attacks made this turn treat the Engineer as having the <i>Break Damage Limit</i> , <i>Spellburst: Flare</i> and <i>Triple Critical</i> properties on her equipment, and may be made at a Long Range. By spending one point of Destiny, you may also temporarily increase your critical hit rate by one. So, a character that spends 4 points of Destiny would roll a critical hit on a result of 8-12 this turn.



## Soul of Thamasa

*This illustrious ability separates the consummate crafters from the merely talented.*

For every point of Destiny that the Engineer spends when Synthesizing a weapon or armor to add a d6 to the check, the equipment is treated as being one tier higher than it really is for the purpose of choosing weapon properties. The weapon still does not receive more than the standard number of properties, only gains access to properties that would otherwise not be allowed. For example, an Engineer could spend six points of destiny to roll 8d6 on the Synthesis check, as well as grant the resulting Tier 2 weapon the Break Damage Limit property normally reserved for legendary equipment.



## Chemist

*You are far more adept than most at utilizing potions and supplies in the heat of combat.*

Whenever the Engineer uses an item on themselves or an ally, that target may also recover (Engineer's MND x Half Level) points of HP and MP as regeneration. This even applies to items that normally don't heal, such as a *Phoenix Down*.

Furthermore, whenever you or an ally take damage or suffers a negative status effect, you may use nearly any restorative item currently in your inventory as an Instant action by spending one point of Destiny, even if this would interrupt an enemy's turn. You may even use this ability when you would be reduced to 0 hit points from the attack. The Engineer may not use items that do not normally function in combat such as Tents.

# ENTERTAINER

吟遊詩人

It has been said that all of life is but a dream. The Entertainer knows better: Life is a song. A dance. A masquerade. A wonder. Each person, place, and thing has its own sound, contributing to a grand orchestra that resounds through the fabric of reality. For some, the fantastical tapestry of the world – the art within all things – is an expression of passion, a miracle, and a way of life. For the Entertainer, it is all this and more; it is the key to power.

The Entertainer is often a strange sight on the battlefield. Dressed lightly and moving with odd liquidity, they seem out of place...until they begin to perform the mystic arts that are their livelihood. Then the truth is easily discernable – that the Entertainer is only at full power when he's surrounded by some powerful friends, enemies, or throngs of admirers. Whether jugglers, mimes, photographers, bards, rock stars, tribal expressionists or dancers, Entertainers are held in the utmost respect the world over.



## Innate Ability: From The Heart

*Whether it is channeled through a songstress' soothing melody or a heavy metal power ballad, through dance, painting, mimicry, sculpture, juggling or tumbling, the echoes of magic can always be found in your art. Wordless songs and ageless passions use you as a living conduit to empower your allies and stir the souls of even the most hate-filled entities.*

The Entertainer and each of her allies passively receive a bonus to any attribute of their choice equal to half of the Entertainer's Perform skill, rounded down. For example, an Entertainer with 11 Perform might grant +5 PWR to the party Black Mage, +5 DEX to the Ninja, and so on. This bonus is temporarily lost whenever the Entertainer is not participating in the battle alongside her friends. Even though this bonus might increase a character's Finesse, characters may not spend **skill points** based on this inflated and 'fake' Finesse score.

The Entertainer may also use their art to generate a breathtaking display of diversions. Make a standard-action Perform skill check opposed by one target enemy's Force or Finesse check, as chosen by the GM. On a successful roll, the Entertainer creates a serene field of Difficult Terrain; all local targets have their disposition toward the party increased by one step – from Hostile to Wary, from Wary to Neutral, or from Neutral to Friendly. In addition, all allies are immune to the effects of *Fear* while upon the terrain.

Maintaining this powerful craft takes an Instant action every round, and thus it ends immediately if the Entertainer is ever unconscious or would be afflicted by a negative status effect that would prevent this, such as *Petrify* or *Stun*.



## INFO

HP Bonus:	14
MP Bonus:	2
ACC Bonus:	0
AVD Bonus:	6
Skill Points:	24

Weapons: Arcane, Brawl, Concealed, Ranged  
Armor: Light



### Power Chord

*You do not need a microphone – your voice is simply POWERFUL. By belting out a power chord you can send foes, admirers, and articles of clothing flying by the sheer awesomeness of your voice.*

By activating Power Chord as a Standard action once per session, you may roll your Perform skill opposed by the Force or Finesse of one enemy within a Medium Range. That target immediately suffers (Skill Check Result x Level) points of Non-Elemental M.ARM damage, and if you won the opposed roll, the unlucky foe also suffers a Medium Range knockback and finds their equipment and items scattered. All items they possessed – weapons, armor, accessories, their inventory and any item listed in the drop section of a monster's entry – are strewn about and must be re-collected before they can be used. Use the same rules and common sense for this as you would for a standard Disarm action.



### Juggler

*As much an art form as song or dance, the character has mastered the art of...throwing and catching things. While this might seem to be a comedic trick designed solely to amuse children, most enemies stop laughing when the kitchen sinks start flying.*

Upon gaining the Juggler ability, all of the character's weapons (including Improbable weapons) are treated as though they were also Ranged, allowing the Entertainer to target enemies at a Medium distance and use her DEX score to calculate damage.

Furthermore, once per session when the Entertainer would be targeted by a physical ranged attack, such as fired bullets or arrows, hurled shuriken or boulders, they may make an opposed Force or Finesse check against their attacker. A success means they simply catch such objects in mid-flight and negate the attack, and, when appropriate, may even add the weapon or item directly to their inventory.

Intangible items such as an energy beam cannot be caught, as they are not in a state of matter that can be palmed when they reach the character's grasp. Likewise, projectiles larger than the character could conceivably hold, or lift with an average Force check, are also out of the question.



### Showstopper

*You were born to be in the limelight, the star of your own personal epic. Your explosive performances help ensure that you never for a minute stop being the center of attention, whether it be from hundreds of cheering fans or merely showing off for your (obviously jealous) allies.*

Whenever the Entertainer critically succeeds on a Perform skill check or spends a point of Destiny, they also receive a +2 bonus to all checks until the end of their next turn. This effect is cumulative, so an Entertainer who spends four points of Destiny would then receive a +8 bonus to all checks until the end of their next turn.



### Hide

*Not the face! Time for an exit, stage left!*

Once per session, you may find a sheltered location where you can take cover and retreat from the chaos of combat. This is an Instant action that causes the Entertainer to be automatically removed from battle as if they made a successful Run Away check. The Entertainer does not receive any rewards from battle if it ends while she was in hiding. However, status conditions continue to affect the Entertainer while they are hidden (such as *Poison* or *Regen*), and the Entertainer can reappear and rejoin the battle as a Standard action at the start of any of their turns.



### Center Stage

*Your art could span generations; it has changed lives and heralded you as a true visionary of your time, and there are millions in need of the leadership of a visionary.*

You may choose to use your Perform skill in place of your Negotiate skill on all checks, and you may reroll any dice that result on a 1 when making a Perform or Negotiate roll.



### Illusionist

*More than just plucking a golden piece of gil from a child's ear, you can wiggle your fingers and transform a raging thunderstorm into an inferno...at least, that's what everyone who sees your trickery will believe.*

Once per combat when an attack or spell would deal Wind, Ice, Fire, Water, Earth, or Lightning elemental damage, you may instantly activate Illusionist to change the elemental Type to any of the others listed. If the targets have an Absorbency to the new Element, they are treated as having an Immunity instead and regain no HP.

The character may also cast the *Advanced Illusion* spell for the standard 30 MP.



### Fashionable

*Marvel Shoes? With that outfit? So last year.*

A character with this ability is capable of equipping a total of two accessory-type items at any time, and gaining the benefits of both. This ability may be taken up to three times, granting access to an additional accessory 'slot' each time; thus, a character who has taken Fashionable the maximum of three times may equip up to four accessories simultaneously.



### Mime

*Your actions speak louder than your words.*

Mime may be used as a Standard action once per round. It allows the character to repeat the last action taken before his turn by an ally – even if this means using a spell or ability the Entertainer does not actually possess, or to copy Slow Actions in the span of only a few seconds. You may choose a new target for whatever spell/attack/ability is mimicked. This is subject to several important restrictions.

Your stats and attributes are used in all calculations, so there's no guarantee that mimicked moves will be as powerful or accurate as the original. Whenever a mimicked ability calls for a skill check, use the Acting skill instead of the standard skill. If the Entertainer does not have enough MP to cast a spell, then that spell cannot be used.

Any actions that involve the use of thrown weapons, consumables or items that the user does not have cannot be performed. And finally, Mime cannot be used to duplicate effects caused by spending Destiny, actions performed by Esper, or mimicking the actual Esper summoning itself.



### Weapon of Choice

*Rarely do any two Entertainers battle in the same way; some form weapons out of sonic or kinetic energy, or blast targets with the raw power of music. Some call forth painted, abstract creatures, and others wield heavy chains as they dance. Regardless how you choose to knock 'em dead, Weapon of Choice has you covered.*

Whenever you purchase or synthesize a weapon, you may also choose to permanently grant it the *Unified* property, making your methods of inflicting harm as much a part of you as your voice or your imagination.



## Opus

# Limit Abilities

*Magic is a boundless sea of potential, limited only by the imagination. And true artists know that magic lies in the tip of a quill or pen, in the pages of a book, in the way the clay flows around your fingertips, or in the sounds of a drunken party in the early hours of the morning. The world is a canvas awaiting your mental brush, and you possess the power to create things that exist only as long as you bend your mind to keeping them real.*

Objects that exist nowhere but in the mind of the Entertainer can be made real with enough creativity and focus. By expending one point of Destiny, the Entertainer may dream, sketch, paint or otherwise conjure up a non-sentient object that suits her purpose, such as a set of skeleton keys, a complex timepiece, or a mirror that can reflect the face of one's true love...even if they've never met. This object instantly allows the character to gain a +4 bonus to skill checks for the single purpose it was designed for. An Entertainer may never have more than one such creation active at any given time, but the object may be sustained indefinitely so long as the character continues to dream them into being; whenever the Entertainer is rendered Unconscious, their creation vanishes as well. Alternatively for one point of Destiny, the Entertainer may imbue a non-magical object with life. The object becomes flexible and mobile, capable of understanding simple orders and carrying out basic tasks, and gains the *Sentience* weapon property if is an equippable item. Objects awakened in this way cannot participate in combat on their own, are generally loyal to the Entertainer that created them, and are as resilient as the material they are made out of. This could be used to convince shackle locks to spring open of their own accord, create marionettes that would amuse the king himself, or confuse opponents with surprised and struggling suits of armor.



## Montage

*Your friend lies beaten and defeated, unable to overcome the trials that stand before them. They need to be stronger, faster, and wiser to overcome these obstacles, and they need someone who believes in them to help make this a reality. They need years or perhaps even decades of training in only a few minutes. They need.... a montage.* A Montage may only be performed outside of combat, and, unlike every other job ability in the game, Montage may ever only be used once. By using the power of your arts to their greatest effect, you can disrupt the normal passage of time and use this rare opportunity to permanently unlock your true potential, or the potential of one other individual of your choice. The chosen character may immediately do any or all of the following:

- Undergo an immediate Job Change.
- Re-allocate their attribute points in any way they see fit, so long as no single score is reduced to 2 or less or increased higher than 30, and the character ends with the same number of points they started with.
- 'Trade in' as many Job Abilities as they like for Shared Abilities or Job Abilities belonging to their new Job. The character may not change their Limit Abilities in this fashion.
- Immediately gain 3 points of Destiny.



## Fantasia

*Your art isn't just some song and dance routine – when you activate From the Heart, you stand as the epicenter of a churning orchestral vortex of magic and passion.*

The Difficult Terrain created by your innate ability now has two additional effects in addition to soothing bloodthirsty enemies.

First of all, while the art lasts no other form of Difficult Terrain can directly deal damage to any individual, whether the entertainer or her allies, or even the enemies and monsters that oppose them.

Secondly, during the Art you or any ally may choose to spend five Destiny to activate the Blaze of Glory destiny feature discussed further on p.112, without any character death involved. The power of your craft really *can* change the world.

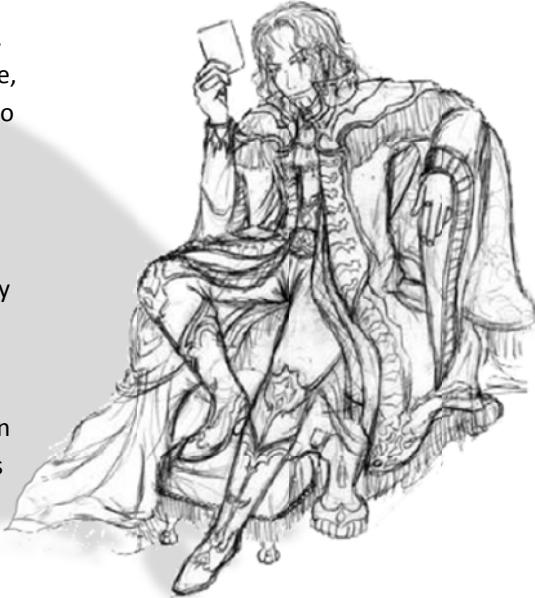
# GAMBLER

ギャンブラー

You're the gamer, the big spender, and the epitome of luck and fate. Gamblers believe in placing objects or sums of great value on the line, hoping to win even greater prizes - both inside and outside the casino - and many a gambler has lost his life to the mere toss of a coin.

Despite their dangerous lives, long-term planning and strategic thinking mean nothing to the carefree Gambler since they perceive everything in life as a wager. When these risks pay off, however, they can bring the parties they accompany anything from additional cash reserves to bringing dying allies back to life.

The Gambler's abilities in battle are unpredictable and rely heavily on chance. What will Lady Luck bring to the adventure? Press your bets and keep your gun loaded – the stakes are all or nothing.



## Innate Ability: Slots

*Three magical slot machine reels appear in the sky above your head, hazy and insubstantial. By betting with fate itself, using the lives of yourself and your friends as ante, you can set these wheels a-spinning....*

When the Gambler uses the Slots ability as an Instant action, the Gambler chooses one of the four options listed below (based on the desired effects), rolls 3d6 dice and checks for numerical matches. If none of the three dice rolled show the same number then this is known as a *Bust*, causing the effects listed beside the 'Bust' heading to occur. If two of the dice match, then the party will receive the listed beneficial 'Normal' effects. If all three dice match up, this is known as a *Jackpot*. Slots benefit all allies within a Medium Range, including the Gambler. Each Slot effect lasts for exactly 1d6 rounds, and the Gambler may not use Slots again until the current effect has ended. Slots may only be used in Combat with the exception of Recovery Reels, which can only be used outside of combat once per session.

## Recovery Reels

**Special:** Recovery Reels may only be used once per session when the party is not engaged in combat.

**Bust:** It seems that the heroes' foes always have the edge. When the next combat takes place, the enemy group receives a Pre-emptive round of combat.

**Normal:** Allies are soothed by a wave of healing energies from the Gambler's Reels, restoring 50% of their total maximum HP and MP as if they had just taken a Travel Rest.

**Jackpot:** Allies are restored to 100% HP and receive 100% of their total maximum MP as if they had just taken a Full Rest.

## INFO

HP Bonus: 14  
MP Bonus: 0  
ACC Bonus: 2  
AVD Bonus: 5  
Skill Points: 24

Weapons: Blade, Concealed, Ranged  
Armor: Light, Medium

### **Explosive Reels**

**Bust:** The Gambler must re-roll all dice that result in a 6 for the duration of the Bust.

**Normal:** The damage of all allies is increased by one damage step for either magical or physical attacks – Gambler’s choice.

**Jackpot:** The damage of all allies is increased by two damage steps for either magical or physical attacks, and all allies receive a +2 bonus to their ACC and AVD scores.

### **Valiant Reels**

**Bust:** The party cannot recover HP or MP or receive the benefits of any healing – whether magical or non-magical in nature – for the duration of this effect.

**Normal:** Allies recover (Gambler’s MND x Half Level) HP or MP at the start of each of the Gambler’s turns as regeneration; each character chooses whether they’d like to regain hit points or magic points at the start of each round, and can alternate back and forth freely.

**Jackpot:** Allies recover (Gambler’s Highest Attribute x Half Level) HP and MP at the start of each of the Gambler’s turns as regeneration. Furthermore, all allies receive the benefits of an *Auto-Life* spell which fades when the effects of this roll wear off. If an ally is already at zero health, the status activates instantly to restore their consciousness.

### **Reel of Fortune**

**Bust:** Slots may not be used again for the remainder of the game session.

**Normal:** If the Reel of Fortune is still active when combat ends, all allies instantly receive bonus gil as defeated enemies explode into a shower of coins, or simply leave behind their hoarded wealth. Consult the chart below to determine how much additional gil (or setting-appropriate currency) each ally gets.

**Jackpot:** If the Reel of Fortune is still active when combat ends, a single Component of an appropriate tier level and type is left behind as well as the bonus gil.

<u>Level</u>	<u>Additional Gil</u>	<u>Level</u>	<u>Additional Gil</u>
1	20	9	5,000
2	40	10	9,000
3	90	11	16,000
4	200	12	28,000
5	400	13	50,000
6	800	14	85,000
7	1,500	15	150,000
8	2,700		



#### **Special: Restricted Rolls**

None of the Gambler’s roll-altering abilities, not even Cheat Fate, are usable on Synthesis skill checks. They cannot be used to alter percentile-based effects (*i.e.*; 25% chance) or to affect outcomes caused by Bad Luck.



#### **Special: Bad Luck**

*Those who push their luck tend to find that luck pushes back.*

Certain job abilities cause the Gambler to accumulate Bad Luck, a representation of the karma they have coming to them by meddling with powers beyond their ken. Whenever the GM wishes, he may ‘spend’ one of the Gambler’s points of Bad Luck to cause the character to suffer. This Bad Luck can cause a combat roll to be treated as an automatic miss/failure, allow a monster to re-roll one dice on an attack or spell which targets only the Gambler, or force a skill check to automatically cause a Complication at an extremely dangerous moment.

Bad Luck is cumulative, and accumulating a large amount could result in a character suffering from a string of back-to-back problems resulting in injury or something worse...and permanent.



### Covering Fire

*Whether pinning down opponents with a hail of gunfire or throwing himself in danger's way to protect the party member with the thickest wallet, a Gambler with this ability is an ally to keep close...like it or not.*

The Gambler may reroll one dice whenever he attempts to perform a Teamwork attack.



### Stacked Deck

*The character might be a naturally auspicious high roller, but even Lady Luck needs a break sometimes. Stacked Deck ensures that things almost always go according to plan.*

After obtaining this ability, the Gambler can make any ally or enemy, including himself, re-roll. This ability may be used a number of times per session equal to half the Gambler's Finesse, rounded down – for example, a Gambler with 7 Finesse could use this ability 3 times per session – but never multiple times on the same roll, even by different Gamblers. Stacked Deck may be used at any time, even when it isn't the Gambler's turn.



### The Last Word

*Your knees buckle as the chimera's serpentine tail smashes you into the crumbling cave wall, and your vision rapidly begins to blur. Despite the haze and pain you manage a smirk, shifting your wrist to give you access to the hidden pocket there. After all, a good Gambler **always** has one last trick up their sleeve...*

Upon taking damage that would reduce the Gambler to 0 hit points or less, the Gambler may choose to activate The Last Word once per session and make an immediate physical Counterattack against the monster responsible, or use one of the following abilities Instantly, even though it isn't the character's turn; Wildfire, Skip Town, or Slots. The character cannot gain HP through the use of The Last Word under any circumstances, and is Unconscious (or removed from combat, in the case of Skip Town) as soon as the counterattack ends.

The Last Word cannot be used if the Gambler was brought to 0 HP by himself or one of his allies.



### Valor

*You can't help but bask in the limelight you so rightly deserve, enjoying the grandstanding and grandeur that surrounds your daredevil feats.*

Whenever the Gambler gains a point of Destiny (*ideally* for heroic actions of great personal risk and swashbuckler-like daring, like kidnapping the star of an opera in the middle of a public performance), roll a 1d6. He will receive this value as a bonus to his accuracy, skill checks and opposed rolls until the action has died down. If there happens to be any source of music in the surrounding area, whether an Entertainer's song or a royal orchestra, the tune immediately changes to be upbeat and synched with the Gambler's actions.



### Long Shot

*There's a one-in-a-million chance of you being able to pull this off; pretty good odds, if you do say so yourself.*

You may use a Ranged weapon to target enemies at up to a Long Range without the standard -4 penalty for doing so. Furthermore, you gain a +4 bonus to combat or skill rolls in any situation where you need a dice result of 12 or better to succeed, whether this refers to accuracy checks against extremely evasive foes, on opposed Force or Finesse checks, or on extremely difficult skill tests.



### Winning Streak

*Fortune rarely smiles for long, and it's up to you to seize every chance and every opportunity when it does. That's how you roll – winning.*

Once per round when the Gambler rolls a critical hit or performs one with his Save the Day or Wildfire job abilities, gets a Jackpot effect on one of his Slots, or succeeds on a skill check with a 'Godlike' or 'Impossible' difficulty, he may immediately take another Standard action. This does not 'stack' with the Follow-Through weapon property, and, as per normal rules, a character may still never take more than three Standard actions in a single round.



### Save the Day

*When things look their most grim, your audacity and overconfidence can often singlehandedly turn the tables.*

This ability requires the Gambler to make a heroic speech or suave one-liner as a Slow action. After doing so, the Gambler's next skill checks rolls an additional 2d6 dice, OR the next attack roll made during the turn is an automatic critical hit if it successfully strikes the target.

Using Save the Day immediately inflicts one point of *Bad Luck* upon the Gambler.



### Skip Town

*Bravery and cowardice are two sides of the same coin, and when a fight breaks out you always have your head down and your tail up.*

Then again, not all Gamblers embody the virtues of gallantry and daring. The Gambler may perform Run Away attempts in combat as Instant actions, and may still earn experience (but not destiny or other awards) when the party defeats foes after the Gambler has ran away and is no longer an active participant.



### Wildfire

*You're a bit of a wild card when it comes to combat, but you're willing to do what it takes to get the job done.* The Gambler activates Wildfire as a standard action, dealing large amounts of damage but with the potential for things to go awry. Declare your target and roll 2d6 instead of making an accuracy check; then, consult the chart below to see how the attack behaves and how much damage is dealt. Remember that Wildfire can be combined with elemental weaknesses and other multipliers to conceivably deal up to 500% damage.

Roll	Result	Description
2-3	<b>Hit the deck!</b>	The shot goes wild, targeting a random ally (not the Gambler) and dealing 200% damage.
4-6	<b>Ricochet!</b>	The attack targets a random combatant on either team and deals normal damage.
7	<b>Miss!</b>	The attack misses completely, and deals no damage.
8-9	<b>Hit!</b>	The attack strikes true, dealing normal damage to the intended target.
10-11	<b>Perfect Shot!</b>	The shot is dead-on, dealing 200% damage to the intended target.
12+	<b>Critical Hit!</b>	The shot is a critical hit on the intended target, and deals 300% damage as though the gambler had the Triple Critical weapon property.

# Limit Abilities



## Cheat Fate

*The Gambler is able to alter the course of destiny itself, unweaving the strands of fate and re-spinning them in a more pleasing manner.*

Upon using this ability as an instant action at any time, the Gambler spends three points of Destiny to alter the result of any one die roll made by himself or an ally to any other result he likes. (That is, a Gambler could turn a roll of 2 into a roll of 12 or vice-versa.) Obviously, a Gambler can't increase a roll past its theoretical maximum or minimum.

After the roll resolves, the character may take this one step further and declare he would like to gamble back the three points of Destiny he spent in using Cheat Fate. If he does so, flip a coin and attempt to call the result correctly as heads or tails. If the Gambler's player calls the coin toss correctly, he receives the three points of Destiny back. If he calls it incorrectly, however, not only will the Destiny be used up, but the Gambler earns a point of Bad Luck. This Ability may be used at any time, even when it isn't the Gambler's turn. Bad Luck cannot affect the usage of Cheat Fate.



## Double Up

*The one-eyed bounty hunter just wasn't taking no for an answer, and it was hard to argue properly with the tip of her sword at your throat. You can only extend your hand and let her snatch the precious sapphire eye from your palm. The second her serrated blade leaves your neck you beat a hasty retreat back to your airship; that fake would only buy you so much time before dissolving back into thin air, but the brief diversion was all your allies needed.*

The character may now Dual Wield, using multiple weapons at a time for additional bonuses.

Better yet, as an Instant action, the character may create a duplicate copy of any non-consumable item he holds, from a sack of gil to a replica copy of his weapon. These duplicate items vanish several seconds after they leave the Gambler's hand no matter how real they may initially appear. The character may only have one faux item in existence at a time, and items larger than the Gambler could easily lift in one hand cannot be duplicated.

Weapons cloned in this fashion have the same tier and properties as the original item; for example, a Ranged weapon that grants a +2 DEX bonus would split into a second matching copy, granting a total bonus of +4 DEX to the Gambler as well as the one dice reroll granted from dual wielding.



## Jinx

*If it wasn't for Bad Luck, you'd have no luck at all.*

Upon critically hitting an enemy, a Gambler may choose to give up one of his points of *Bad Luck*, instead transferring the negative karma to his target. Until the end of the enemy's next turn, the jinxed enemy suffers a -4 penalty to every combat roll and automatically fails skill checks. The enemy is not usually aware it has been Jinxed, and generally tries to battle normally.

Jinx cannot be used if the Gambler does not have any points of *Bad Luck*, and Notorious Monsters and Bosses are able to avoid this negative karma by spending one point of their precious Destiny instead.

# GEOMANCER

風水土

The Geomancer is something of an oddity in a world where man has the power to defy the laws of nature with magic and science. Rather than ignore the natural order, he has learned to become one with it, calling the spirits of the land for aid in his time of need. Geomancers become capable of truly amazing feats as their bonds with the world increase - summoning a blizzard within a volcano, creating an oasis of water in the desert, and striding through molten lava untouched.

Many of their abilities are keyed to operate in the wild, and Geomancers enjoy a natural camaraderie with such places. Most practitioners of geomancy live secluded lives far away from civilized areas for precisely that reason.

Unlike many other Jobs, Geomancers vary wildly in their appearance. From gigantic barbarian mountain men to little girls wielding oversized bells, to Moogles snuggled up in bright blue snowsuits and Viera shamans, Geomancers run the gamut from physically imposing to downright unusual-looking.



## Innate Ability: Geotrance

*You can slip into a trancelike state and call upon the strength of the soil (or water, snow, lava, air, inter-dimensional nothingness...) beneath your feet, enhancing your strikes with raw elemental power and granting beneficial effects to yourself and your allies. Your casual terraforming can even result in the area undergoing major and sometimes permanent changes.*

There are eleven types of terrain in all: Plains, Town, Forest, Mountains, Desert, Swamp, Water, Underground, Snow, Lava, and Cosmic. The Geomancer may usually only use the Geotrance abilities of the current terrain the party is on – sometimes this can be two or more different types, in which case they may choose from either list. (Such as Town and Forest, for example.) Each terrain type has three different effects – an offensive, a defensive, and a Maelstrom effect.

Activating Geotrance is a slow action; in order to use it, first choose whether you'd like to use its Offensive or Defensive function.

**Offensive geotrances** are always Medium-Range magical attacks that require an attack roll and have bonus effects. Such Geotrances cannot be critical hits; if the attack roll for the Geotrance results in a pair of 6s on the roll, then the Maelstrom attack must be used in place of the normal Offensive ability. When an attack can deal one or more types of damage – such as non-elemental or Earth, for example – the Geomancer may choose which type is used.

**Maelstorms** are flashy topographical outbursts that call upon the full power of the local landscape, which often include Elemental Fields or Difficult Terrain. In some rare cases these effects can even be dangerous for the Geomancer and his allies.

**Defensive geotrances** are reliable methods of supporting your allies regardless of your Geomancer's physical abilities. This includes everything from healing and protecting abilities, to keeping your enemies trapped in place.

## INFO

HP Bonus:	18
MP Bonus:	0
ACC Bonus:	1
AVD Bonus:	5
Skill Points:	22

Weapons:	Arcane, Brawl, Reach
Armor:	Light, Medium

Geotrance effects that state they last ‘until the end of combat’ or cause Elemental Field effects end when the Geomancer is knocked Unconscious. And finally, although the Geomancer is not a true caster in the traditional sense, a character with the Geotrance ability may perform Intuitive Magic to perform mundane tasks outside of combat, everything from coercing trees to ‘bend’ over and bridge a chasm to creating a pocket of shelter in a desert sandstorm.

## COSMIC

*A blanket category for terrains that don’t fall under any of the other ten types. Whether in the coldest reaches of space or a dimensional rift between worlds, Cosmic energy empowers the Geomancer in even the most far-reaching of realities.*

**Cosmic Flare (Offensive):** A cannon blast of energy erupts from the Geomancer, ripping through a foe with the tremendous force that comes from desperation. Make an attack roll that deals (Highest Attribute x Half Level) + 2d6 points of Shadow or Holy damage. If at least half of your party is Unconscious or dead, Cosmic Flare deals (Highest Attribute x Level) + 2d6 damage instead.

**Cosmic Embrace (Defensive):** The clouds part and one ally is bathed in the light of all creation. The target of this Geotrance receives the positive status effect ‘Regen’ until combat ends. Furthermore, all his equipment is treated as having the Indestructible weapon property as long as the *Regen* effect lasts. Equipment that already has the Fragile property does not become Indestructible.

**Great Gospel (Maelstrom):** The light of the cosmos shines down upon the battlefield – if applicable, this is accompanied by a light rain. All allies gain may perform Limit Breaks whenever they roll a critical hit, regardless of their current remaining HP. Furthermore, choosing to automatically use a Limit Break only costs 1 points of Destiny instead of the standard 3.

## WATER

*Large bodies of fresh- or saltwater, ranging from small lakes to great rivers and the mighty ocean itself. Smaller water-based features, such as a pond found in a forest or a mountain stream, generally do not qualify as Water terrain unless they are prominently involved in a battle.*

**Sliprain (Offensive):** Bright light refracts in a mysterious pattern through the water, disorienting and damaging an enemy for (Highest Attribute x Half Level) + 2d6 points of non-elemental or Water damage. If you possess the *Water Strike* property, then Sliprain also inflicts the negative status effect *Confuse* upon the target with an opposed Finesse check.

**Cascade (Defensive):** A soft blue glow surrounds the Geomancer and one ally, restoring (MND x Level) points of MP to each of them.

**El Nino (Maelstrom):** The anger of the ocean itself awakes, washing over all enemies in a surging tidal wave. All enemies take (Highest Attribute x Twice Level) + 2d6 points of Water damage and are knocked back a Medium range. Furthermore, the Elemental Field of the current combat then becomes Water. All Water-based spells and attacks in the area – whether wielded by friend or foe – do an additional two steps of damage.

## DESERT

*Dry areas of often intense heat and relatively little plant growth. Sand and dust is an omnipresent feature of the landscape, particulates that are easily whipped up by passing winds.*

**Sandstorm (Offensive):** A fierce gust of sharp wind and stinging sands sweeps up around the Geomancer, lashing out violently. Sandstorm deals (Highest Attribute x Half Level) + 2d6 points of non-elemental or Earth damage to all targets within a Short Range of the user (enemies and allies alike). All targets that took damage from this attack are then are inflicted with the negative status effect *Blind* for one round with no resistance roll.

**Quicksand (Defensive):** The dunes beneath one enemy’s feet become liquid goo, which tries to suck the opponent beneath the ground. On a successful opposed Force or Finesse check, one enemy is automatically inflicted with the *Stop* and *Slow* statuses for one round.

**Desert Winds (Maelstrom):** The desert storms howl, plastering foes with a layer of sand. Moving becomes difficult as flesh is slowly transmuted to stone. Make an opposed Force or Finesse check against each enemy; if successful, they are permanently inflicted with the *Petrify* status. Furthermore, the Elemental Field of the current combat then becomes Wind. All Wind-based spells and attacks in the area – whether wielded by friend or foe – do an additional two steps of damage.

## FOREST

*Terrain marked by extensive tree growth. Forests range in size from a small thicket to a sprawling rainforest and cover a wide range of climate types. Arctic forests can use the Forest or Snow terrain sets, while moist, waterlogged jungles might qualify as Swamp terrain as well.*

**Leaf Swirl (Offensive):** An eddy of green foliage appears in midair around a single enemy, whirling and buffeting them for (Highest Attribute x Level) + 2d6 points of nonelemental or damage. Leaf Swirl automatically hits enemies with the 'Skitterish' or 'Swarm' abilities with no need for an attack roll.

**Wild Bear (Defensive):** A large, blue-furred bear spirit appears, blesses a single party member, and then vanishes. The spirit's blessing instantly cures the target of one negative status condition of the GM's choice.

**Hell Ivy (Maelstrom):** Thick-vined ivy with sharp, barbed thorns sprouts up all over the battlefield and strike at every opponent standing in Medium range. The vines deal (Highest Attribute x Twice Level) + 2d6 Earth damage to all foes and transform the current area into Difficult Terrain, causing all enemies and allies who are susceptible to Earth damage to suffer the effects of Speed Break for the remainder of the battle. Speed Break cuts the Finesse, AVD and ACC of a target in half.

## MOUNTAINS

*Rocky, elevated terrain with cooler temperatures and sparse - if not outright non-existent - vegetation. At the highest elevations, air temperature can drop to freezing levels and sharp winds frequently blow; these places may also qualify for the Snow terrain set.*

**Local Quake (Offensive):** The power of the Geomancer causes the earth to shake violently, dealing (Highest Attribute x Half Level) + 2d6 points of Earth damage to all enemies within a Short Range. If you possess the *Earth Strike* property, Local Quake deals an additional two steps of damage.

**Stone Wall (Offensive):** With a soft entreaty, the Geomancer convinces the mountain spirits to protect the party. Jagged walls of thick stone burst forth and grant all allies additional ARM equal to (Level x 3) until the end of combat.

**Landslide (Maelstrom):** This exertion of power causes stones, dirt, and debris of all kinds to be sent cascading across the battlefield. The wave of matter deals (Highest Attribute x Twice Level) + 2d6 points of Earth damage to all enemies, who are also knocked back a Short range. Any ally affected by the negative status effect *Petrify* is cured of this condition, and any enemy who took damage from Landslide is afflicted with the *Stun* status for one round.

## LAVA

*Areas of extreme heat. Typically volcanic terrain, though fierce blazes, industrial structures such as blast furnaces and magical conflagrations may qualify for this terrain set.*

**Fire Whip (Offensive):** A globe of constantly-flickering red, orange, and yellow streaks across the battlefield, dealing (Highest Attribute x Half Level) + 2d6 Fire damage. If you possess the *Fire Strike* property, Fire Whip deals an additional two steps of damage.

**Shining Air (Defensive):** Clouds of heat and steam fill the area, adding atmospheric conditions that creatures native to the area have never before experienced. All enemies participating in combat no longer have an Immunity or Resistance to Fire damage. This effect lasts until the remainder of combat.

**Prominence (Maelstrom):** White-hot fury begins to explode all around you, searing the sky with crimson and boiling the very ground itself. All enemies take (Highest Attribute x Twice Level) + 2d6 Fire damage. Furthermore, the Elemental Field of the current combat then becomes Fire. All Fire-based spells and attacks in the area – whether wielded by friend or foe – do an additional two steps of damage.

## PLAINS

*Open areas of relatively level and dry ground where grass and scrubland are the dominant plant life. Colder grasslands might also be Snow terrain areas, while hotter, drier grasslands such as steppes may use the Desert set as well. This set is also used for conditions far away from solid ground, high in the clouds or simply aboard an airship or other flying construct.*

**Wind Shear (Offensive):** Multiple blasts of cutting air are launched through the sky toward the target, dealing (Highest Attribute x Half Level) + 2d6 points of Wind damage to one enemy. If you possess the *Wind Strike* property, Wind Shear deals an additional two steps of damage.

**Sun Bath (Defensive):** Golden light shimmers and dances over the battlefield, restoring (Finesse x Level) + 2d6 hit points to all party members.

**Tempest (Maelstrom):** An unstoppable cyclone fills the area, bolts of thunder crisscrossing the sky. Tempest creates Difficult Terrain for four rounds, causing all enemies and allies to suffer a Short-Range knockback at the start of each of their turns while the difficult terrain persists, causing a -2 penalty to all Vehicles skill checks, and inflicting the *Seal* status upon all enemies with no roll to resist. Furthermore, the Elemental Field of the current combat then becomes Lightning. All Lightning damage deals an additional two steps of damage.

## SNOW

*Areas of extreme cold, typically at freezing point or below. Includes environments with high levels of snowfall, though cold tundra and terrain such as icebergs and glaciers also qualify for this set.*

**Icicle (Offensive):** Blades of extreme cold sweep up from underfoot, dealing (Highest Attribute x Half Level) + 2d6 points of Ice damage to one enemy. If you possess the *Ice Strike* property, Icicle deals an additional two steps of damage.

**Snowdrift (Defensive):** The ground is blanketed with powdered snow, and combatants who are sent tumbling find themselves landing comfortably. Snowdrift creates Difficult Terrain that prevents the effect of Knockbacks, and no target can be forcefully moved if they don't wish to be.

**Freezeblink (Maelstrom):** Snow, ice, and stinging cold envelop all opponents as a veritable blizzard begins to form. All enemies take (Highest Attribute x Twice Level) + 2d6 points of Ice damage. In addition, Freezeblink causes a medium range knockback to all enemies. Finally, the Elemental Field of the current combat then becomes Ice. All Ice-based spells and attacks in the area – whether wielded by friend or foe – do an additional two steps of damage.

## TOWN

*Buildings and areas of habitation constructed by intelligent life. Because of its broad focus, this encompasses everything from ancient temples to bustling metropolitan areas, crumbling ruins and the wreckage of ancient civilizations.*

**Plasma (Offensive):** A cylinder of multicolored electricity rotates up from the ground, dealing (Highest Attribute x Half Level) + 2d6 points of Lightning damage to one enemy. If you possess the *Lightning Strike* property, Plasma deals an additional two steps of damage.

**Back Alley (Defensive):** The Geomancer concentrates and moves walls and buildings, creating doorways where there was nothing before, and shifting the streets and passways around the party. They are instantly separated from their foes who vanish in the urban maze. This effect instantly removes the party from combat as per the white magic spell *Escape*.

**Imprison (Maelstrom):** Walls of ivory and steel surround the Geomancer's adversaries, crushing them. Imprison inflicts the *Stop* effect on all enemies with no opposed roll, and the Blue Mage makes an opposed Force check against each enemy. If they fail they are inflicted with the same effects as the *Degenerator* blue magic spell, causing them to lose 10% of their maximum HP whenever they attack and 10% of their maximum MP whenever they cast a spell.

## SWAMP

*Low-lying wetlands with relatively little solid ground. A swamp can be composed primarily of mud, slow-moving, or stationary shallow water, and often features a rich array of vegetation. Jungles with high levels of rainfall or tree growth close to a body of water can also exhibit swamp-like terrain.*

**Will 'o Wisp (Offensive):** A ghostly shape slowly materializes from the end of the Geomancer's weapon, dealing (Highest Attribute x Half Level) + 2d6 points of Shadow damage to an enemy. If you possess the *Shadow Strike* property, this attack deals an additional two steps of damage.

**Heavy Dust (Defensive):** An eerie mystical haze rises to envelop the battlefield, reducing the effectiveness of enemy magical attacks. The Geomancer and all allies gain additional M.ARM equal to (Level x 3) until the end of combat.

**Poison Mist (Maelstrom):** A massive cloud of evil, vile-smelling mist rises from the ground to choke out the air itself. To breathe is to suck venom into your lungs, but enemies are left with little choice. Poison Mist creates Difficult Terrain, automatically inflicting the *Poison* and *Zombie* statuses on all targets – enemies and allies alike – at the start of each of their turns while they remain in the area.

## UNDERGROUND

*Covers subterranean areas both natural and artificial, including -- but not limited to -- caverns, tunnels, and underground complexes. These environments tend to see little sunlight, making them both cool and frequently damp.*

**Snare (Offensive):** The earth beneath the target's feet becomes a whirling vortex, sucking it down several feet before re-solidifying. Snare deals (Highest Attribute x Level) + 2d6 points of non-elemental damage if successful, followed by an opposed Finesse check with the target to inflict them with the negative status effect *Stop* for one round.

**Earth Heal (Defensive):** Several speckled mushrooms sprout and greenish-brown dust swirls forth from nowhere before settling onto the party members, causing the Geomancer and all allies to immediately recover (Force x Level) + 2d6 hit points.

**Cave-In (Maelstrom):** With a roar and a rumble, the ceiling of the location begins to collapse, and huge boulders rain down from overhead. 1d6 boulders strike a single enemy target, each one dealing (RES x Level) + 2d6 points of Earth damage. Furthermore, the Elemental Field of the current combat then becomes Earth. All Earth-based spells and attacks in the area – whether wielded by friend or foe – do an additional two steps of damage.



### Elemental Body

You can take on aspects of the environment to become undetectable, malleable, and nearly untoouchable. The exact nature of this ability varies depending on the geomancer; Some force their skin to take on chameleon-like properties, some become millions of tiny grains of sand, other dissolve into snowflakes. More urban geomancers have been known to merge with stone walls underground or the brickwork of the city.

As a Slow action the Geomancer can gain the effects of the *Invisible* status. This status grants them a +3 bonus to Stealth skill checks, their AVD score, and Escape skill checks to Run Away in combat. This status effect is lost as soon as the Geomancer takes damage or uses another job ability.



### Heightened Senses

By being ‘tuned in’ to the world, you can hear sounds far beyond their normal auditory range, possesses perfect vision even in pitch blackness, and boast a sense of smell that is preternaturally potent. A geomancer with Heightened Senses can perform feats that border on precognition or magic, able to tell an object’s size by the way the wind moves around it, or smell the Malboro poison hidden in a signet ring from across the room.

You gain a +2 bonus on Awareness skill checks, and whenever you spend Destiny to add an additional dice to an Awareness skill roll, you gain two bonus dice instead of one. Furthermore, the character is immune to the negative status effect *Blind*, and treat *Invisible* enemies as though they didn’t have any of the bonuses granted by that status effect; though the Geomancer’s sight is gone, their other senses more than compensate for this loss.

This ability may be taken multiple times, increasing the bonus by +2 and the additional dice by one each time. Therefore, a character who has taken this ability 3 times would add 4d6 by spending one point of Destiny.



### Force of Nature

You can run with the speed of a cactuar, soar with the grace of a roc, and burrow through the ground with the strength of the antlions.

Choose one benefit from the list below. This ability may be taken multiple times to grant all three effects.

- The character may now move a Medium Range instead of a Short Range each round
- The character gains the effects of *Auto-Flight* while conscious.
- The character gains the monster ability ‘Submerge,’ allowing them to tunnel beneath the earth with a Standard action. While burrowed the Geomancer is Immune to any negative or beneficial Group-target attacks or spells. They may return to the surface as an Instant while burrowed, and they may move underneath enemies to attack them with standard attacks as normal. A successful knockback also forces the Geomancer back to the surface and ends this effect.



### Augment

The wind is always at your back, rushing water seems less turbulent for you and your allies, and even the boughs in a forest seem to move on their own accord to cushion your falls and give your acrobatic stunts a leg up. Simply having the Augment job ability grants a +2 bonus to all skill checks in a specific skill for the Geomancer and his allies. The skill bonus depends on the natural terrain around the Geomancer. Consult the list below.

**Mountains:** Climbing  
**Underground:** Thievery

**Forest:** Athletics  
**Swamp:** Stealth

**Snow:** Awareness  
**Plains:** Nature

**Lava:** Synthesis  
**Town:** Vehicles

**Desert:** Nature  
**Cosmic:** All Lore skills

**Water:** Swimming



## Dreamstate

*The Geomancer is capable of entering a dreamlike state of tranquility where his spirit becomes one with the land itself, and he is connected to Creation in a primal, utopic sense.*

After taking a Travel Rest in any area, the Geomancer has had a chance to meditate upon their surroundings and gains the temporary ability to tell the precise location of every physical object within a Long Range of where the meditation took place, from the tiniest pebble to the largest of rampaging monsters. This grants a constant +2 bonus on most applicable skill checks, such as Stealth, Nature, Climbing, and Awareness.

Dreamstate is often accompanied by odd rituals such as tossing handfuls of soil and interpreting meaning from how it settles and lands. Some claim that this is to protect themselves, for some extremely powerful magical items and beings have a dangerous resonance that can actually inflict physical harm upon the meditating Geomancer if his spirit comes into direct contact with it.



## Home Terrain

*The character has formed a special kinship with an aspect of the world, and they can display their complete mastery over their chosen element no matter where they are.*

Choose one of the following ten types of Terrain – Plains, Forest, Desert, Underground, Lava, Town, Mountains, Swamp, Snow, or Water. The Geomancer always has access to that terrain type when using Geotrance, in addition to whatever the current location provides.



## Geowareness

*Even in the busiest metropolis the pulse of creation resonates, and you can hear its heartbeat no matter where in the world you travel.*

Geotrance can now be used as a Standard action instead of a Slow action. Furthermore, the gentlest touches of displaced air now warn the Geomancer when danger approaches, giving the character and their allies ample time to prepare. This drastically reduces the risk of a Pre-emptive attack at the GM's Discretion.



## Skyforged

*The Geomancer can urge the natural flow of the elements into his weapon, allowing it to take on the properties of the surrounding area.*

Whenever there is an Elemental Field active, the Geomancer can add the same [Element] Strike property to his weapon with an Instant action. For example, a Geomancer could raise his axe like a lightningrod in the middle of a thunderstorm, infusing this weapon with the *Lightning Strike* property. This lasts until Skyforged is used again.



## Earth's Embrace

*You are one with the world, able to hear the whispers of the crackling flames and taste the change of the seasons carried on the four winds. Though the earth may defend itself against its enemies, it will never harm you.*

The Geomancer no longer takes damage or suffers any negative penalties from Difficult Terrain, nor can they drown while underwater. For example, they may wade through lava without suffering direct damage, or ignore the harmful gases in a poisonous swamp.

# Limit Abilities



## Weight of the World

*You can conjure forth the most powerful natural elements at a whim without restrictions – you can create a hurricane of flames in the coldest tundra, or freezing rain in an endless desert.*

By spending three points of Destiny upon using Geotrance, the Geomancer may choose any effect from the list; including Maelstrom abilities or effects from an entirely different terrain. Furthermore, a Geotrance used in this manner cannot miss. Using Weight of the World can forever alter the terrain of an area and create unusual landscape features, such as causing a forest to spring up at the bottom of the ocean or permanently saturating a bustling urban city with a few meters of desert sand.



## Beastmaster

*Animals are some of the best conversationalists you know; they rarely argue, lie, or make wild claims to impress you, and they're always so **fascinated** by everything you have to say. And when the natural order of the world has been disrupted, your former enemies can prove themselves as brave as any hero.*

The Geomancer can understand and make himself understood by animals. The creatures respond with their own postures and/or vocalizations – though this doesn't make animals smarter, calm or loyal, most recognize a Geomancer by this ability instantly and have enough respect that they'll hear the character out before defaulting to aggression, panic, or indifference. Most creatures generally attempt to be helpful.

Beastmaster allows the Geomancer to hold intense, interesting and logical conversations with creatures normally lacking the intelligence to do so, or who normally could never possess a language. In time, a Beastmaster who doesn't often travel could set up a network of scouts or animal allies to ferry them information.

Better yet, a character with this ability is capable of turning even the most bloodthirsty of foes into reluctant allies with the power of persuasion alone. Beastmasters may attempt to persuade defeated foes to join them for a time – or at least coerce general cooperation – with a successful Negotiation check or Nature check of appropriate difficulty. Only the natural denizens of the world can be tamed, restricting the usage of this ability to Aerial, Aquan, Beast, and Insect-category monsters. Upon persuading a monster to assist the party, the creature has its disposition changed to Friendly and the Beastmaster may request the monster fight on the party's behalf. A monster tamed with Beastmaster retains the same attacks, spells and abilities listed in their Bestiary entry, and will generally not leave the Beastmaster unless it is treated unkindly or reduced to such low health in combat that it needs to flee for survival. With a Standard action once per round, the Beastmaster may have the monster use any single attack or spell from its list, keeping the same accuracy and damage scores.

Notorious Monsters and Bosses cannot be affected with this ability, and the Geomancer may only have one enemy tamed at a time.



## Mineralize

*You have shrouded yourself in the protection offered by the elements, your skin taking on a dusty hue and becoming harder than solid darksteel. More importantly, in times of dire need you can take the form of solid stone.*

The Geomancer gains an additional point of both ARM and M.ARM for every point of RES or MND they possess, whichever is higher. For example, a Geomancer with 8 MND, 12 RES and +2 RES from his equipment would thus receive a bonus of 14 to their ARM and M.ARM scores. This bonus is lost if the Geomancer is utilizing a shield. As a Slow action the character can automatically inflict themselves with the Petrify status if they so choose. This status effect only wears off when the Geomancer chooses to end the effect instead of the normal duration.

# MONK

モンク

It takes something special to be a Monk.

Anyone can wield a weapon, given enough time and practice. Likewise, academies with hundreds of students dedicated to learning the art of magic dot the landscape. Some Jobs are simply *born* with their abilities and require no effort. Others still are the result of happenstance or some supernatural entity looking out for their well-being.

A Monk is different. They are forged by years of hard exercise and rigorous training. It is a long and difficult path to be sure; the hermetic lifestyle...with its emphasis on simple living and a regimen of demanding, repetitive labor...takes its toll on the young and impatient. The majority of would-be Monks break off their education with only a handful of kata under their belts, culling the numbers of this Job more effectively than any foe could hope to.

But to those who do not stray from the path, the rewards are great. Monks are the master of the world's unarmed combat styles. Their discipline and control over their minds and spirit is no less absolute than that over their bodies. The Monk's hands and feet are as dangerous a weapon as any sword or spell, combining crippling bare-handed blows, spectacular energy attacks, and spiritual discipline to devastating effect. However, these talents require the tough, pugnacious Monk to remain almost entirely unencumbered, to the extent of making armor more of a hindrance than a benefit. An experienced Monk thus learns to rely on their own agility and fortitude more than any piece of protective gear.



## Innate Ability: Martial Arts

*You have studied long to become a master martial artist, and now you have no need to rely on man-made weapons. Whether you fight with a sophisticated knowledge of pressure points or simply possess fists reminiscent of wrecking balls, your unencumbered strikes are skilled and devastating attacks. The instant your target's guard falters, even for an instant, you can take advantage of the opening to finish the battle with a powerful final attack.*

Upon gaining this Innate Ability, you also permanently gain access to the *Pugilist* equipment property, causing you to deal a minimum of  $(\text{PWR} \times \text{Half Level}) + 2d6$  points of damage with unarmed attacks and improbable weapons. This property remains even if you were to change Jobs. In addition, you now use a special mechanic called **Chain Points**. Each time the Monk hits a single target with a damaging attack they gain a Chain point, up to a maximum of five points; these points can be used for powerful maneuvers known as a Chain Finisher, which all Monks have access to and are as follows;

## INFO

HP Bonus:	30
MP Bonus:	0
ACC Bonus:	1
AVD Bonus:	5
Skill Points:	18

Weapons:	Brawl, Reach
Armor:	None

**Boost [1 Point]:** The Monk takes a moment to center himself. This increases the character's ACC and AVD scores by +1 for the remainder of the encounter and takes an Instant action.

**Mach Kick [2 Points]:** The Monk uses a series of powerful kicking attacks to strike each present foe. As a Standard action, the character may make a normal attack which targets the entire enemy Group.

**Sovereign Fist [3 Points]:** The Monk leaps into the air and brings his fist down hard, crushing a single enemy and ignores their defense. As an Instant action, the monk may declare he's using Sovereign Fist; after he does so, his

next attack ignores ARM, Protect and Unusual Defense, deals an additional damage step, and may calculate damage with the Monk's best attribute.

**Exorcise [4 Points]:** After activating Exorcise as a Slow action, the monk's next successful attack deals (MND x Level) points of Holy ARM damage to any Undead or Fiend-type enemy. If Exorcise successfully deals damage, it also permanently removes the target's Undying ability, even if the target was a Notorious Monster or a Boss.

**Asuran Fists [5 Points]:** Hands faster than the eye can see, the character brutalizes one enemy with a series of rapid-fire strikes. By using Asuran Fists as a Standard action the Monk may make three separate attacks against a single target. Whenever one of these attacks is a critical hit, the Monk may immediately make another, additional attack. Asuran Fists can strike up to a maximum total of six times.

A Monk loses all their accumulated Chain Points whenever one of the following things happens;

- They miss with an attack.
- Their target is reduced to 0 hit points
- During their turn, they attack at least one different enemy (or ally!) than they attacked on their previous turn.
- They use a Chain Finisher. Chain Finishers never grant Chain Points under any circumstance.
- They wear armor of any sort.



### Shockwave

*You gather your Ki before slamming your hand into the ground, releasing the accumulated energies in a wave of force that erupts in a shower of rocks and debris upon your enemies.*

Shockwave can either be used to damage one target up to a Medium range away, or the Monk can use the ability as a Local attack to affect all enemies, allies and objects (excluding himself) within a Short Range. Regardless of how Shockwave is aimed, the Monk makes a normal attack roll as a Standard action – if successful, the attack deals (PWR x Level) + 2d6 points of Earth ARM damage to each target in the blast, and physical barriers (such as thick steel walls) cannot shelter the Monk's targets from the blast.



### Formless Strikes

*Legends speak of elderly martial artists - sometimes referred to as White Monks or Taoists - who possess a sliver of understanding about the greater workings of the cosmos. It is said that they have learned to strike at their opponent's Ki directly, weakening a foe's spirit instead of their body. This ability gives credence to such stories.*

A Monk with this ability may choose to have his physical attacks deal non-elemental magical damage instead of physical damage if he wishes at any time, targeting their opponent's M.ARM score instead of their ARM. The type of damage done must be declared prior to making an attack roll.



### Passive Fist

*It happened so fast that a casual observer might have mistaken it for a clumsy, accidental fumble; no one but a fellow Monk could have followed the quick pressure point jab and the spin of the ogre's arm. Its stone club tumbles to the floor with a heavy crash – and a second later, its owner does the same.*

Seeking serenity and oneness with the cosmos instead of different methods to inflict violence, your knowledge of internal medicine allows you to overcome foes without fighting. This grants three different bonuses. First, a master of this style may automatically use the Disarm combat maneuver as an Instant action whenever he Counterattacks an opponent, in an attempt to separate said opponent from their weapons. In addition, the Monk gains the *Sleep Touch* property whenever he performs a Counterattack. And finally, you also gain a +4 bonus to your opposed rolls whenever you take the Defend action in combat, until the start of your next turn.



### Aura Bolt

*The Monk fires a precise beam of blue-white light from their palms, cutting into the target without fail.*

Aura Bolt is a Slow action, usable once per session, that automatically deals (MND x Twice Level) + 2d6 points of M.ARM Holy damage to a single target up to a Long Range away. Aura Bolt grants two Chain Points instead of just one.



### Unbreakable Form

*You've undergone extreme physical trials to hone your body, but you don't have the scars to prove it.*

The character gains an additional +10 Hit Points per Level. This ability may be taken up to three times, increasing the value by an additional +10 each time.



### Shatter Armor

*By gently striking your opponent's armor in precisely its weakest point, you can cause it to splinter uncomfortably and force your opponents to fight on equal footing.*

As a Standard action you may make a Force or Finesse check against your opponent's Finesse roll; if successful, a creature who is wearing armor has the equipped armor destroyed, or a monster who the GM deems is utilizing protective gear has their ARM and M.ARM scores reduced to 0 until combat ends.



### Chakra

*Having mastered one of the most renowned abilities of the Monk, you're able to take a deep breath and cleanse your body of impurities and damage.*

With an uninterrupted Slow action once per combat, the character with this Job Ability may purge themselves of all negative status effects and regain 50% of their maximum HP and MP. Chakra may be used regardless of any status effects (excluding *Charm*) that would otherwise prevent it, such as *Petrify*, *Seal* and so on.



### Haymaker

*Your foe is momentarily thrown off-balance – your cue to end this skirmish before your friends sustain any further injuries. By putting your all into a single, incredible strike, you can lay your opponents out.*

By activating Haymaker as a Slow action once per session, the Monk may make a normal attack action with a -6 penalty to ACC. If it connects, the blow deals (PWR x Twice Level) + 2d6 points damage and causes the *Stun* and *Seal* status effects for one round with no roll to resist. Haymaker cannot result in a critical hit.



### Cross-Counter

*Each time your opponent strikes you're able to return the favor, punishing them with a series of devastating counterattacks and leaving them wide open for powerful Chain Finishers.*

Cross-Counter allows the Monk to use the Counterattack property on Brawl weapons one additional time per encounter. This Job Ability may be taken multiple times, increasing the number of times Counterattack may be used by one each time.

# Limit Abilities



## Hundred Fists

*Your speed and vigor never for a moment leave you as you fluidly weave in and out of your enemies' defenses and leave broken bones as souvenirs.*

Critical Hits now award 2 Chain points instead of just the standard 1, and a Monk who is wearing no armor is always treated as though he is dual wielding, allowing him to reroll one die during every attack roll.



## Hamedo

*You have taken the ability to counterattack the strikes of your opponents to an entirely new level, able to anticipate these moves and respond with lightning-fast retribution even before they land.*

After obtaining Hamedo, rather than counterattacking after damage is calculated, the character may perform a physical Counterattack as soon as a foe makes a melee attack against them, prior to damage being determined or accuracy being rolled. In addition, whenever you perform a Counterattack you may also make an opposed Force or Finesse check; a success causes your enemy to suffer a Short Range knockback, generally causing your opponent to lose their attack altogether as they go tumbling from your surprise sidestep and retaliation.



## Final Heaven

*The air seems to stand still as the Monk draws back their fist, accumulating cosmic energy in the palm of their closed hand. When they at last strike, it is a single, decisive blow that sunders the wall of ignorance and helps the monk temporarily break free from the bonds of human limitations.*

The Monk unlocks the following Chain Finisher.

**Final Heaven [5 Points]:** Final Heaven is a Slow attack action that automatically deals a critical hit if it strikes the target. Furthermore, simply using Final Heaven successfully helps unlock a Monk's true potential, and all of their abilities gain additional perks until the end of each game session, at which point the bonuses are lost until Final Heaven is used again.

**Formless Strikes:** The Monk gains the effects of Auto-Haste while he remains at 100% HP.

**Shockwave:** The Monk gains a +6 bonus on Force rolls when using Shockwave to destroy objects.

**Shatter Armor:** The Monk may even break armor with the Indestructible property when using Shatter Armor.

**Haymaker:** A successful Haymaker also causes the Speed Break condition, halving the target's Finesse score, AVD and ACC for 4 rounds.

**Unbreakable Form:** Upon being reduced to 0 hit points or less, the Monk may continue to battle normally without suffering unconsciousness until the end of their following turn. The Monk may still be killed by bosses and notorious monsters while in this state.

**Cross-Counter:** All counterattacks deal an additional damage step.

**Passive Fist:** Whenever the Monk is targeted by an attack at a Medium range or further, they may 'catch' the projectile or spell and return it back to the attacker gracefully with an opposed Force or Finesse check. Such attacks keep the same accuracy and damage rolls, but are treated as targeting the user of the attack instead of the Monk.

**Chakra:** Chakra now affects all allies within a Short Range.

**Aura Bolt:** Using Aura Bolt is now an Instant action, and the damage may be calculated with the monk's highest attribute instead of his MND score.

**Hundred Fists:** Critical Hits now award 3 chain points instead of 2.

**Hamedo:** The Monk no longer needs to make opposed checks in order to cause a knockback through the use of Hamedo.

**Final Heaven:** The Monk may spend one point of Destiny at the end of each game session to keep the bonuses granted by the use of Final Heaven, essentially allowing him to gain any of all of the benefits indefinitely.

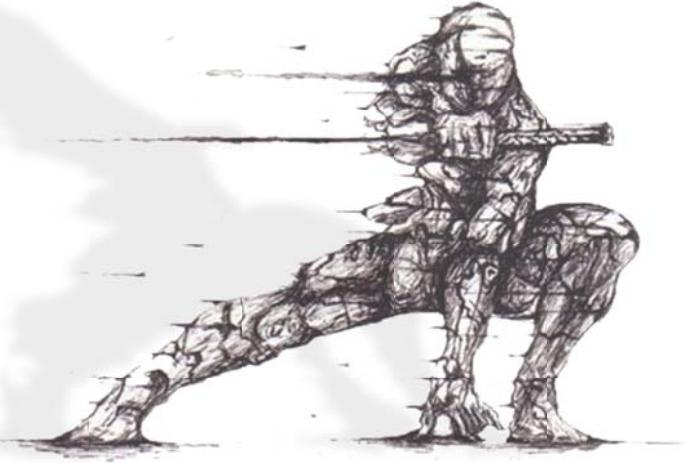
# NINJA

トウ

Underneath a cover of all-concealing blackness, the Ninja combines the talents of infiltrator, spy and assassin in one finely-trained body, ruthlessly independent by nature and owing allegiance to no one. Ninja are schooled from early on in the virtues of silent action and caution, the art of killing from a distance as well as a hair's breadth away. Their cold-hearted attitude and apathetic disregard for life means a Ninja would happily commit deeds most other warriors would balk at, making them unpredictable allies at best.

They often wear masks in order to keep their true identity a secret even from their closest friends. The mask is their final resort - they can always remove it and simply disappear, becoming an 'ordinary' person. Forever.

Then again, the Ninja's mask is just as often the identity they've created for themselves, posing as a humble servant or just another face in the crowd. By cleverly positioning themselves over the course of months and preparing for a single moment, they can evade suspicion as easily as their shadowclad brethren can evade detection. Either way, the skills of the shinobi can be summarized as one of two things; deadly or possibly deadly.



## Innate Ability: Throw

*Whenever a fast and inconspicuous attack is needed, the Ninja's natural affinity for throwing weapons comes to the fore.*

Throw allows the Ninja to launch a single weapon or object with devastating force and accuracy at an opponent - treat this as a normal attack action that receives a +4 bonus to ACC and may target enemies up to a Medium Range away. Use the thrown weapon's stats for calculating damage, not the weapon the ninja currently has equipped (unless, of course, they are one and the same). Damage is always calculated

using the Ninja's DEX Attribute, even in case of weapons whose damage normally defaults to PWR, RES, or MND. For example, a ninja who throws a Tier 4 Blade at the foe would deal (DEX x 4) + 2d6 points.

This technique does come with a price, however; anything used in conjunction with Throw will be irretrievably lost and destroyed for good. The only exception to this is items with the *Indestructible* property, which are still unavailable until after the battle is over, at which point they can be retrieved normally.

A Ninja may throw Improbable Weapons as well, dealing standard damage with them based on what Tier they effectively act as – see p.151 for more on this. As always, the GM is encouraged to rule that certain Improbable Weapons would have additional special effects, and a Ninja can only Throw what he can conceivably lift with a Force check.

## INFO

HP Bonus:	14
MP Bonus:	0
ACC Bonus:	1
AVD Bonus:	7
Skill Points:	22
Weapons:	Blade, Concealed, Dual Wield
Armor:	Light, Medium



### Tool Mastery

*You are well-versed in the use of all the (usually illegal) ninja tools and know how to obtain them through a network of underworld contacts. These methods have been passed down from clan to clan for generations.*

Smoke Bombs and all of the ‘Black Market Goods’ listed in the equipment chapter can be purchased for 50% of their normal price. The ninja may carry any number of these items at a time; they don’t count toward the maximum number of items a character may have in his inventory.



### Image

*Utilizing secret ninja magic you create a trio of shadowy simulacra to absorb enemy attacks. They move and act as you do, making it nigh-impossible to tell which silhouette is the dangerous one.*

Image creates three self-copies as an Instant action once per game session, each of which grants a bonus of +1 AVD to the Ninja while they are active. Each time the Ninja is targeted by a Single-target attack, one of the copies vanishes (after the attack roll is made) and reduces this evasion bonus accordingly. Each time the Ninja is targeted by a Group or Local attack, all of the copies vanish instead of just one.



### Chambara

*Against one man, you are a terror. Against many, you are untoouchable.*

When fighting a Humanoid or a target that possesses the Swarm monster trait, the Ninja gains a +1 bonus to their AVD score and deals an additional damage step with all attacks to that target. If the target is both a Humanoid and a Swarm, then these effects stack, granting a +2 bonus to AVD and a two damage step increase.



### Beso Toxicoo

*You have practiced with various poisons and natural venom, and your weapons are all coated with your favorite potpourri blend of toxic fluid. Even the smallest scratch can leave a wound that never seems to heal.*

The character treats all non-Improbable Weapons they wield as though they possessed the *Spellburst: Virus* property. As always, this means that as a standard action or on a critical hit the ninja can cast the *Virus* spell, which negates all healing a foe could receive.

In addition, the Ninja can cast the *Hex* spell as a Slow action with no MP cost, allowing them to debilitate the health of their targets at-will, softening them up for a later assassination or even allowing them to pin the blame of death on natural illness.



### Sunken State

*The magical darkness suddenly pours into the well-lit room like a viscous fluid, extinguishing every source of light as you immerse yourself into the sea of shadows. No trace of you remains; not even the sound of a footstep.*

Sunken State is an Instant action usable once per session that grants the Ninja the *Invisible* status, which is lost as soon as the Ninja takes damage or activates another job ability. Invisibility grants the Ninja a +3 bonus to Stealth skill checks, their AVD score, and attempts to Run Away in combat.

Although Sunken State may only be used when the Ninja is under the cover of darkness, simply having this Job Ability also grants the Ninja the ability to cast the *Twilight* spell as a Slow action with no MP cost.



### Grim Reaper

*While many warriors believe that battles are best enjoyed as long, drawn-out affairs, you instead seek to perfect the art of the single strike - ending combat with one precise cut before your enemy can react or respond.* All attacks made by the character during a pre-emptive round of combat result in a critical hit on an accuracy roll of 8-12 instead of the standard 12. This cannot be combined with other effects that increase a character's critical hit range, such as the Lucky weapon property.



### Unspell

*With a simple two-fingered gesture, you strip your foe of his magical protections.*

As an Instant action once per game session, you may cast *Dispel* as for no associated MP cost. This targets a single enemy at up to a medium range away and, with a successful opposed roll, removes all positive status effects they currently possess.



### Shadowbind

*This ninja trick allows you to halt your opponents' attempts to flee by anchoring their shadows to the ground, ensuring they stay precisely where you want them.*

Whenever you successfully damage a foe who is a Medium Range away or further, you may choose to deal half damage in order to make an opposed Finesse check. If you succeed, the target is automatically inflicted with the negative status effect *Stop*, lasting until the beginning of your next turn.



### Ninjutsu

*Your master taught you more than how to dodge a blade and hide between raindrops; you know the secrets of the five primal fundaments that compose the world, and how to use your Ki to strike at these five points on an enemy and leave him helpless. Only those who master the Ki of Five-Movements can master the way of the Ninja.* Whenever you deal any type of elemental damage with a thrown weapon, or Shadow damage from a melee attack, you may choose one effect from the list below to activate as an Instant action. All additional damage dealt by Ninjutsu ignores the effects of ARM and M.ARM.

**Wood Veil:** A simple motion makes it difficult for the target to see, and moving too quickly renders him momentarily sightless. The next time the target makes a physical attack, they suffer (MND x Level) points of damage after the attack resolves and are inflicted with the negative status effect *Blind* until the end of their next turn.

**Fire Veil:** You pluck at their heart, stripping away the fiery passion needed to work magic. The next time the target successfully casts a spell, they take (MND x Level) points of Fire damage and are inflicted with the effects of *Seal* until the end of their next turn.

**Earth Veil:** After your attack, your victim finds himself suddenly exhausted. The next time the target moves from his current location, they suffer (MND x Level) points of Earth damage (even if they are normally immune) and are inflicted with the negative status effect *Slow* until the end of their next turn.

**Metal Veil:** By striking your opponent's very soul, you puncture their spirit and cause their own Ki essence to drift free; a deeply unsettling feeling for anyone. The next time the target expends Destiny, they suffer (MND x Level) points of nonelemental damage and are inflicted with the negative status effect *Confuse* until the end of their next turn.

**Water Veil:** The liquid in your target's body becomes as cold as death, the chill reminding him of the inevitable, inescapable end to this battle. The next time the target recovers health, they suffer (MND x Level) points of Water damage and are inflicted with the negative status effect *Zombie* until the end of their next turn.

# Limit Abilities



## Execution

*Before you have time to shout out a warning, your foe's gasp becomes nothing more than a gurgle.*

Though it takes a Standard action to use in combat, the damage dealt by Execution is impossible to trace back to the Ninja – they seem to do nothing. Perhaps this attack takes the form of a poison discreetly placed in your opponent’s drink hours ago and just now taking effect to cause crippling pain, or perhaps it was nothing more than a shocked gesture....which signals an unseen conspirator to fire a crossbow bolt from a nearby rooftop. In this way, the Ninja may continue to seem like an ally or bystander even as their murderous plan unfolds.

Execution requires an attack roll as normal and no weapon properties (such as [Element] Strike or Lucky) apply; it deals (AVD Score x Level) + 2d6 points of ARM damage, and the target then suffers a penalty to their ARM and M.ARM scores equal to the Ninja’s MND attribute until combat ends. This effect is cumulative; an enemy who has been struck by Execution three times would have a penalty to their armor values equal to triple the Ninja’s MND score.

Because Execution’s damage is calculated by using your current AVD, any temporary effects that would increase your Avoidance (such as being Invisible or under the effects of Image) also improve this limit ability.



## Army of One

*Those who have seen this technique cannot say for certain what it looks like - they are all dead. The secret is, in fact, that Army of One rarely manifests the same way twice. The mystically-minded ninja splits his body into two identical versions and battles alongside a shadowy double. The clan leader needs only make the slightest sign to call for backup, and dozens of lesser shinobi appear in the rafters to join him. Some claim that the Ninja simply moves with such speed and soundlessness that it is believed that no single person could ever kill so many so quickly, and that there must be some other explanation. Others claim that seeing double is some sort of poison-induced hallucination. Some parties have even been surprised to discover that the character they thought was their companion all along was, in fact, simply a well-disguised decoy...as the REAL Ninja appears to help.*

Whatever the method, Army of One allows the Ninja to effectively function like two characters for the remainder of battle. By spending three points of Destiny and an Instant action to activate this Limit Ability, they gain an additional Standard action each round, which deals half damage and is incapable of limit breaks. Furthermore, the character may perform Teamwork Attacks essentially with themselves, treating this additional standard action as if it was another player making an attack roll. The character may always take this Standard action each round, even if they are afflicted with a negative status effect that would prevent them from doing so.

Because Army of One allows the character to function like multiple individuals, the ninja may perform actions in two entirely different places at once - such as engaging in an epic battle inside an imperial airship while also disarming (or planting) a bomb in the city square miles below.

Army of One lasts until the end of combat, or until the Ninja is reduced to 0 hit points.



## Evade Magic

*The character moves so gracefully that even magic has difficulty scorching her skin, much less slow her down.*

Whenever any spell would affect the Ninja, the Ninja may choose to make an opposed Finesse roll against the caster. If the Ninja wins they are immune to the effects and damage the spell would cause, though this doesn’t protect the character’s allies from the spell. A Boss or Notorious Monster may expend one point of Destiny to negate this benefit for one round.

# PALADIN

おとこだて

The Paladin is a sacred knight, following in the footsteps of the infinite mercy and justice of creation, the powers of Holy. They are chosen by the light they follow, not the other way around. Although there are many who have one or several of the qualities that make a Paladin, only those who are truly the epitome of purity are so blessed to become one of these famed knights. You fight for higher causes and better days; truth guides your sword and chivalry your every action, and the Holy energy that flows through your blade and body is certain to create a brighter tomorrow.

Paladins are symbols of honor and nobility and are welcomed wherever they go, usually clad in shining heavy armor and carrying a great shield. They are capable of shielding another party member from danger and can channel the rarest and most sacred type of magic in combat, making them awesome warriors indeed.



## Innate Ability: Cover

*You are a living bulwark, protecting the vulnerable and acting as their shelter in the storm of battle. The well-being of others is paramount, and you would sacrifice yourself in a moment if another's life was at stake.*

The Paladin chooses an ally to be covered as an Instant action; Until the Paladin chooses a new target, they will keep a watchful eye on this ally and guard them from injury.

Whenever the Covered target would suffer damage, the Paladin may leap in front of that character as an Instant action and choose to take that damage on the ally's behalf. This means that the damage is still reduced by the original target's ARM and M.ARM scores and other effects, and not the Paladin's. Cover can only be used if the Paladin is not afflicted with an effect or status that would prevent them from reaching their target or taking an immediate Instant action (such as Stop, Slow, Seal or Charm, among others), and the ally must be within a Medium Range and not obstructed by obstacles that would prevent the Paladin from reaching them (such as being in another section of the castle or another dimension). Finally, the Paladin may only Cover one ally at any time.



## Leadership

*You will combat evil even to the ends of the earth and are a symbol of hope for your comrades. If fear and trickery are the only tools your enemies wield, then they will fight you unarmed.*

The Paladin, all allies and friendly targets are Immune to Fear, Berserk, and Charm (if they so choose to be) when they are within a Medium Range of you. Former foes who have been Charmed to fight on your party's side are unaffected by Leadership.

## INFO

HP Bonus:	22	Spell Rank	Levels Obtained
MP Bonus:	2	Novice	1, 2, 3, 4
ACC Bonus:	1	Intermediate	5, 6, 7
AVD Bonus:	5	Expert	8, 10
Skill Points:	20	Superior	12, 14
		Ancient	15 (Holy only)

Weapons: Arcane, Blade, Reach

Armor: Light, Medium, Heavy, Shields

Magic School: White



### Astra

*Your whisper a single, solemn word that resonates with conviction, sheathing one ally in the golden light of a magical shield.*

Forming an Astra shield is an Instant action usable once per game session, and it appears as a faintly-shimmering glow that surrounds the target. The target of Astra negates all effects and damage from the next attack they receive, at which point the benefit of Astra is lost. This ability cannot be used on the Paladin, nor can more than one ally have the benefits of this ability at any given time. However, Astra can be used even when it is not the Paladin's turn.



### Sentinel

*Stalwart, chivalrous and steadfast, the Paladin can amplify the raw force of an opponent's spell and cause it to harm him exclusively instead of allowing more vulnerable allies to suffer the brunt of the damage.*

By declaring they're using Sentinel an Instant action on an enemy's turn, the Paladin may transform any Group-target spell or Limit Break into a Single-target spell or break that is redirected to strike him alone. Spells and limit breaks redirected in this way deal 200% standard damage instead of the normal value, and if the Paladin would be Immune or Absorbent to the elemental type of damage dealt, the damage is converted into non-elemental damage instead.



### Shield of Light

*A heavenly pearl light seems to surround you as you drop into a guarded stance, bracing yourself. The moment your enemies approach you seem to explode in a blinding, radiant aura. Evil creatures hiss and recoil, shielding their eyes as their skin disintegrates in the astral glow.*

The Paladin may declare he's activating Shield of Light as an Instant action once per combat. Until the start of the Paladin's next turn when Shield of Light wears off, the character is treated as having the *Indestructible* property on all the Armor he's currently wearing, cannot be affected by Knockback effects, and cannot lose a spell he was in the middle of casting due to a teamwork attack, critical hit or limit break.

If any enemy would make a physical attack against the Paladin or the Paladin's Covered target before the start of the character's next turn, the Paladin can retaliate with an abrupt blast of holy energy. The attacking enemy immediately suffers  $(RES \times \text{Armor Tier}) + 2d6$  points of Holy M.ARM damage and are inflicted with the negative status effect *Blind* with no resist roll, even if they'd normally be immune to its effects. This damage and blind effect occur as soon as the monster's attack is declared, and before accuracy is rolled.



### Last Stand

*Fight as long as you can stand. Stand as long as you can fight.*

When the Paladin is at 25% or fewer HP he receives 200% healing from all White Magic spells, job abilities, items and weapon properties, excluding *HP Drain*, *Regen*, and its superior version, *Aura*. In addition, the Paladin may choose to deal damage as though their weapon possessed the *Holy Strike* property when he fights at 25% of his maximum hit points or less.



### Orlandeau's Strike

*Strengthened with the belief that the best defense is a good offense, your weapon burns with a celestial intensity. As you deftly slash at an enemy, the air around the two of you erupts with light and sears your foe with righteous wrath. It will face you, or fall.*

This is an attack with many names, ranging from Northswain's Glow to something as simple as 'Split Punch' or 'Crush Punch' by non-Paladins who've seen it in action. Ultimately, most refer to it by the name of the man who was said to have created it.

Whatever the name, this attack is a Standard action that targets a single enemy, usable once per session. Make a standard weapon attack; if the strike is successful, it deals (PWR x Twice Level) + 2d6 points of Holy M.ARM damage to the target and surrounds both of you with white fire. If the enemy attacks on its next turn and doesn't include you as a target, you regain the use of Orlandeau's Strike.



### Swift Guardian

*When an ally is wounded or an undead abomination bears down upon the innocent, there's no time for the complex invocations of a spell. By using your own life force as the source for your magic, you're able to cast sudden and impulsive spells to protect your friends.*

When casting a beneficial spell on your turn, you may choose to sacrifice 25% of your maximum HP in order to turn the spell into a Standard action instead of a Slow action. The spell has no effect on the Paladin and must target one or more allies instead, and you may take no other actions on your turn after the spell resolves.



### Pure Soul

*Your unwavering resolve helps you withstand the tests to come.*

The Paladin receives a +2 bonus to opposed rolls to resist the effects of negative status effects. This ability may be taken multiple times, increasing the bonus by +2 each time.



### Spirits Within

*Focusing your will allows you to create an incorporeal weapon, which seems to be made of nothing but silvery-blue strands of light. It cuts a blazing path through your enemies as you focus on channeling protective magic.*

Although creating a spirit weapon takes a Standard action, the resulting conjuration lasts until combat ends.

When the spirit weapon is first summoned it instantly lashes out at one enemy of the paladin's choice. The spirit weapon will thereafter attack whenever the Paladin successfully casts a spell that deals no damage. The paladin must make a standard attack roll; if it hits, the spirit weapon deals (MND x Half Level) + 2d6 points of nonelemental M.ARM damage to one foe.

Although the phantasmal weapon can't deal a critical hit or perform teamwork attacks, and isn't improved by the Paladin's equipment properties or job abilities, the spirit weapon has the *Indestructible* and *MP Refresh* properties; half of the final damage dealt is returned to the paladin in the form of MP.



### Holy Circle

*The Paladin raises his blade to the sky, parting the clouds and encasing the party in a beam of divine light.*

By activating Holy Circle as a slow action, the Paladin and his allies gain the *Undead Killer* property on any weapon they wield until combat ends. A Paladin's Spirit Weapon gains this property as well, if applicable.

# Limit Abilities



## Invincible

*Of all the powers in all the world, none is as simple, and flawless, and all-encompassing as this.*

By spending 3 or more points of Destiny as a Standard action, a Paladin may become invincible, negating all damage and effects that he would receive from all attacks. The effects of this ability last for a number of rounds equal to the number of Destiny expended in its usage. In addition, all damage dealt from the Paladin is treated as Holy M.ARM damage for the duration of Invincible. All damage taken from effects such as Cover is also nullified while the Paladin is Invincible.

When Invincible is activated, the Paladin is immediately cleansed of all negative status effects. He may use Invincible even if a status effect would normally prevent him from taking any actions.



## Saint's Cross

*There was no feeling left in your fingertips at all. They appear to have been turned to stone from the Adamantoise's breath, in fact, as it tried to use its quartz-like jaws to rip your shield away. Your only weapon lies a few feet to your right, but it wouldn't do you any good with this broken arm anyway.*

*Each time the primeval tortoise smashes you and your friend into the cave wall at your back, two things happen; he lets out a whimper and mutters something about being a better person, and your shield resonates with a flash of angelic light. You want to tell him not to worry, but the sound of your voice is drowned out in the rumbling. After all, you're a Paladin. You could do this all day.*

As soon as the Paladin suffers damage - or a negative status effect - caused by any foe, the Paladin and one nearby ally of his choice recover hit points equal to (Paladin's MND x Half Level) as a Regeneration effect. This healing is instantaneous and interrupts the enemy's turn, though does not occur if the Paladin is reduced to 0 hit points by the attack. The healing from Saint's Cross can even occur when the Paladin is afflicted by a status ailment that would normally prevent its use, such as *Stun* or *Seal*. Saint's Cross cannot occur multiple times on the same attack; for example, if an enemy caused both damage and a negative status effect with a single move, the Paladin would still only recover health once.



## Climhazzard

*You raise your weapon high and allow it to accumulate holy energy from the distant reaches of the cosmos; the size of the weapon seems to grow and it becomes almost impossible to look directly at the blade. Then, with a clash of steel you bring it to bear against one fiendish foe, sending them back to the abyss where they belong and filling your veins with the power of the light.*

Climhazzard is a single powerful blow that requires a Slow action to use and may only be activated once per session. However, whenever the Paladin suffers a critical hit, they regain the use of Climhazzard.

Climhazzard automatically deals  $((\text{PWR} + \text{RES}) \times \text{Weapon Tier}) + 2d6$  Holy ARM damage and cannot miss or be a critical hit. After Climhazzard is used, the Paladin's total ARM and M.ARM scores are doubled until the start of their next turn.

# RANGER

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Rangers are also known as Hunters or Snipers – or, depending on if they utilize modern weaponry, Gunners or Fusiliers – and they specialize in fighting with ranged weapons. These patient and precise warriors hone their art through skill and a few subtle (and not-so-subtle) tricks. Often protective of their homes, Rangers often prefer either the wilderness or a heavily urban setting. They use their environment to their advantage to overcome much more dangerous foes.

With a ranged weapon in hand, these ever-vigilant adventurers can make accurate attacks that other Jobs can only dream of, cripple enemies by aiming for specific parts of their bodies, and utilize other practical abilities that make them invaluable to any party.



## Innate Ability: Reversal

*While normally most comfortable fighting at a distance, a Ranger who is forced into melee with enemies is hardly defenseless. While being able to dodge a blow or dive out of the way of incoming fire is a handy trait for any character to have, Rangers have taken this outlook to an extreme; relying on instinct and reflex, they are so adept at dodging attacks that foes are just as likely to hit each other as they are the Ranger.*

Whenever an adversary's attack misses the Ranger due to Avoidance, the Ranger may choose to have the attack successfully strike a second enemy within a Short Range instead. Reversal therefore makes Rangers extremely adept at handling entire groups of monsters at once, as they turn their foe's own imprecise attacks back at each other.

## INFO

HP Bonus: 16  
MP Bonus: 0  
ACC Bonus: 2  
AVD Bonus: 6  
Skill Points: 20

Weapons: Concealed, Ranged  
Armor: Light, Medium

## Advice

*The rudimentary combat style of your enemies is easy to analyze, giving you ample time to shout to your friends and warn them when to dodge predictable counterattacks or clumsy magical onslaughts.*

Use Advice as a Standard action once per round by rolling your Lore (Monsters) or Nature skill against one enemy target of your choice, opposed by their Finesse. If you win the roll, you and your allies learn the complete list of the combat abilities the monster possesses, such as Call for Help or Magical Counterattack. Choose one of these; the monster loses access to that combat ability until the fight ends.

When Advice is used in the pre-emptive round of combat it is treated as an Instant action instead, though still only usable once per round, and gains a +4 bonus to the opposed roll.



### Ambush

*You're so at home in your environment that you're able to deliver precise shots without being detected, and prefer to overcome your enemies through the element of surprise.*

The Ranger and all his allies deal an additional damage step with all physical attacks in the pre-emptive round of combat – for example, an attack that normally deals (DEX x 1) points of damage now deals (DEX x 2) instead.

In addition, by spending one point of Destiny, you may add a bonus equal to half of your Nature skill as a bonus to the next Stealth skill check made by you and each of your allies this game session.



### Aim

*The virtue of patience helps you pinpoint the perfect time to strike, and you are able to track your target perfectly and land your shots even in situations where success seems impossible.*

Aim is a Slow action that allows the Ranger to make a standard attack with a +4 bonus to the attack roll.

This ability can also be used outside of combat for granting a +4 bonus to any skill that might involve a precise or silent aimed shot, such as firing a grappling gun up a castle wall to aid in a Stealth or Escape check.



### Disabling Shot

*You fire a well-placed, crippling shot that hampers your foe's fighting ability.*

Once per combat you may declare that your next attack will be a Disabling Shot. Choose one of four bonuses listed below; if the attack is successful, your target(s) suffer whatever additional penalty was selected. Obviously, some creatures will be unaffected by aspects of this ability....take size, lack (or excess!) of appendages, and similar considerations into account.

**Disarming Shot:** The target drops or is separated from one carried or held item, chosen by the Ranger. This could be a weapon or shield, or an item such as a delicate parchment map or set of diamond earrings. Regardless of the Ranger's choice, this generally acts as a Disarm action with no opposed roll.

**Leg Shot:** The target cannot escape from combat with spells or abilities, nor can they attempt to Run Away.

**Vital Shot:** The enemy suffers a -2 penalty to their ACC or AVD score (Ranger's choice) until the end of combat.

**Head Shot:** Your critical hit rate is improved by 2 for this shot, which generally allows you to roll critical hits on a dice result of 10-12 instead of the standard 12. Head Shot may only be used in conjunction with a Ranged weapon.



### Sidewinder

*You loose a powerful missile attack that sends a foe hurtling backwards, pinning them to a wall or the ground.*

After using Sidewinder as an Instant action, the Ranger's next attack suffers a -4 penalty to the ACC roll, but if successful, deals one additional damage step, causes a Short Range knockback and inflicts Stop for one round, even if the target would normally be immune to the knockback or the effects of Stop. The Ranger may also be affected by a Short Range knockback if they so choose.

This ability may only be used once per combat in conjunction with an attack from a Ranged weapon.



### Blackout

*There are a myriad of targets on a foe's body, but several of them are more appealing than others.*

The Ranger is treated as always having the Blind Touch properties on any weapon he wields.



### Ammunition

*While not all Rangers use arrows or bullets, those who do are always ready with ammo for any occasion. By quickly drawing different types of arrows from their quiver, reloading a pistol with elementally-aligned shells, magically altering the properties of their floating surfboard or whatever, the character is able to constantly exploit the weaknesses of his enemies.*

After quickly producing a special type of ammunition as a Standard action, the Ranger may add any one of the following weapon properties to his next two ranged attacks; *Fire Strike, Earth Strike, Water Strike, Wind Strike, Lightning Strike, or Ice Strike*.



### Barrage

*The Ranger notches half a dozen arrows onto their bowstring or unloads a clipful of bullets, punching holes in every enemy in a 360 degree radius.*

By declaring the use of Barrage as an instant action, the next attack the Ranger makes targets the entire enemy Group. This ability may be used once per session.



### Trick Shot

*The baron's guards didn't have time to react before you drew your pistol, but they were not your targets – instead, each lantern they carry seems to shatter simultaneously, plunging the alleyway into complete darkness.*

By declaring his next attack will be a Trick Shot as an instant action and taking a penalty to their attack roll, the Ranger is capable of 'banking' an attack made with an Arcane or Ranged weapon off of up to multiple different surfaces before it reaches its target. For each surface or item Ranger wishes to bounce a shot from, they suffer a -2 penalty to their ACC roll. This might allow a Ranger to bank a shot off three walls and hit a target they couldn't possibly draw a straight line to at a -6 ACC penalty, or simply make Force checks to destroy objects within range before the shot strikes its intended target – such as light sources or the thin chain keeping a crystal chandelier dangling from the roof. If the attack roll would miss the target, then Trick Shot has no effect whatsoever and is treated as missing every object the Ranger fired at.

This ability may not be used in conjunction with attacks that never miss, such as Sharpshot, but can be combined with Disabling Shot to disarm or hamper multiple foes at once.



### Survivalist

*Although you're happy enough with a rock for a pillow and the stars for a blanket, some of your more high-maintenance allies aren't nearly as comfortable in the great outdoors as you are, and have the bad habit of forgetting to feed themselves or getting chewed on by angry predators. To save yourself the headaches you do more than just lead your helpless party through the untamed wilds; you constantly keep an eye out for all-natural remedies, wild game, and sheltered places to set up camp.*

The first time you successfully make a Nature skill check to help you and your allies overcome a hostile environment, you may also add one of the following items to your inventory. The item vanishes at the end of the game session if it wasn't used and has no market value.

- A single **Food**-category item with a tier no greater than half your level
- Exotic medicinal fauna with the same effect as a '**Phoenix Down**' item
- Enough supplies to construct a rudimentary campsite, granting the benefit of a '**Tent**' item

# Limit Abilities



## Sharpshot

You are a paragon of ranged combat, capable of performing feats beyond comprehension. With a single arrow you could pluck an apple from a tree ten miles away, or tie a message to the shaft and have it imbed itself in the wall next to its intended recipient inside a fortress with only one window. You could make a bullet follow the curvature of the entire planet in order to strike a nearby adversary in the back. These exploits will live on in legends and stories for centuries, immortalizing you as one of the greatest marksmen to ever exist.

By expending two points of Destiny the Ranger's next attack – if the goal is to strike a target and not simply send a message – deals (DEX x Twice Level) + 2d6 points of damage which ignores ARM, cannot miss, cannot be stopped by the effects of the *Barrier* or *Wall* spells, and cannot result in a critical hit or limit break. If used with a Ranged weapon, Sharpshot can strike a target at any distance even if it is beyond conceivable firing range. As long as the character is not restricted by walls or other barricades, they can shoot anything, anywhere.

Sharpshot cannot be negated by other Job Abilities with the singular exception of the Paladin's 'Invincible'.

Sharpshot cannot be combined with the Ranger abilities Barrage or Trick Shot, and cannot be made to target multiple enemies under any circumstances.



## X-Attack

Your ranged attacks separate in mid-flight, splitting into multiple projectiles to lay low your enemies.

Activating X-Attack is a Slow action usable once per session. After doing so, the Ranger's next three normal attack actions are treated as Instant actions instead and calculate damage with DEX instead of their normal attribute, but cannot cause critical hits and suffer a -2 penalty to ACC. If the Ranger misses an attack, the effects of X-Attack immediately end.



## Hunt

You find the greatest challenge in pitting your skill against the intelligent predators spoken of in local folklore, monsters that lesser hunters fear to seek out. Dragons and abnormal, one-of-a-kind beasts are far more stirring to your taste than woodland creatures, and you are paid well by certain organizations for these dangerous trophies. Upon gaining this ability or gaining a level, the Ranger's weapons are all treated as having the [Monster] Killer property of the Ranger's choice, allowing them to deal double the normal amount of damage to any single type of foe. Each time the Ranger gains a level, they may change the type of [Monster] Killer property. For example, upon gaining this ability, the Ranger might choose Aerial Killer. On her next level-up, she might choose to change the bonus granted by Hunt to Dragon Killer instead.

Furthermore, whenever the character kills a Notorious Monster or Boss of the same species that their Hunt [Monster] Killer weapon property is attuned to, they may turn in proof of the creature's demise at any major city or trade hub to gain bonus gil. This gil is based off the level of the defeated enemy; consult the chart below.

Monster Level	Additional Gil	Monster Level	Additional Gil
1	40	9	10,000
2	80	10	18,000
3	180	11	32,000
4	400	12	56,000
5	800	13	100,000
6	1,500	14	170,000
7	3,000	15	300,000
8	5,500		

# RED MAGE

赤魔道士

The Red Mage is the classic jack of all trades, a profession whose versatility stands in stark contrast to the regimented, often restrictive training of other Mage Jobs. Indeed, rather than keeping their examinations confined to a single school of magic, these versatile spellcasters satisfy curiosity (and often, boredom) by dabbling in a little bit of everything.

Still, as the manifesto goes, they are the jack-of-all-trades - but masters of none. Their versatility comes at the cost of power; but power is rarely the final goal of a Red Mage, as most prefer to dedicate their lives to the constant pursuit of the unachievable – and doing so with style. After all, White and Black are not ‘destruction’ and ‘harmony.’ They’re not even diametrically opposed. True mages know how to grab the reigns of both, instead of being too afraid to combine the awesome offensive power of Black Magic with the healing and support of White Magic.

The quintessential free spirits, Red Mages tend to dress elegantly and flamboyantly, using the romantic idealism of swashbucklers as a template. This carries over into their choice of arms; they are particularly adept with bladed weapons, preferring to fight with rapiers, sabers, and other weapons that allow them to take full advantage of the additional mobility afforded by their light armor. Though other spellcasters may find Red Mages a little too flighty for their liking, there is no denying that their palette of abilities is a potent one.



## Innate: Encyclopedic

*You call yourself experienced and worldly, a hyper-proficient intellectual who has memorized even the most obscure bits of trivia. Everyone else just calls you a know-it-all.*

The character may invest points into a unique skill known as **Lore (Everything)** so long as they remain a Red Mage, which they may roll in place of any specialized type of Lore check. This even includes nonexistent Lore types such as Lore (Animal Husbandry) or Lore (Embarrassing Childhood Nicknames for Members of the Royal Family).

## INFO

	HP Bonus:	14	Spell Rank	Levels Obtained
MP Bonus:	4	Novice	1, 1, 2, 2, 3	
ACC Bonus:	1	Intermediate	4, 4, 5, 6	
AVD Bonus:	5	Expert	7, 7, 8, 9	
Skill Points:	22	Superior	10, 12, 14	
Weapons:	Arcane, Blade, Reach			
Armor:	Light, Medium, Shields			
Magic School:	Black, White			



### Runic

*You raise your weapon like a magical lightning rod, focusing a spell's energy into your body.*

Runic absorbs and negates the first spell cast in the Red Mage's presence, be it from friend or foe. Using Runic is a Standard action that lasts until the Red Mage either successfully absorbs a spell or until the start of her next turn. After a spell is absorbed by Runic, the Red Mage gains MP equal to the spell's casting cost. Runic may be used once per combat.



### Flourish

*Following up a dazzling burst of magic with a physical strike is standard fare for these versatile casters, and it gives them a significant edge in combat.*

By using their natural hybridization to their advantage, the Red Mage can use magic to cloak and distort his actions while he engages in melee combat, or just use some of the left-over energy to give his rapier strike an extra boost. Whenever the Red Mage makes an attack roll against a target that was affected by one of their spells in the same round, they receive a +2 bonus to their ACC score or increase their damage by one step – player's choice. These bonuses last until the start of the Red Mage's next turn.



### Charismagic

*Most Red Mages scoff at the notion that magic takes years of diligent study to understand, and years more to learn. They wield raw energy with only limited understanding - but a great deal more practice than the Mages who garb themselves in robes of black or white - with a twinkle in their eye and not a worry in the world.*

The character may now use her DEX score for the purposes of calculating of damage with any weapon category, and she may substitute her MND score for her PWR score for the purposes of calculating damage with spells.



### Divert Spell

*You are capable of redirecting spells mid-cast, sending even the most powerful of magicks boomeranging out of control across the battlefield.*

Once per session, the character may grant herself or one enemy the Auto-Reflect status as an Instant action, lasting until the start of the Red Mage's next turn. Spells that have been redirected in this fashion have their damage and healing steps increased by two, and the initial caster gains a +2 bonus for any opposed rolls that may be involved in the spell. This ability may be used once per session and does not allow an opposed roll to resist the effects of Auto-Reflect.



### Sagacity

*One of the best things about being a mage without limitations, rejecting the notions of what is and isn't possible, is that there's never anyone around telling you what you're not allowed to do...like rending time and space in order to get the king's boring monologue done faster, for example.*

You may now choose from the list of Time magic as well as White and Black when creating your character, or selecting your spells upon leveling-up.



### Allure

*With little more than a tip of their hat and a charming smile, the Red Mage can get precisely what he or she wants – even if it means turning a newly-enraptured foe against their former allies to save the mage's skin.*

The character chooses a single Humanoid-type foe of the opposite sex (or otherwise potentially interested), designates it to be the target, and then makes an opposed Finesse check as an Instant action. If the Red Mage is successful the target is affected by the status effect *Charm* until the end of the game session, or a few hours after the Red Mage has departed the target's presence. This effect is broken if the Red Mage or any of his allies attack the creature in question. Allure even affects foes who are normally immune to the effects of *Charm*, although Notorious Monsters and Bosses still remain nonplussed.

Allure may be attempted only once per game session, and simply having this job ability also grants the Red Mage a +2 bonus on all Negotiation checks.



### Dazzling Display

*Your dashing, trend-setting cloak isn't just for show. By whirling your cape around your personage you may vanish abruptly, leaving behind a shower of sparkling elemental confetti or a lingering mirage of yours truly.*

After suffering or causing a critical hit, limit break, or a Complication on a skill check, you may choose to activate Dazzling Display. This allows you to instantly move a Medium Range, treat a Complication as if it was rolled by another nearby PC instead of yourself, and gain the *Stun-Touch* and *SOS-Invisible* weapon properties until the end of your next turn. In very rare cases enemies and allies may choose to clap appreciatively.



### Spellblade

*With a touch, you imbue the weapon with an air of magical power. Though it seems no more tangible than warm breath on a frosty morning, the simple equipment has become a powerful vessel for your arcane spells.*

The character can invest a portion of magical energy in his or his allies' magical weapons as a Slow action, granting them the *Spellburst* property for any single spell of Tier 4 or lower that the Red Mage is able to cast. The character using the enhanced equipment will be able to then cast the spell directly from the weapon upon landing a critical hit, or as a standard action for no MP cost at a 25% chance of breaking the equipment, even if they are not normally able to use magic.

The Red Mage may only grant one *Spellburst* property to one weapon at a time, and this job ability has no effect when used upon Improbable Weapons or on weapons whose tier is less than the tier of the spell. The effects of Spellblade last until the Red Mage chooses a new spell to imbue the weapon with.



### Seal Evil

*There are things – **horrible** things – capable of defying the grasp of the Farplane, ripping their way back from the clutches of death to turn the world into a living nightmare once more. These immortal aberrations cannot be destroyed; instead, they must be locked away and trapped until the end of time, the epoch when all things come to an end. You know the secrets to imprison such creatures, making you a quintessential living legend who alone must bear the burden of striking the final blow.*

After a monster with the Undying property has been reduced to zero hit points, the Red Mage may banish the beast as an Standard action...often sending them to a place beyond reality, or trapping them inside a physical object never again to escape. This removes the creature's Undying property permanently and grants the Red Mage one point of Destiny.

# Limit Abilities



## X-Magic

*Your grand crescendo of power would make other magic-users turn a bit pale and have to sit down for a minute.*

Often referred to as a 'doublecast', X-Magic allows for the rapid chain-casting of two powerful spells back to back in a single turn, usually followed up by a skillful melee attack. Upon using this ability by expending three points of Destiny, the Red Mage may cast any two spells he knows as Instant actions.

However, the spells must be from two different schools of magic; a player could not cast two Black magic spells with a single standard action, but they could cast a Time magic spell and a White magic spell in tandem. X-Magic may only be used once each combat.



## Fastcast

*You've found the delicate phrases and careful gestures that accompany magic are usually more tradition than necessary, and thus your casting rituals are composed of equal parts convention, improvisation, and nonsense.*

One of the most coveted abilities of the crimson-robed wizards, Fastcast allows for precisely what it sounds like; you may cast one spell each round as a Standard action instead of a Slow action.



## Fencer

*To gaze upon the mage's weapon was almost hypnotic; each flourishing cut buffeted us with an arcing blast of air, each parry sent scattering sparks of lightning and fire, and when we tried to flee we were anchored in a numbing cloud of frost.*

When the Red Mage is using a weapon with the [Element] Strike, [Element] Ward, [Status]-Proof or [Status] Touch property they may, as an Instant action on their turn, change the weapon's element or named status to any other they like, so long as the rules would normally allow it. For example, a Tier 2 weapon may still not deal Holy damage with [Element] Strike, but the Red Mage could transform *Blind Touch* into *Poison Touch* at will.

The Red Mage may not use Fencer to change weapon properties that are granted by other job abilities; they may only change the properties that already exist on the weapon normally.

# SAMURAI

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Samurai are tradition-bound warriors who almost always follow a code of martial conduct known as Bushido. Literally translating to 'the path of the brave warrior', this lifestyle is one which stresses bravery, honor, chivalry and self-discipline in as well as out of battle. Though the ethics of Bushido place as much emphasis on nobility as it does on strength, a Samurai is a versatile combatant not to be reckoned with.

Though many Samurai are also trained in the arts of mounted combat and archery, able to engage their opponents up close as well as at a distance, their weapon of choice is almost always a blade. In part, this is due to the mystical practice tied to the construction of their weapon; the metal of the katana entraps a nature spirit known as a kami, binding it to the weapon during the forging process. Learning how to free these imprisoned spirits is an integral and long-winded part of the Samurai's training, and Samurai who distinguish themselves through their accomplishments in battle will eventually learn to expand this talent into harnessing the power of free-roaming spirits. They are often seen moving bare-footed over lakes on cushions of water Kami, or travelling through the bitterest cold cloaked by fire Kami.



## Innate Ability: Draw Out

*Draw-Out is a technique not to be taken lightly; as much as the Samurai value their weapon, circumstances may force them to shatter it in order to unleash the full force of the Kami spirit locked within.*

By using their turn to draw forth the power from an equipped Blade or Reach category weapon as a Standard action, the Kami trapped within is released in an explosive burst of splintered steel. The character automatically deals  $((PWR + RES + DEX + MND) \times \text{Weapon Tier}) + 2d6$  points of elemental M.ARM damage to a single target and causes additional effects based on the list found on the following page. All damage dealt is of the same elemental type as the Kami within the Blade.

A Samurai may choose to use a lower tier Draw Out than the level of his current weapon tier if he so chooses, and a Samurai may only use Draw Out on a weapon that belongs to them.

After Draw Out has been used, the weapon gains the Broken property until it is repaired, reducing all damage it deals by two steps and preventing the wielder from making critical hits. Even Indestructible weapons can be given the Broken property in this manner.

## INFO

HP Bonus: 16

MP Bonus: 0

ACC Bonus: 2

AVD Bonus: 7

Skill Points: 18

Weapons: Blade, Ranged, Reach

Armor: Light, Medium, Heavy

<u>Tier</u>	<u>Effect</u>
1	<b>Dispatch:</b> An unseen specter-sword slashes at the target. No additional effect.
2	<b>Bizen Boat:</b> Blue flame encircles the Samurai before engulfing one enemy. The Samurai receives the effects of either <i>Shell</i> or <i>Protect</i> until combat ends. Against an Undead target, all weapon properties that activate upon a critical hit (such as <i>Spellburst</i> ) so do before the weapon is rendered broken.
3	<b>Tornado:</b> An enormous hurricane sweeps over the battlefield. All enemies are affected by the damage dealt with this Draw-Out and are Knocked Back a medium range.
4	<b>Purifying Blossom:</b> The Samurai and one other ally are bathed in a brilliant white light. All negative status effects (except Fear and Unconsciousness) are removed from the Samurai and one ally of his choice, and both the Samurai and that ally immediately regain 100% of their maximum MP (if applicable).
5	<b>Shooting Star:</b> A beam of light blasts one enemy. The Samurai receives the effects of <i>Haste</i> until combat ends.
6	<b>Banishing Blade:</b> Five glowing spheres of energy decimate the target. Make an opposed Force check; if successful, the foe receives the effects of all the Samurai 'break' abilities for one round; Armor Break, Power Break, Magic Break, and Speed Break. If the opposed check fails, the target only suffers one of the above effects of their choice.
7	<b>Iai Strike:</b> The Samurai raises his weapon high before bringing it down in a graceful arc, cleaving a perfect line through an enemy before the katana shatters. Iai Strike deals 200% damage and all weapon properties that activate upon a critical hit so do immediately.
8	<b>Kaiten:</b> The skies churn with wind and lightning as the Samurai releases the kami spirit from a legendary blade. And then...nothing. No grand crescendo of power, no cosmic strength to smite your enemies. Only peace. At last your mind is clear, emptied of the battlefield's distractions. Concepts like fear and weakness slip away from you, and you realize you have reached the end of a cycle. Now, it is time to begin anew. After having used Kaiten, you permanently gain the effects of <i>Impervious</i> (an immunity to all negative status effects), and you gain a point of Destiny at the end of any turn in which you defeated an enemy without any weapon higher than Tier 1 equipped. Furthermore, all Tier 1 weapons now deal (PWR, DEX, or RES x 10) + 2d6 points of damage on a successful attack. The Kaiten Draw-Out may ever only be used after the Samurai has proved him or herself worthy, at the GM's discretion as always.



### **Special: Unburdened Soul**

*Within each katana lives a Kami sword spirit – an elemental manifestation of the Bushido able to exercise slight control over their element and aid the Samurai when he needs it the most. Though influential and often mischievous, the Kami are far from omnipotent, and never malicious.*

When a Samurai synthesizes a Blade weapon, he may choose

the elemental type of Kami within his sword – otherwise the elemental type is chosen randomly, and does not naturally include Shadow or Holy elements. Whenever you purchase or find a Blade weapon, the player or the GM should roll 1d6 and consult the table to the right to determine its element.

Weapons that have the *Elemental Strike* or *Element Enhancer* property use a Kami of the same type where applicable, and the *Elemental Strike* of the weapon cannot be changed by job abilities.

This elemental alignment also grants two further bonuses.

First, the Samurai is immune to Difficult Terrain that would deal elemental damage as the same type of Kami found within his currently-equipped weapon, or whenever the GM would deem it appropriate. For example, a Fire Kami could allow the Samurai to pull orphans out of a burning building unharmed, or perhaps prevent them from suffering in the bitter cold.

Secondly, whenever the Samurai attempts to make a skill check of Supreme difficulty (20) or higher on a skill belonging to their listed elemental type (for example, making a Healing check with an Earth Kami) the Samurai gains a +4 bonus to that roll.

Unburdened Soul grants no benefit when a Samurai wields a Broken weapon.

<u>Roll</u>	<u>Kami Element</u>	<u>Associated Skills</u>
1	Fire	Synthesis, Vehicles
2	Earth	Scavenge, Nature
3	Wind	Awareness, Lore
4	Water	Stealth, Swimming
5	Lightning	Athletics, Escape
6	Ice	Inquiry, Negotiation
N/A	Shadow	Acting, Thievery
N/A	Holy	Healing, Negotiation



## Break Arts

*Fallen heroes and the intangible Kami guide the Samurai's strikes, leaving foes struggling to stand against the your righteous assault. In your hands, weapon and warrior are united in spirit.*

Choose one of the following four styles of Break Arts which the character permanently gains access to. Using a Break Art is a Standard Action that requires a successful attack roll to hit your opponent, but causes no damage. You may take this ability multiple times to add a new Break Art to your repertoire each time.

**Power Break:** An unearthly whisper seems to flow from the Samurai's blade, which brings even the strongest foes down. A single enemy is afflicted with *Power Break*; his physical damage dealt and Force attribute is halved for 4 rounds. Power Break may only be active on one enemy at a time, and some bosses may be immune to this ability.

**Armor Break:** A conflagration of blue flames blazes the enemy, searing flesh and bone. A single foe is afflicted with *Armor Break*, which reduces their ARM and MARM to zero for 4 rounds. Armor Break may only be active on one enemy at a time, and some bosses may be immune to this ability.

**Magic Break:** Intangible cherry-blossoms swirl around the target, burning into his very soul. A single foe is afflicted with *Magic Break*; his magical damage dealt is halved for 4 rounds. Magic Break may only be active on one enemy at a time, and some bosses may be immune to this ability.

**Speed Break:** The world seems to darken as the Samurai propels a glowing silver sphere of energy at the target. A single foe is afflicted with *Speed Break*, which halves his Finesse, AVD and ACC for 4 rounds. Speed Break may only be active on one enemy at a time, and some bosses may be immune to this ability.



## Outmaneuver

*You gracefully sidestep the clumsy advances of your opponents, or easily knock aside their overeager and straightforward attacks with reflexive parries. Years of refined tactical knowledge and experience guide mean you can easily overcome the brutish beasts of the world, and your confidence in your own abilities keeps you fighting long after other heroes would falter.*

Whenever the character successfully evades an enemy's attack, they recover (MND x Level) hit points as a Regeneration effect. This value is increased to (MND x Twice Level) if the Samurai is wielding a Broken weapon.



## Warding Circle

*There is no greater blight on this earth than the Fiends, creatures of supernatural descent serving the forces of evil. You seek to rectify that.*

By activating Ancient Circle as a slow action, the Samurai and his allies gain the *Fiend Killer* property on any weapon they wield until combat ends.



## Ikishoten

*Of all the types of warriors that scatter the land, none is more dangerous in single, one-on-one combat than a Samurai.*

When one or more of your enemies is a Fiend, or when the Samurai fights alone without the aid of his allies (such as during a Duel, or if they have been rendered unconscious), the Samurai gains a +2 bonus on opposed rolls and deals an additional damage step with all attacks.

These effects stack, granting a +4 bonus on opposed rolls and a two damage step increase if the Samurai was to battle a Fiend without any outside help.



### Two-Handed Grip

*Your weapon is as familiar to you as an extension of your own body, and you employ it to deadly effect.*

The Samurai treats their equipped Blade and Reach weapons as though they possess the *Indestructible* and *Unified* properties. The weapon does not possess these properties for anyone else.

Two-Handed grip, therefore, prevents a Samurai from being disarmed as well as allowing him to repair the weapons that have been damaged by using Draw Out without needing a skill check.



### Third Eye

*Samurai often speak of Maia, which refers to the critical distance between opponents, a sense of timing intricate to battle, and an understanding of how one's opponent moves. It is the distance around the Samurai where his sword may strike, and senses even the smallest ripples of movement. Your 'inner eye' is one of the most pure manifestations of this.*

When Third Eye is used as an Instant action at any time, even when it isn't the Samurai's turn, the Samurai will negate all damage and effects from the next Single-targeted physical or magical attack they would receive. Third Eye may be used once per session, and is unfortunately ineffective against limit breaks and critical hits.

Furthermore, when the Samurai is afflicted by the negative status effect *Blind* or is otherwise at a penalty to attack due to a loss of vision (such as from Difficult Terrain), this penalty is completely negated; they still roll 2d6 as normal. They also treat *Invisible* enemies as though the positive status effect didn't grant any bonuses.



### Pommel Strike

*By striking with the flat of your weapon or its pommel, or even with a nearby object, you may disable one of your human enemies without causing any lasting injury.*

You may activate Pommel Strike as an Instant action against any Humanoid target, once per round. Make a Force or Finesse check with a +2 bonus against your opponent's Force roll. If you are successful, your target is immediately inflicted with the *Sleep* status, even if they'd normally be immune to its effects. This status effect does not wear off in four rounds as normal and instead lasts for several long minutes. Magic and items can still heal the effect prematurely, as normal. Pommel Strike has no effect on notorious monsters or bosses.



### Flawless Form

*You eschew the use of armor, garbing yourself in humble, simple garments that never hinder your movements – instead, you rely on superior swordsmanship to parry and deflect attacks.*

When not wearing armor of any type, the Samurai is granted bonus ARM and M.ARM based on his level; consult the table below. The Samurai may not benefit from the effects of the *Fortified* equipment property.

Level	ARM/M.ARM	Level	ARM/M.ARM
1	4	9	35
2	6	10	40
3	8	11	55
4	12	12	70
5	15	13	85
6	20	14	100
7	25	15	120
8	30		

# Limit Abilities



*You challenge your adversary to honorable combat, and the local kami give strength to this avowal. The two of you are surrounded by a wall of unbreakable energy that locks you into a confrontation that only one will ever walk away from.*

By expending two points of Destiny as an Instant action a Samurai may choose a single foe and battle him without interruption, engaging them in one-on-one combat. Duel lasts until either the Samurai or his chosen opponent is reduced to 0 hit points and lies at the feet of the other.

Duel is subject to a few important restrictions.

First, neither the Samurai nor his target can receive aid from their allies in any fashion; whether this be through group combat bonuses granted by Job Abilities, spells that strengthen or heal, items tossed into the fray, or any similar attempt. They simply have no effect on the Samurai or his opponent.

Secondly, no other individual may alter the course of the Duel by damaging or targeting the Samurai or his opponent with detrimental effects.

And finally, neither party may end the Duel prematurely or Escape from combat under any circumstances. However, the Samurai is rarely at a large disadvantage even when fighting foes much more powerful than he. While the Duel persists, the Samurai may perform Limit Breaks whenever he rolls a critical hit regardless of his current remaining HP. Furthermore, choosing to automatically use a Limit Break only costs 1 points of Destiny instead of the standard 3.

Once the fight has ended, the normal rules of reality reassert themselves.



*The Samurai has come face-to-face with a truly dangerous foe, and knows he must end the battle with a single stroke. He draws his blade and rushes his opponent, leaving himself completely defenseless for a single moment. The sound of flashing steel fills the air, and both the enemy and the Samurai remain motionless. And then one of the two falls to the ground, defeated or dead and sometimes in pieces. The other stands, triumphant.*

Using Ichigeki Hissatsu is a risky gambit, but is capable of stopping even the most fearsome of enemies.

The Samurai takes a Standard action and makes an opposed Finesse check. The loser of the roll is permanently killed. Simply, cleanly, and instantly, affecting even Bosses who would be immune to such instant-death attacks or who possess the Undying property.

The Samurai may not spend Destiny to increase the results of the Finesse rolls – however, Bosses and Notorious monsters *can* – and deaths caused in this way cannot be altered via the expenditure of Destiny.



*Iaido is the smooth, controlled art of drawing a blade from its sheath, striking an opponent, removing blood from the blade, and then replacing the sword in the scabbard in a single motion. By learning this art of graceful strikes, you have become more adept at calling forth a blade's true power without damaging the sword.*

Whenever a character with this ability uses Draw-Out, there is now a flat 50% chance that the katana will not become Broken. Alternatively, by spending one point of Destiny you can ensure that this will be the case, preventing your weapon from being damaged when its true power is unleashed.

# THIEF

シーフ

Most urban communities have at least a handful of thieves, skilled and streetwise folk determined to survive in the metropolitan world. Because punishments for thieves who are caught red-handed can be quite severe, they have often been known to cluster together in sheltered bands where they can look out for one another. This might be anything from splitting the day's pilfered spoils to orchestrating daring jailbreaks, or teaming up for more elaborate heists and cons.

The Thief is a master of taking what they like, though the exact skillset thieves possess does tend to vary. Some accomplish this with stealth, emerging from the shadows for split seconds before fading back into near-invisibility. Others are con men and women who employ misdirection and honeyed words, having their targets happily hand over the goods thanks to a web of deception. Some are simply nimble-fingered pickpockets and cutpurses, street urchins who have learned the art out of necessity. Others still are little more than glorified thugs or back-alley ruffians trying to muscle their way to wealth. From pirates to pickpockets, courtesans to charlatans, stealing is the Thief's forte, and it is a gift they have taken to an entirely new level.



## Innate Ability: Steal

*The hallmark of the Thief is the ability to steal from anyone, anytime, anywhere – including in the midst of battle.*

You may use the Thievery skill to pickpocket in combat, and with a much wider variety of possibilities at the GM's discretion; often everything from snatching your opponent's weapon to the clothes off his back, proving once and for all that the hand is indeed quicker than the eye.

In order to Steal in the midst of combat a Standard action and opposed check is required – the Thief rolls her Thievery skill versus the Finesse of one opponent within a Short Range. A success means that the Thief managed to nab her chosen prize, while a failure means that Steal has no effect. If the Thief doesn't already have a specific object in mind, the Bestiary lists the items that can be stolen from any given monster; however, we're certain that creative Thieves will find better uses for this ability than simply lining their pockets and disarming enemies.

## INFO

HP Bonus:	14
MP Bonus:	0
ACC Bonus:	2
AVD Bonus:	6
Skill Points:	22
Weapons:	Brawl, Concealed, Ranged
Armor:	Light, Medium

## Treasure Hunter

*You have a gut instinct that rarely steers you wrong, helping you to spot danger and treasure before the rest of your party, and letting you know when its time to cut your losses and get out while the getting's good.*

The character may now choose to use her Thievery skill in place of her Awareness skill on all checks. In addition, a character with Treasure Hunter never has to make Escape checks to Run Away in combat – it is assumed that they always automatically succeed if they choose to do so.



### Double Agent

*The Thief moves through her enemies' ranks and vanishes into their midst, disguising herself as one of them.*

As a Standard action once per combat you may activate Double Agent to make an Acting skill check, opposed by a Finesse check by each of your enemies separately. The Thief gains a +4 bonus to this check if she had previously used Steal to grab a tuft of hair, uniform, or other item in order to throw together an impromptu disguise. Each enemy who fails the check to see through Double Agent will be convinced the Thief is one of their own, and affected monsters will not attempt to exclusively target the Thief. Collateral damage (such as randomly targeting attacks) can still occur.

Furthermore, they will treat the Thief as a member of their Group for the purposes of spells and attacks that grant beneficial effects.

The effect of Double Agent is broken if the Thief attacks any monster who had failed the finesse check or makes any other obviously hostile actions toward them, but otherwise lasts until the end of combat.



### Flimflam

*With this unusual maneuver the Thief is able to steal even the protective auras possessed by her foes and use them as her own.*

Upon obtaining Flimflam, the Thief can now use her Steal innate ability to pilfer positive status effects. As always, the Thief rolls her Thievery skill versus the opponent's Finesse attribute. If she succeeds, one positive status effect – *Shell, Protect, Auto-Life, Haste*, or the like – of the character's choice is removed from the foe and added to the Thief instead. The remaining duration of the status effect (if it has one) does not change.

If the character no longer possesses the Steal innate ability, they may still perform this maneuver by rolling Thievery versus Finesse – however, it functions as a Slow action instead of a Standard action.



### Mug

*Whoever said that crime doesn't pay just didn't know the resale value of dragon scales and Malboro moss. No longer content with simple larceny, you have achieved the pinnacle of armed robbery and are able to snatch unprotected valuables whenever you make a particularly deadly strike.*

Whenever you roll a critical hit you may also steal the item carried by the given monster as an Instant action, without needing to make an opposed check. If the monster no longer has the item to Steal, a kind GM might award the player a Component, temporary combat bonuses, or even gil. Mug can be used even if the character no longer has the Steal innate ability.



### Sleight of Hand

*You're a master of misdirection and deception, capable of directing your target's attention elsewhere whilst your rifle through their pockets and relieve them of their valuables.*

After obtaining this ability, Thievery skill checks can no longer be opposed with an Awareness roll – proving that the hand is indeed quicker than the eye. Furthermore, the Thief gets a +2 bonus to his Thievery skill checks.

Last but certainly not least, the character has gained the ability to Steal something at a Medium Range by expending one point of destiny; she can nab loot she couldn't possibly reach, such as a golden chalice on the inside of a locked safe, or the set of keys hanging on the far wall. The difficulty for such Steal checks is simply treated as if there were no distance between the thief's hand and the object she wishes to pilfer.



### Sneak Attack

*Taking advantage of the opening caused by your ally's sudden misdirection, you tumble into melee range and let the beast have it!*

Whenever the Thief participates in a successful Teamwork Attack they are treated as having the *Lucky* property (allowing for critical hits to occur on attack rolls of 11-12) and their damage dealt is increased by two steps; for example, an attack that would normally deal (DEX x 3) + 2d6 would now deal (DEX x 5) + 2d6 instead.



### Steal the Spotlight

*I guess that was an okay move...but now watch this!*

Whenever the Thief spends Destiny to add an additional d6 to any roll, there is a 50% chance that the Thief will receive the bonus dice, but not actually lose any Destiny if the roll succeeds. For example, a character could spend 3 points of Destiny to increase her Steal check up to 5d6 plus her Thievery skill. If the check is successful, the GM flips a coin or otherwise calculates the 50% chance – if the Thief is lucky, she retains the entire sum of Destiny she would have spent!



### Feint

*Your cunning ruse throws your opponent off-guard and leaves their defenses unsteady.*

You may activate Feint once per combat session as an Instant action, or as many times as you like per combat as Standard actions. Choose one enemy and roll your Acting skill opposed by their enemy's Finesse roll. If the Feint is successful, your opponent is treated as having an effective AVD of 0. The effects of Feint last until the start of the foe's next turn.



### Smuggler

*You specialize in moving contraband from place to place, but whether this boils down to counterfeit gil or even people varies on the Thief.*

All of the character's weapons are treated as though they were also Concealed, allowing the Thief to deal additional damage during the first round of combat. Any Special Vehicle owned by the Thief or a member of the party gains the **Smuggler's Hold** feature (or any other feature of your choice if it already had access to a Smuggler's Hold). And finally, the Thief may add half of their Mercantile skill to their Stealth rolls, rounded down.



### Assassin's Kiss

*You take advantage of your foe's helplessness to deliver an elegant coup de grace.*

When striking a target that is affected by the negative status effects *Stop*, *Petrify*, *Stun* or *Sleep*, or otherwise treated as having an AVD score of zero, your damage is increased by one step. That is, a weapon that would normally do (DEX x 1) points of damage would now do (DEX x 2), and so on.

This ability can be taken up to three times, increasing the damage by one additional step each time.

# Limit Abilities



## Quick Hit

*You deliver a blindingly-fast strike that pierces through your opponent's defenses before preparing a real one, choosing offense over defense.*

As an Instant action once per round, you may make an additional attack that only deals  $(DEX \times 1) + 2d6$  points of damage to the enemy that ignores ARM. Although Quick Hit requires a successful attack roll, this additional attack cannot result in a critical hit.

Quick Hit's damage steps can be increased by job abilities, weapon properties and spells as normal.



## Master Thief

*As a 'master' Thief, the character is a living legend spoken of mostly in whispers. Stealing fleets of airships is impressive, sure....but a master thief could steal someone's voice, memory, or even their soul.*

After gaining this ability, there is literally no longer any limit to what can be stolen with a Thievery skill check at appropriately high difficulties outside of combat, and characters are encouraged to be outrageous in the use of this ability. Be aware the GM will undoubtedly set the difficulty for such feats as 'Godlike' and 'Impossible' – and rightly so!

During a combat situation however, the Thief may still attempt to Steal any of the following from his enemies:

**Cool Stuff:** The Thief can often nab crafting additional Components from Notorious Monsters and Bosses, though generally at a much lower tier level than the party is used to or would obtain with a successful Scavenge skill check.

**Essence:** The Thief may instantly remove 25% of his opponent's maximum HP and MP with a successful Steal, which is then added to his current HP (and MP, if applicable) totals directly as a *Regeneration* effect.

**Destiny:** The Thief may snatch a single point of Destiny from his opponent. There's no way to tell how many points of Destiny a monster has (if any!) before this maneuver is attempted, however.

**Ability:** The Thief strips their monstrous target of their powers, gain any one of the following Monster Abilities if the creature possesses them; *Regeneration, Flight, Unusual Defense, Controlled Defense, Counterattack, Magical Counterattack, Status Touch, Flawless Spell, Submerge or Inhale*. The enemy then loses access to this ability until the end of combat.

If used on an opponent with Job Abilities, the same rule of thumb applies; the target loses access to one Job Ability of the thief's choice (that cannot be a Limit Ability) and the character gains access to it.



## Silver Tongue

*Every man has a price; thanks to a lifetime of telling people exactly what they want to hear, you can supernaturally discern exactly what this price is.*

By spending one point of Destiny, the Thief may learn one minor short-term goal of the target, as well as their Life Goal; though such phrases are normally attributed to the PCs, even the lowliest citizen or most enigmatic vizier's agenda is clearly laid out for the thief who uses this ability. The character gains a +4 bonus to all Negotiation checks and opposed rolls against their target from that point on.

Furthermore, by expending an additional point of Destiny at any time thereafter, the character may automatically succeed at a Godlike (or less) Negotiation check against the target, as they use their silver tongue to convince them that the Thief has the power to help fulfill the target's ambitions and life goal, and make them an offer they can't refuse.

# TIME MAGE

時魔道士

Sometimes called ‘Dimension Mages,’ Time Mages tap on the forces of time and space. In reshaping the elusive power of the cosmos, they can freeze an opponent in their tracks or rain flaming meteors down upon them, force objects to age thousands of years in the blink of an eye, or banish someone into another reality entirely. The most powerful are capable of folding up history and travelling across the eons by sheer willpower alone – a fact that makes most other spellcasters glad of the Time Mages’ relative scarcity.

While other Jobs generally have a variety of weapons at their disposal, most Time Mages are seen bearing rather complicated staves. In fact, a Time Mage’s staff is something of an oddity. Due to their natural forgetfulness, many of the founding members of this magical school chose to attach items of sentimental value to their staves to remind them of the past. Many fledgling mages have chosen to follow this tradition out of respect to the originators of Time Magic. Feathers, wedding rings, pocket watches, articles of clothing of their fallen comrades, all these and more can be found attached to a Time Mage’s cane, and this fact has served as the punch line for many a joke. If the inscrutable mages are offended by such humor, they generally give no indication.



## Innate Ability: Chrono Pocket

*You bend and twist the dimensions, snatching your possessions away from a smug adversary...and allowing yourself the briefest of smiles as they appear in mid-air before you.*

You always have access to your possessions, equipment and inventory, regardless of the distance between you. With little more than a thought you may summon such items to your hand or send them away into some unknown dimension, where they remain safe and out-of-sight until they are needed.

## INFO

		Spell Rank	Levels Obtained
HP Bonus:	16	Novice	1, 1, 2, 3
MP Bonus:	4	Intermediate	4, 5, 6
ACC Bonus:	0	Expert	7, 8, 9
AVD Bonus:	4	Superior	10, 12
Skill Points:	22	Ancient	14

Weapons: Arcane  
Armor: Light  
Magic School: Time

## Levitate

*The ground falls away as you effortlessly propel yourself upward.*

The Time Mage receives the effects of Auto-Flight at all times, even when unconscious. This prevents the Time Mage from taking falling damage as well as negating damage and effects from Earth-based spells and abilities.



### Stasis Strike

*You attach a metaphysical anchor to your adversary before shunting them out of this reality, or trap them in a moment of unchanging time.*

By taking a standard action and making a successful opposed Force roll once per session, you can transport one opponent into the vacuous space outside of time. The chosen enemy becomes untargetable, immune to all damage and effects, afflicted by *Stun* even if they'd normally be immune to its effects, and ultimately removed from combat for one round. At the end of the Time Mage's next turn the monster comes staggering back into reality, ending the effect and automatically inflicting them with the *Confuse* status.

Creatures who have spent a large amount of time in the Void or the Farplane are generally immune to this ability.



### Mana Shield

*Able to twist pure magical plasma into a type of defensive bubble, the Time Mage can lessen the physical harm caused by enemy attacks.*

You may declare the activation of Magic Shield as a Standard action – it then persists until it is cancelled as an Instant action, the character's MP becomes 0, or when the character is knocked unconscious, whichever happens first. While Magic Shield is active, all enemies who strike the Time Mage with physical attacks are treated as if they had the *MP Damage* weapon property – 50% of the total damage they deal targets the Time Mage's HP, and the other 50% targets their MP. Damaging spells cast against the Time Mage remain unchanged.



### Telekinesis

*You may lift, manipulate or even throw gigantic objects with the power of your mind alone.*

The Time Mage can use his telekinesis to physically interact with non-sentient objects up to a Medium Range away as a Standard action – so he could, for example, flip a switch from across the room, but he could not attempt to use his telekinesis to 'hold' someone in place with an opposed Force check or lift himself off the ground, since the latter two would both be sentient targets.

You may also use your Telekinesis to attack enemies with weapons or objects (in which case they become Improbable weapons) at up to a medium range away. Such attacks calculate damage with your MND attribute instead of their default, and you do not suffer penalties to your rolls for attempting to use Improbable weapons without the Brawl skill. Remember that you must still be able to 'lift' an object with a Force roll to use it as an Improbable weapon, and such improvised attacks usually come with additional effects as decided by the GM (such a gigantic boulder having Earth Strike or a storm of feathers Blinding the target).



### Delay Inevitable

*You project a bubble of liquid time to intercept an oncoming spell or encapsulate one of your own, effectively sending it into the future.*

As an Instant action after a spell is cast with the Time Mage as the target or caster, you may immediately use Delay Inevitable to stop the spell from resolving, even if this would mean interrupting an enemy's turn. At the end of the Time Mage's next turn the spell 'goes off' as normal.

If the Time Mage (or any other characters) are no longer valid targets when the spell resolves, such as being outside of the spell's range, it fails and has no effect.

Delay Inevitable may affect only one spell at a time, and this ability may be used once per combat.



### Momentum

*A Time Mage at rest tends to stay at rest, and a Time Mage in motion tends to make his allies nervous.*

You may choose to gain either the SOS-Slow or SOS-Haste property when reduced to 25% health or less, allowing you to become *Slowed*, *Hasted*, or neither, as the situation calls for.

Whenever the character is affected by the positive status affect *Haste*, he also becomes immune to the status effect *Stop* and may perform one skill check each round as an Instant action faster than the eye can see, regardless of how long it might normally take. You may use this skill check even if it would interrupt an enemy's turn, allowing you to perform feats such as catching a bullet with an extremely high Athletics roll...or just plain cheat at cards.

Whenever the Time Mage is afflicted by the positive status affect *Slow*, he becomes immune to all Knockback effects and deals an additional three damage steps with all spells and attacks. Like the cosmos, it sometimes seems to take you millennia to accumulate energy...but when you do, the result is a spectacular explosion of power.



### Mind Over Matter

*Your ability to control the flow of gravity and the dimensions allows you to perform feats of strength with nothing but the power of your mind.*

The Time Mage may use his Finesse score in place of his Force score for all opposed checks, or when interacting with objects – moving, throwing, or breaking them, and so on.



*The Time Mage twists the flow of time and casually strolls out of the way of oncoming bullets.*

Blink may be used as an Instant action once per session at any time, even when it isn't the Time Mage's turn, to grant the user an immediate Standard action. It also grants a +2 bonus to the Time Mage's AVD until the start of their next turn, due to the sudden disorientating movement. Since this Standard action can actually interrupt a foe's turn, Blink can be further combined with *Haste* to allow for entire spells to be cast during an enemy's round.



### Future Self

*Despite the name, Time Magic actually uses cosmic fundamentals to produce a wide range of effects – the manipulation of gravity to attack, magnetic fields to protect, and the ability to halt the flow of time. Its practitioners harness the withering power of novas, lengthen minutes into years, and tear through the fabric of reality outright. It's also a great way to get some really neat junk from the future.*

By spending two points of Destiny outside of combat, you are able to create a direct link with the most important person in the universe – yourself. The immediate benefits to this are twofold.

First, the future self will answer most questions posed to it (albeit in a short and sweet sort of way) unless they find the questions to be particularly vague or obnoxious. Such answers aren't always prophetic, however, since meddling in the fabric of the universe often means things can go wildly awry. While Time Mages often find their future avatars to be regrettably short on patience, most of them assume it's because they can remember themselves asking these very same questions not too long ago.

Secondly, the future self will generally be willing to lend some assistance in the form of gear from their timeline, granting the character one crafting Component of the GM's choice, with a Tier similar to the character's current level. For example, a future Time Mage who possessed a staff that granted +2 MND might send back a Knowledge Component, knowing the present version would (probably) craft the material into a functional weapon, which they would then possess in the future when their past self will come begging for help.

# Limit Abilities



## Cosmic Standstill

*The Time Mage's total understanding over the primal forces that drive the universe itself allow him to do the unthinkable – stop time. The entire universe comes to a quiet halt with the Time Mage at the center of everything, giving the user of this galaxy-altering magic a few precious minutes outside the flow of reality.*

Upon taking a Standard action and spending three or more points of Destiny to use Cosmic Standstill, the Time Mage immediately takes a number of additional turns equal to the number of points of Destiny spent. They may perform any abilities, actions or skill checks they like during this time, even actions that may not normally be performed while in combat. Every other object and living thing in the galaxy is *Stopped* and *Stunned* until Cosmic Standstill ends, even if they'd normally be immune to these status effects.

Attacks made and Spells cast during this Epic Ability are all treated as Standard Actions that happen simultaneously; a character cannot, for example, use Cosmic Standstill, dispel a foe's *Reflect* status and THEN begin to blast away with magic. Characters cannot cast the 'Hyperdrive' spell, land critical hits or cause Limit Breaks to occur during the effects of Cosmic Standstill, and *Haste* does not affect the number of turns a Time Mage gets while Cosmic Standstill is active. Since objects don't visually change on their own during Cosmic Standstill, the GM is not under any obligation to answer questions like 'Is he defeated yet?' until the effects of this limit ability end.



## Rewind

*With an awe-inspiring ability that lesser mages can only dream of, the Time Mage actually creates a dimensional vortex that allows them to travel backwards through the timestream.*

Upon activating Rewind as a Slow action for two points of Destiny, the character and his allies can travel backwards in time; the group will arrive at the same geographic location they're currently at, merely earlier. Because of the imprecise nature of Rewind, successful Lore checks are highly recommended for longer leaps backwards. Such checks help ensure the party winds up in time to intercept the noteworthy events such as coronations, deaths of important individuals, or other significant activities.

Time Mages have learned that the future is stubborn and refuses to change – it cannot be used to 're-do' events that happened in the mage's recent past, such as hoping for a different outcome from a decisive battle. Instead, Rewind is best used to alter events that occurred further back in the world's or party's history, such as saving a PC's older sister from a mysterious illness during their childhood, or stowing a key to a jail cell beneath the cobblestones when an important prison was first being constructed. The GM is the ultimate judge of what would be an acceptable use of Rewind.

When the party has either accomplished or failed to accomplish their intended goal, they are returned to the present - though generally with noticeable differences caused by their meddling and alterations.



## Catastrophe

*By knowing precisely when and where a major disaster will occur in the future, the character is capable of linking the two locations and times via a shuddering portal. With the disaster virtually only seconds away, all enemies will undoubtedly be forced to flee their fate...lest they find themselves disintegrated in a sudden flood of liquid magma, or pulled to the center of an exploding star.*

The Time Mage may now cast the *Doomsday* spell for no associated MP cost. Since using Catastrophe often causes massive and irreversible damage to the local terrain, most Time Mages suggest using it only in the direst of circumstances.

# WARRIOR

戦士

Some wage war for entertainment, others, because they have to. Some are even hunted for their skills, leading to a rigorous lifestyle that only makes the champion of battle stronger. Bloodshed has become a way of life without any escape. In this way the Warrior is a combatant without roots or restrictions, with incarnations ranging from grizzled soldiers to optimistic mercenaries, from steel-clad knights to feral, club-swinging barbarians. Though many have perfected a single talent or spent a lifetime honing their abilities with a particular type of weapon, for most Warriors, their training ground is the battlefield, and their skills are mastered by virtue of necessity and raw survival. An experienced Warrior is a formidable presence in any combat situation, able to adapt to anything their foes can throw at them.

Embracing their abilities and constantly improving, the Warrior has become a true soldier - the kind that legends are born from. Whether they're fighting to protect themselves, to protect others, or just for the hell of it, no matter where a Warrior goes, stories follow.



## Innate Ability: Victory Pose

*Even through the divinitive powers of magic, it remains impossible to know what the future holds for the heroes of our time. Some may start or end wars, seek their fortunes, find redemption, and discover true love in the most unlikely of places. Many Warriors, however, believe these fates belong to other champions and not to them; their true calling is as obvious as the weapon they grasp in their hand.*

Whenever Destiny is awarded to the party for defeating a Boss or major enemy, the Warrior receives one additional point automatically.

## INFO

HP Bonus: 18  
MP Bonus: 0  
ACC Bonus: 3  
AVD Bonus: 5  
Skill Points: 18

Weapons: Blade, Brawl, Concealed, Huge, Ranged, Reach  
Armor: Light, Medium, Heavy, Shields

## First Strike

*A trained Warrior learns to prepare themselves for combat at any and every opportunity; accordingly, when the time for battle arrives, you are always amongst the first to strike a blow.*

After obtaining this ability, the character may always act in a Pre-emptive round of combat before battle actually begins. Furthermore, the Warrior may make an immediate physical Counterattack whenever they take damage in a Pre-Emptive Round.



### Unstoppable

*Your body is tempered and extremely resistant to pain, giving you the ability to shrug off attacks and wade through hordes of enemies. Until the adrenaline fades, a few nicks and minor injuries can't distract you.*

Whenever you would take damage from a Critical Hit or a Limit Break caused by an enemy, you may make an opposed Force check against your attacker. If you are successful, the attack deals no damage and has no effect. In addition, whenever enemies outnumber the Warrior and his conscious allies, you may summon reserves of inner strength to receive the effects of *Auto-Regen* as an Instant action. This effect lasts until the enemies no longer outnumber the party.



### Paradigm Shift

*You've paid your dues on the front lines of war and the lessons that were drilled into you there changed you. You know firsthand the values of flexibility, strategy, and know how to turn wimps into MEN, women into AMAZONS, and your enemies into foul-smelling smears.*

The Warrior is familiar with a handful of passive combat styles that grant various combat bonuses.

You may only be in one Paradigm stance at a time. When you change stances, you lose access to all of the benefits offered by your former paradigm, and instead gain access to all of the benefits offered by the new one. The first time you change stances in combat you may do so as an Instant action, but all paradigm shifts beyond that require a Standard action instead.

Upon taking this job ability, you may choose any three of the following stances the character permanently gains access to.

**Commando:** You fight with militaristic precision, you never lose your composure even when staring directly into the gaping abyssal maw of evil, and you never...ever...miss. When in Commando stance, the Fighter and all his allies receive a +1 bonus to their ACC scores, and whenever the Warrior spends Destiny to add one dice to an accuracy roll, two dice are added instead.

**Ravager:** Your style draws on the strength of heroes long since deceased. Your weapon flashes like lightning as you sunder through armor, carapace and bone alike. All of your attacks deal an additional (Finesse x Half Level) points of magical damage whenever you harm your opponent, whether through a physical attack or a spell. The additional damage from Ravager ignores the effects of M.ARM and Shell.

**Sentinel:** This flexible style allows you to better take a hit and keep on comin', taking the punishment instead of seeing your vulnerable allies suffer. The Warrior passively receives a bonus to his ARM and M.ARM scores equal to (Level x 2). Furthermore, when the Provoke job ability is used in this stance, it now lasts until combat ends instead of only four rounds.

**Synergist:** A Warrior in this stance excels at coordinating with his comrades-in-arms. Whenever the Warrior participates in a failed Teamwork attack while in this stance, only the Warrior's attack is lost and nullified; his ally still deals damage as normal.

**Medic:** You've spent enough time on the battlefield that you know how to staunch, stitch and set an injury, and a Warrior in the Medic stance may cast the *Life* spell with no associated MP cost as a Slow action, returning a fallen ally to one hit point.

**Saboteur:** You focus on incapacitating your enemies with status effects, knowing that an enemy who can't fight back is as good as a defeated one. While in this stance, you may target one enemy and make an opposed Force roll as a Slow action or whenever you land a Critical Hit. If you are successful, that enemy loses the Impervious ability until the start of their next turn.



### Trauma

*You have trained to fight no matter the condition your body is in, and indeed find an inner peace through suffering. Pain just means you're still alive.*

When afflicted with any negative status effect the Warrior's damage is increased by one step - if an attack was to do (PWR x 1) points of damage, it would now do (PWR x 2) instead, and so on.

Trauma may be taken up to three times, increasing the damage step by one each time.



### Provoke

*There will always be villains with world domination on their minds - but if they want the world, they'll have to go through you.*

Through the choice use of a few taunts as an Instant action once per combat, the Warrior can stir an enemy into a rage. The target of Provoke will change tactics specifically attack the character for 4 rounds or until the Warrior is Unconscious/defeated. There is no restriction in how the target can do this, but all offensive attacks must either be directed at the Warrior, or include the Warrior among the targets. If the Warrior cannot be targeted or damaged, the enemy may attack freely, but will continue to go after the Warrior if the opportunity presents itself.



### Mad Rush

*Your battle cry can be heard for miles around, a powerful shout that gets your blood pumping and spurs on faltering allies.*

The character bellows a loud war cry as a Slow action, which grants the Warrior and all his allies the effects of *Haste* until the end of the round. Furthermore, all damage they deal until the end of the round is increased by one step. Mad Rush may be used once per game session.



### Berserker

*You have managed to harness your rage and use it as a weapon, becoming a hardened combatant without peer when you give into the animalistic rage that churns in your soul.*

When reduced to 50% HP or less, the Warrior may choose to automatically gain the *Berserk* status until the end of the current combat or until the character falls Unconscious.

After obtaining this ability, the Warrior is not limited to only making Attack actions when under the effects of *Berserk* and can also use Job Abilities. However, he still may not cast spells, use any non-combat skills or the Defend action, and must remain fighting until all foes lie defeated. Furthermore, while *Berserk*, the Warrior is Immune to the *Charm*, *Fear*, and *Sleep* status effects, he receives a +2 bonus to all Force checks, and, like all *Berserk* combatants, he ignores 50% of his opponents' ARM scores.



### Shatter Weapon

*Your strikes are so powerful that they crack whatever crude tool your opponents use to block with. One heavy blow can splinter such inferior weapons as if they were no more durable than glass.*

You may make an opposed Force check against one adversary as a Standard action or in place of a physical Counterattack; if successful, all of their equipped weapons are destroyed. This ability may only be attempted once per combat and weapons with the Indestructible property can't be broken with this attack.



### Cyclone

*In a flawless display of speed, strength and accuracy, you bring your blade to bear against each enemy in turn and harry their attempts to flee.*

By activating Cyclone as an Instant action, your next physical attack will deal half normal damage but will target all enemies within a Short Range. Any enemy who suffers damage from Cyclone may not attempt to Escape combat while the Warrior remains conscious and able to battle.

# Limit Abilities



## Parry

*Though the name is unassuming, a Warrior with this ability can do more than just block incoming attacks; they can cleave spheres of magical flame in two, knock aside arrows in mid-flight, and deflect city-razing lasers with the rounded side of a silver spoon.*

The Warrior is always treated as being under the effects of the *Wall* spell, able to block projectiles or slice a safe path through a burst of magic. If the character ever shows a moment of distress by willingly and intentionally moving away from his target, attempting to create space between them, the effects of Parry are lost until the end of combat.



## Bonecrusher

*When lives are on the line you may stress your weapons nearly to the breaking point in order to perform devastating physical attacks.*

By declaring the use of Bonecrusher as a Slow action once per combat, your next short-range attack will be a frighteningly powerful swing and treated as an automatic critical hit if successful, activating weapon properties and even activating limit breaks if applicable. If the Bonecrusher attack misses or otherwise deals no damage, your equipped weapon is immediately destroyed. If the weapon used is *Indestructible*, the Warrior immediately suffers damage equal to 50% of his maximum hit points as the powerful strike reverberates throughout his body and damages him instead, and he is immediately disarmed in whatever way the GM deems appropriate.



## Meteorain

*By cleaving a path through the enemy group and raining a hail of blows upon them, the last thing your foes will ever know is a storm of physical destruction.*

Meteorain is a Standard action usable once per session which causes the Warrior to strike each enemy once in whatever manner he chooses – whether this is represented as a burst of sonic energy erupting from the tip of a sword, a wild charge through the ranks, simply the first of many perfectly-executed strikes. However, the Warrior may choose to spend any amount of Destiny to amplify the effect.

Each of these attacks deals  $((\text{Force} + \text{Finesse}) \times \text{Twice Level})$  points of M.ARM or ARM damage (Warrior's choice), striking all enemies automatically. After the attack resolves, the Warrior may choose to expend one point of Destiny in order to repeat this process. There is no limit to the number of times the Warrior may attack in the same Standard action by expending multiple destiny in this way.

# WHITE MAGE

白魔道士

From the moment their training begins, White Mages are taught to be peaceful, humble, and kind. No matter the road that lies ahead of them, these virtues are taught to be the most important things in the world. These defenders of life are capable of using their spellcraft to knit together wounded flesh or create glowing defensive charms around their allies. Given time and experience, White Mages can cure almost any ill, raise the fallen back to fighting strength, or even create barriers utterly impervious to physical damage. Far more patient in demeanor than the headstrong, temperamental Black Mage, these dedicated healers have given their entire life to working with – not mastering – the powers of Holy.



## Innate Ability: Body and Soul

*Don't worry. I'll have you fixed up in no time.*  
The White Mage is capable of using and administering obscure salves and healing items in conjunction with their white magic, able to tend to their comrades quickly once battle has ended. Whenever combat ends with the White Mage still conscious, the entire party may recover 100% of their maximum HP.

## INFO

	HP Bonus:	16	Spell Rank	Levels Obtained
MP Bonus:	6	Novice	1, 1, 2, 3	
ACC Bonus:	0	Intermediate	4, 5, 6	
AVD Bonus:	4	Expert	7, 8, 9	
Skill Points:	22	Superior	10, 11, 12	
		Ancient	13, 15	

Weapons: Arcane, Huge  
Armor: Light  
Magic School: White

## Clear Mind

*Being a battlefield healer is no easy feat; all too many White Mages have watched their spells fizzle when their allies need it most. To this end, they have learned methods to empower their magicks by putting more of themselves into their spells.*

Whenever a spell would be interrupted due to a knockback, limit break, critical hit, or teamwork attack, you may pay the MP cost for the spell a second time. If you choose to do so you may continue casting uninterrupted and the spell is not cancelled.

## Shield Bearer

*You have been trained in the use of shields in addition to your basic magical education.*  
Upon gaining this job ability, the character gains access to the Shield armor type regardless of their chosen Job.



### Divine Seal

*Keeping one's allies alive and kicking while an army of undead bears rushes towards them is a full-time job; White Mages who like devoting less time to healing – or who know they'll need the extra power in a pinch – pick up this ability to give their spells a little extra oomph.*

Activating Divine Seal takes a Standard Action; your next healing spell is imbued with far more potency than normal, increasing the healing it provides by two steps. For example, if it was to heal all allies for (MND x 2) hit points, (MND x 4) would be restored instead. In addition, your next Cure, Cura, Curaga, Curaja or Esuna spell may be cast as an Instant action at any time, even if it isn't your turn. This job ability may be used once per session.



### Peaceful Messenger

*The White Mage is welcomed with open arms wherever they may travel, and their pleas to be heard are enough to give pause to even the coldest hearts – even the most vile of individuals know that White Mages have the best interests of the masses at heart.*

You may add a bonus equal to half of your Healing skill to your Inquiry and Negotiate skill checks.



### MP Stroll

*Simply by keeping their mind and spirit pure, the lifestream continues to flow into the character, rejuvenating them with magical energies.*

The White Mage recovers 25% of their total maximum magic points back passively and the end of each combat. Upon partaking in Travel Rest, the White Mage also regains 100% of their MP instead of the normal value. If this ability is taken a second time, the White Mage restores 100% of their maximum MP at the end of each encounter instead.



### Sacrifice

*You shoulder your friend's burden by placing a hand on their brow, purging all thoughts of weakness from their mind with a simple prayer.*

As an Instant action the White Mage may lay a hand upon a willing ally within a Short Range and cleanse them of any single negative status effect. However, the negative effect is applied to the user of Sacrifice instead. Sacrifice automatically fails if the user is immune to the status effect in question.



### Reckoning

*You prefer to smite your foes instead of making a fuss over tiny scrapes, using the full powers of white magic to bring even the strongest of evil creatures to their knees.*

All spells and attacks that deal Holy or Wind damage now deal one increased step of damage; if such attacks were to inflict (PWR x 1) points of damage, they would now do (PWR x 2) instead, and so on.

This ability may be taken up to three times, increasing the damage step by one each time.



### Stronger Together

*You know that your patient understanding and selflessness isn't for nothing; by remaining altruistic and calm throughout your adventures, you leave a lasting impression that even begins to inspire your allies.*

Thanks to the character's guidance, the party begins to discover a strength and unity they didn't know they had. The White Mage can empower her allies by spending 2 points of Destiny at any time; the character and all party members then receive a permanent +1 bonus to any two different attributes of their choice.



### Overflow

*Flowers bloom at your touch, artists feel the tingle of inspiration when you pass, and when you actually speak the benisons to summon forth white magic to heal someone, they've begun to feel better even before you've finished channeling magic. The fact that you're less like a conduit for holy magic, and more like an overflowing reservoir, allowing you to quickly aid your wounded friends.*

Whenever you begin casting a single-target White Magic spell on an ally, your target may instantly regain HP equal to 25% of your maximum health. This bonus HP recovery is granted immediately, not when the spell actually resolves.



### Reprimand

*Your stern words of reproach cause even the most evil beasts to hesitate and pause in their violent advance, feeling the awkward stirrings of regret. Your admonishment means they won't do anything you wouldn't approve of....probably.*

As a Slow action you may give a good scolding to the nasty monsters intent on ripping your allies to shreds. Target one enemy, then make a Negotiation check opposed by their Finesse check. If successful, the target is considered to be 'Scolded'.

A White Mage can also choose to affect all targets in the targeted Group instead of just a single target by taking a -4 penalty to their Negotiation roll, as giving non-specific talking-tos are rarely as effective.

Whenever the GM wishes to take an action with a Scolded enemy, he must inform the White Mage of what the monster intends to do – this might be through body language ("The dragon lunges forward, jaws agape, but seems to pause just before closing down on you as if searching for approval to use his **Vicious Bite** attack.") or through more direct description. ("The ghast hesitates mid-incantation, before hissing out an embarrassed '**Er...would a Firaga spell be alright?**'") Then, the White Mage may choose to either approve of the action or deny it. If the White Mage informs the GM that action is not okay, the monster may still go through with it...but suffers from the effects of Power Break and Magic Break until the beginning of its next turn as the uncertainty becomes overwhelming. Alternatively, the monster may instead choose any other spell or attack it possesses and use that with no penalty.

The effects of Reprimand last until the end of combat, and Notorious Monsters and Bosses may expend one point of Destiny to end the effects of Reprimand and render themselves immune to further uses of this ability.

GMs may choose to grant additional bonuses to the Negotiation roll if it is role-played especially well.

# Limit Abilities



## Benediction

*Tapping into an immense reservoir of Holy energy, the White Mage becomes a living conduit for healing energy. A symphony of beautiful, otherworldly music resonates across the battlefield, and the White Mage's body glows with an astral blue-white light. For a moment, one might even be able to see a pair of semi-translucent wings spreading outward from the mage's shoulders.*

Benediction is an Instant action that costs 3 points of Destiny. Upon use, the HP of every conscious party member is instantly returned to maximum, and all negative status effects are removed. Unconscious characters are revived with 1 hp instead. This Epic Ability may be used at any time, even when it isn't the White Mage's turn. Furthermore, Benediction may even be used when the White Mage is unconscious.



## Blessed Existence

*The White Mage leads a charmed life, avoiding harm in mundane, day-to-day activities with unsurprising alacrity. This same quiet protection can also be extended to the White Mage's allies to protect them from distressing failure.*

The White Mage and each of their party members may reroll one skill check per session. Blessed Existence cannot be used to negate automatic failures from such things as a Gambler's Bad Luck.



## Esuna

*"Light shine strong, our woes begone!"*

The character gains access to the following spell.

**Esuna (1 MP)**

Target: Single

Type: Recovery

*Reflectable*

A standard spell in almost every healer's repertoire, Esuna fully cleanses the target of all negative status effects, with the exception of Unconsciousness and the countdown caused by the 'Doomsday' and 'Lv.? Doom' spells.

Particularly powerful magical effects, such as eons-long Petrification, or bloodline curses are outside the powers of this spell. At the GM's discretion, Esuna may also remove the ongoing effects of other unhelpful spells, such as Melt, Addle, Time Slip, or Gravity.

A character at 25% health or less may cast this spell as an Instant action instead.

# CHAPTER III: DEFINING A HERO

*"It's not the net result that matters, it's the day-to-day struggles people go through that makes one's life important."*  
- Terra Branford

Although having a name and a Job is a great start for a character, this chapter will explore how you can further develop your hero's uniqueness through skills and quirks – and get some great bonuses along the way. We'll start with Shared Abilities. These are Abilities that every character has access to regardless of their chosen Job, and follow all the usual rules.



## Animal Companion

*You are accompanied in your journeys by a faithful animal, such as a trained dog or a chocobo, or something more exotic such as a young cactuar, an absentminded pixie, or a horde of mind-linked machines.*

An animal companion is a tagalong creature that provides various bonuses while being small, agile, or thick-skinned enough to avoid being hurt in combat. They are versatile and skilled, able to follow simple instructions and relay information to their owner nonverbally. The companion is loyal enough that it can never be persuaded to act in any way contrary to the direct wishes of the PC. If the owner controlling an Animal Companion is reduced to 0 HP or otherwise incapacitated, it will generally not act until its owner has been revived.

Choose two special tricks from the list below to improve your Animal Companion. Throughout the game, your pet may learn additional tricks and talents at the GM's discretion.

**Bonded:** Both you and your companion are of shared mind; you have an understanding that far exceeds intuition. You receive a +2 bonus to Nature skill checks when your companion is acting as the mount, and you as a player can choose to take control of your animal companion in non-combat situations.

**Flying:** The Animal Companion has wings or the ability to soar under its own power and gains *Flight*. Depending on the creature's size and relative strength, they can carry one or more people aloft when acting as a mount.

**Skilled:** The Animal Companion has a certain talent that comes in handy for its owner – a monkey trained in Stealth, for instance, makes an ideal pick-pocketing accomplice with a budding Thief. Choose one skill – once per game session, the player may grant a bonus 1d6 when any player rolls this skill, thanks to the helpful companion lending a hand/paw/claw/fin/etc.

**Talkative:** The Animal Companion is capable of understanding the same languages your character does, and can respond with sign language, meaningful sounds, or body language. Often, this allows for animal companions to get information to and from NPCs when their owner isn't around to help.

**Cheer:** The companion is oddly comforting when things seem dire, and can provide encouragement even in the face of overwhelming adversity. The character gains a +4 bonus on the next roll made after suffering a Complication.

**Search:** The Animal Companion is constantly sniffing around for usable items. After defeating a Notorious Monster or a Boss, a character that has an Animal Companion with the Search talent gains one free Item of the GM's choice, with a value or usage appropriate to the character's current Level. This does not reduce any other item rewards the character obtains.

**Aggressive:** The companion is able to help its master in combat by spitting poison, breathing small bouts of flame, trampling, pecking, or other such abilities. Smart owners take the time to learn how to fight alongside their companion, aiding one another to help defeat even the most dangerous of monsters.

When the Aggressive talent is taken, choose whether the attack will deal ARM or M.ARM damage, and whether it will be of a certain elemental type; Ice, Wind, Thunder, Earth, Water, or non-elemental. Then choose one of the following status effects; *Berserk, Blind, Confuse, Transform, Poison, Curse, Sleep, Stop, or Zombie*. The attack deals (Owner's Highest Attribute x Nature skill) + 2d6 points of damage automatically. The animal companion's owner and the target may then make opposed rolls – if the player wins, the target is afflicted with the chosen status effect for one round.

Commanding your animal companion to perform the attack is a standard action usable once per combat. If this trick is taken additional times you may construct more types of attacks to add to your pet's arsenal, but it may still only be commanded to attack once per combat.

**Rejuvenating:** The creature is able to assist the party by bolstering their spirits with an amusing display, by using a small amount of white magic, or just calling out with encouraging noises. You may command your companion to use this healing power as a Standard action once each combat; it removes one negative status effect and restores (Owner's Highest Attribute x Half Nature skill) + 2d6 points of HP or MP, chosen when this talent is taken, to one target of your choice.



### **Bottomless Pockets**

*Most people never realize how valuable a strategically bent piece of wire is until they're staring at the inside of a locked prison door. In keeping with this philosophy, you have an odd or an end for every situation.*

You can ‘conjure up’ mundane items, no questions asked, provided said items are small enough for your character to be carrying around. Even if they have no logical reason to be hauling around armor polish, ten feet of rope or invisible ink, the rest of the party can rest assured it’ll be there when they need it the most. These items grant no inherent bonus to skill checks, cannot be sold or equipped as Armor, and are all treated as improbable weapons if used in combat, but just having such items can often turn Godlike or Impossible checks into something more manageable.



### **Defy Gravity**

*You can sprint across the surface of water and balance on the blade of a sword.*

This multipurpose shared ability allows for almost complete freedom of movement, ignoring gravity and physics for sheer mobility. Your character no longer takes damage from jumping or falling, no matter the distance (without this ability, falling from a Medium Range causes the character to take 50% of their maximum HP in damage, and a Long Range is immediate unconsciousness). You also gain a +2 bonus to Athletics skill checks, helping you (eventually!) run directly up sheer, vertical cliffs, or leap from falling object to falling object even if they’re hundreds of feet apart.



### **Destructive Strike**

*You’re capable of taking out walls, objects, anything that gets in your way.*

When making a Force check specifically to destroy an object or equipment (and not as part of a resistance roll to avoid a status effect or similar), the character always receives a +4 bonus to their roll.



### **Evasion**

*She slammed her foot into the ground hard enough that a loose floorboard was knocked upward, intercepting all three of the deadly projectiles in mid-flight, accompanied by a satisfying sound of thunk-thunk-thunk. By the time the makeshift shield landed unceremoniously on the ground, the would-be assassin had already turned tail and fled.*

Once per session as an Instant action, even when it isn’t your turn, you may describe a combat stunt your character performs that would aid you or an ally in avoiding damage from an attack. Doing so grants a +2 bonus to one target’s AVD for one attack.



### **Favored Terrain**

*“Stick with me, kid. I grew up in slums just like this...”*

Some individuals have honed their skills and combat capabilities in one particular environment, whether from simple familiarity or some other reason entirely. Upon taking Favored Terrain, choose one of the following eleven locales; Plains, Town, Forest, Mountains, Desert, Swamp, Water, Underground, Snow, Lava, or Cosmic. The character receives a +2 bonus to all skill checks, opposed rolls and attack rolls while in this environment.



## Fundaments

You learned the basics of battle and adventuring life before setting off on your wild adventure, and you've got have a few basic and well-practiced maneuvers at your disposal because of it.

The character has access to all three of the bonuses and moves below.

**Throw Stone:** The character hurls a small rock at one enemy once per session, hoping to get their attention for a moment. But even the most well-intentioned acts tend to have consequences. As a Standard action once per combat, the character may automatically bean an enemy with a rock for 1d6 points of damage, ignoring ARM and other types of damage reduction. The enemy is automatically *Stunned* for one round if they're susceptible to the status effect. However, until the end of the current combat, the targeted causes critical hits on rolls of 10-12 when inflicting harm to the user of this ability.

**Flee:** Some might call you a coward; your lips tremble at danger and your eyes fill with uncontrollable tears when the odds are against you. But you firmly believe that escape is *always* an option, and when you turn tail and run, you can help lead your friends to safety. You and your allies receive a +2 bonus to their Escape skill checks when attempting to Run Away in combat. The effects of Flee stack if multiple allies have the Fundaments ability.

**Room and Board:** You didn't come from a glamorous lifestyle, but that's okay; you made friends in low places and there's always a room at the Inn set aside for you. You may always take a Full Rest when in a major city regardless of circumstance, and inn stays are generally free for you and your allies.



## Grand Summoner

Many mages argue over which school of magic is more useful – the destructive power of Black, the peerless support of White, the unique intensities of Blue, or the indispensable manipulation of Time. But all agree on one point – that none can compare to the near-limitless potential of Summoning.

You possess a supernatural pact with a Summoned creature - it might have taken the party under its wing for reasons unknown, or manifest due to being spiritually tied to an ages-old memento in the character's possession, or anything else the player can dream up! The Esper chosen by Grand Summoner may be a **Party Esper** or an **Individual Esper**, a decision made by the character when taking this ability – see p.114 for more information on the difference. A character must be level 4+ to pick a Rank 2 Esper to accompany them, level 8+ to choose a Rank 3 creature, and level 12+ to obtain a Rank 4 Esper.

This ability may be taken multiple times, gaining an additional Esper as an ally each time.



## Heirloom

Maybe you came from a life of luxury, or perhaps you just possess an item handed down throughout the generations. Either way, you have a certain treasure that serves as a keepsake from your upbringing.

The character gains any weapon, armor, shield, component or graft with a Tier equal to (Half Level + 1), for no associated cost. For example, a level 1 character might own a Tier 2 sword passed down from father to daughter. A level 9 character might find themselves in sudden possession of a Tier 5 bejeweled neckpiece, bequeathed unto them to pay for old gambling debts.

Heirloom cannot grant a character Tier 8 equipment.



### Limit Breaker

*There's just some things you won't stand for.*

When you take this shared ability, work with your GM to come up with a few different scenarios that would invoke feelings of extreme anger or fear in your character – such as someone striking a child, the presence of a powerful demon, your Special Vehicle being attacked, or an enemy using that nickname you loathe so much. Once during each game session in which one of these outlined scenarios occurs, your character may respond by using any Limit Break they know as a Standard action on their turn. They may activate this unique move regardless of their current hit points and without spending Destiny.

If your character is a naturally furious sort, the events that drive them over the edge would have to be appropriately more extreme, such as the death of a companion or a bad guy laying a hand on a family member. And finally, if the character doesn't actually *have* a Limit Break when this job ability triggers, they may choose to gain the effects of *Auto-Haste* for one round and a +4 bonus to their next roll instead.

GMs are encouraged to watch out for scenarios that could be triggered by the character's companions, allowing the character to use staggeringly-powerful Limit Breaks whenever it would be appropriate.



### Onion Knight

*"Onion Knight" is a title bestowed on those heroes who fight for what is right despite the many setbacks of the world; poverty, despair, failure. In this way such heroes get to know who they truly are. So the saying goes, they "peel away each layer, crying all the way." Although it might not sound like something to aspire to, for many, becoming an Onion Knight isn't a choice. These are the individuals who have yet to decide their future; squires, children and normal people sucked into a world of danger against their wishes. But by dabbling in many different jobs, they can eventually forge their own unique path.*

Whenever the character defeats a Boss-type enemy, they may perform a Job Change without any associated cost (normally, a Job Change requires 3 points of Destiny to be spent).



### Skillful Hero

*You possess a repertoire of useful abilities and talents, known for great proficiency in one or more fields of study, synthesis, or even simply a natural flair for the physical.*

Upon taking this ability, the character receives an additional 5 skill points to distribute anywhere she sees fit. Skill points do not have to be spent immediately. Furthermore, the maximum number of points you can have in any skill is now limited by your (Finesse + 3) instead of your (Finesse + 1).

This ability may be taken multiple times, granting 5 additional skill points and increasing the cap by two each time.



*"It's not easy being this popular, you know. Hang on to something," the gambler shouted from the helm of the airship, turning the wooden wheel hard to one side. The engines roared loud enough you could swear the floorboards were almost shaking loose as the sails catch the wind and the ship begins a hard vertical climb...*

The character is the proud owner of an airship, land vehicle, drilling machine, cybernetic armor system or the like, which allows for speed and/or maneuverability across different types of terrain. Though there are exceptions, the vehicle is generally big enough to carry the character and his entire party, plus one or two extra comfortably. Work with your GM to describe a vehicle and define whether it is designed to travel exclusively on land, sail across water,

soar through the air, dig through rock and stone, or travel beneath the ocean waves. Then, choose two extra properties from the list below that your vehicle possesses.

If forced into a combat situation, a Special Vehicle has the same ARM and MARM values as the character that took the ability, and 50% of that character's maximum hit points. Enemies can still target the pilot of the vehicle, but at a -4 penalty to hit due to their added speed and protection granted by the vessel. When a Special Vehicle is reduced to 0 hit points it is unable to function (and often crashes), and can only be repaired after a sufficient amount of time has passed with a Synthesis (Tinkering) or Systems skill at an appropriate difficulty. The GM may even rule this repair requires special parts.

Although your special vehicle only begins play with two of the qualities from the list below, you *may* obtain more as the game progresses – finding or purchasing new parts, getting a tune-up or a nifty paint job through an appropriately high skill check, and so on. This is always at the GM's discretion.

**Superior Handling:** This unique quality may be taken multiple times, and should be considered a key attribute to consider when building your ride. Superior Handling grants the pilot a +2 bonus to their Vehicles skill check, and this special property helps a vehicle go from slow and steady to blazingly fast and maneuverable.

**Power Source:** The vehicle is powered by a unique or renewable power source and is entirely self-sufficient. Whether it be through hot air, solar power, sheer willpower or a Crystal core, the vehicle never needs to land and/or refuel.

**Smuggler's Hold:** The vehicle is outfitted with hidden compartments, granting all characters a +6 bonus to Stealth checks to hide objects or people (or themselves) aboard it.

**Iconic:** This quality represents your vehicle is associated with certain connotations, and provide a +2 bonus on Negotiation rolls in which the image would be an asset - whether you're a state senator making a grand entrance, or raising the pirate flag high, your vehicle helps achieve the desired effect. Iconic can be taken more than once, increasing the bonus by +2 each time.

**Unorthodox Travel:** It's a fact of life - airships can't usually sprout wheels, and motorcycles have trouble running in waist-deep sand or water. This vehicular feature puts a stop to that; choose an additional movement type (land, sea, air, or underground); the vehicle can travel just as well in these conditions as it does normally. For example, an airship could drill through the earth's crust or sink beneath the sea.

**Magic Touch:** No other user than the initial owner is capable of utilizing the vehicle. Whether this is a case of security precautions or simply "*Nobody else can fly this baby but ME!*" is entirely up to the player.

**Good Night's Sleep:** The Special Vehicle has resting quarters or perhaps even a team of White Mages on standby to heal the party's wounds. While aboard the vehicle, the party may take a Full Rest at any time.

**Stealthy:** The Special Vehicle can shrink down to fit inside a pocket, activate cloaking devices to become invisible, produce clouds of billowing smoke or hydrophobic adhesive to mask an area, or it might simply masquerades as a stationary structure in plain sight. A Stealthy Special Vehicle can grant the *Invisible* status to itself and everyone aboard until it takes damage, at which point the benefits are lost. This can only be used once per session as a Standard action by the vessel's driver.

**Weapon Systems:** The vehicle is affixed with turrets, gigantic drills, cannons, world-destroying lasers or the like. The passengers of the Special Vehicle may use these weapon systems to attack whilst in the vehicle, using their standard accuracy rolls. Weapon Systems deal (DEX x Half Level) points of physical ARM damage to all enemy targets within a Short Range, or M.ARM based Fire, Lightning, or non-elemental damage to one enemy at up to a Long Range away, chosen when the Weapon Systems are first installed. Weapons Systems do double damage against other Special Vehicles. They may also have other additional features determined at the time of creation, such as being gigantic harpoon guns that allow passengers from your Special Vehicle to board an enemy ship. These Weapon Systems can never fire of their own accord – they must always be manned stations.

**Space Travel:** The vehicle may now add one additional movement type to its repertoire, able to carry its passengers safely out into the darkness of space. It also comes equipped with a handful of special suits that allow heroes to move and breathe in low-gravity, atmosphere-free locations. Be warned; exploring the cosmos is one of the more dangerous things an aspiring hero could possibly do. Colonies of horrific beasts have often settled on the moon, and even worse things drift aimlessly waiting for prey.

**Indestructible:** The vehicle is nigh unbreakable, reinforced with special materials and carefully protected from harm. Magic and heavy weaponry barely even scratch the paint, and it could descend into an active volcano with no ill effects. In combat, the vehicle receives double the standard ARM and MARM values and if it is ever reduced to 0 hit points, the special vehicle is only rendered inoperational for the remainder of the game session. Unless it also possesses the Power Source feature, however, the vehicle still could run out of fuel.

**Throttle:** Your vehicle is loaded with a special fuel source that you can ignite for a boost of speed, or you just know how to temporarily kick the engine into high gear when it matters most. You can declare that you're using the Throttle perk once per game session to immediately give every PC aboard the vessel an additional turn.

**Fortress:** A 'Fortress' vessel is often an imperial dreadnaught airship or something as extravagant as a floating island. This provides several bonuses; First, the vessel can now hold a nearly unlimited number of passengers. Secondly, individuals outside the Special Vehicle can no longer target anyone inside.

Finally, when a Fortress is reduced to 0 hit point, it remains operational and does not crash. Being damaged in this way instead merely allows the attackers inside, where they can potentially disable the vessel by taking out the engines or simply attacking the PCs.

At the GM's discretion, taking a vehicle with Fortress quality often provides a loyal crew of buccaneers, mystics, scientists, soldiers, or other individuals capable of helping keep the thing operational.



### Status Resistant

*The character has developed a natural immunity to certain status effects. Whether the resistance is from a supernatural boon, caused by prolonged exposure, self-taught vigilance or something else entirely varies.*

Choose two of the following status effects - *Berserk, Blind, Charm, Confuse, Curse, Fear, Petrify, Poison, Seal, Sleep, Slow, Stop, Stun, Transform or Zombie* - the character is permanently Immune to their effects. This resistance will often extend past the obvious combat benefits and into other facets of the character's life; for example, a character who is Immune to *Poison* can chomp down some toxic substances without ill effects, and is forever unable to become intoxicated. A fearless character is quick to develop a local reputation.



### Twin Soul

*You have found a kinship with another person that extends far past simple camaraderie. Perhaps you are fated lovers, related rivals, destined enemies, inseparable siblings, or eternal brothers in arms. Whatever the case, you are two sides to the same coin, capable of working with – or against – one another phenomenally well. This relationship...whether enmity or amity...grants you strength when things seem their darkest.*

Upon taking Twin Soul, choose another character in the game, either an NPC controlled by the GM or another PC. If you choose an NPC, that character automatically receives the Twin Soul ability as well – if you choose a another player's character, the other PC must take this ability as well for it to be of any use. This individual will henceforth be referred to as a Partner. You may only ever take the Twin Soul ability once, and it grants all of the following bonuses:

**Twin Spell:** When your Partner casts a spell, if you are capable of doing so, you may choose to pay the MP cost of the spell as an Instant action as well. If you do so, your Partner's spell has its damage and healing increased by two steps, and the difficulty to resist any status effects it may cause are increased by +2. This MP expenditure cannot be reduced by any means.

**Best of Friends:** Even while under the effects of *Charm* or other status effects, you may choose not to attack your Partner at any time. If you make an attack that deals damage to a random target and your Partner is the unlucky one, you may choose to re-roll.

**Greatest of Enemies:** You deal an additional two steps of damage to your Partner at all times. For example, if an attack was to do (PWR x 6) points of damage, it would do (PWR x 8) instead.

**United We Stand:** You and your Partner have long since mastered the fine art of fighting back-to-back, covering the other. When making a Teamwork Attack with one another, either you or your partner (but not both) may re-roll one dice.

**Together We Fall:** As the ultimate proof of your linked destinies, it has been predetermined that your fates are linked. When death comes for you, permanently sending your soul to the Farplane, the other is fated to die within the day as well. This is not a game mechanic that can be avoided through the normal means – rather, when one of the two characters suffers their final fate, the GM is forced to concoct a situation that will lead to the demise of the other, no matter how unlikely it may seem.

There is, however, a caveat to this; either you or your partner may spend Destiny to Cheat Death when either of you 'die,' thus protecting both of your lives.



### Unusual Species

*Have you travelled a great distance to a strange land where your species is unknown, or do you even know who your parents were? Are you the last of your kind of the first of many? Were you once a person before a mystical transformation? These are the questions on everyone's lips as they see you pass, but the **real** query is always the first one that springs to their mind; What ARE you?*

Choose from one of the following species; Aerial, Amorph, Arcana, Aquan, Beast, Construct, Dragon, Fiend, Insect, Plant, or Undead. You are considered to be a member of that species instead of Humanoid. Then, choose one attribute and grant it a permanent +2 bonus to represent your species' unnatural strength, beauty, grace, intellect, vitality, et cetera. Although you don't *automatically* get any of the other major racial features of the species – such as the Auto-Zombie status possessed by all Undead or Flight for being an Aerial creature – a good GM will also try to work with their players to establish any other minor benefits or downsides this might impart. This might include the character no longer needing to eat or drink, becoming a strict carnivore, gaining the ability to hover, their Swimming skill not being limited by their Finesse score, allowing the PC to treat a specific Ability as if it was on their Job's list, et cetera. This racial change also means you no longer suffer from the racial vulnerability to Shadow damage that comes with being a Humanoid.

Alternatively, you may choose to remain as the same species, simply much larger or smaller than the average citizen.

A **tiny** character is usually less than three feet in height, standing eye-to-eye with a Moogle or possibly even having to look up to one. They gain a permanent +1 bonus to their AVD score, a +2 bonus to Stealth, and a +1 bonus to all Force or Finesse rolls where his or her size could possibly be advantageous.

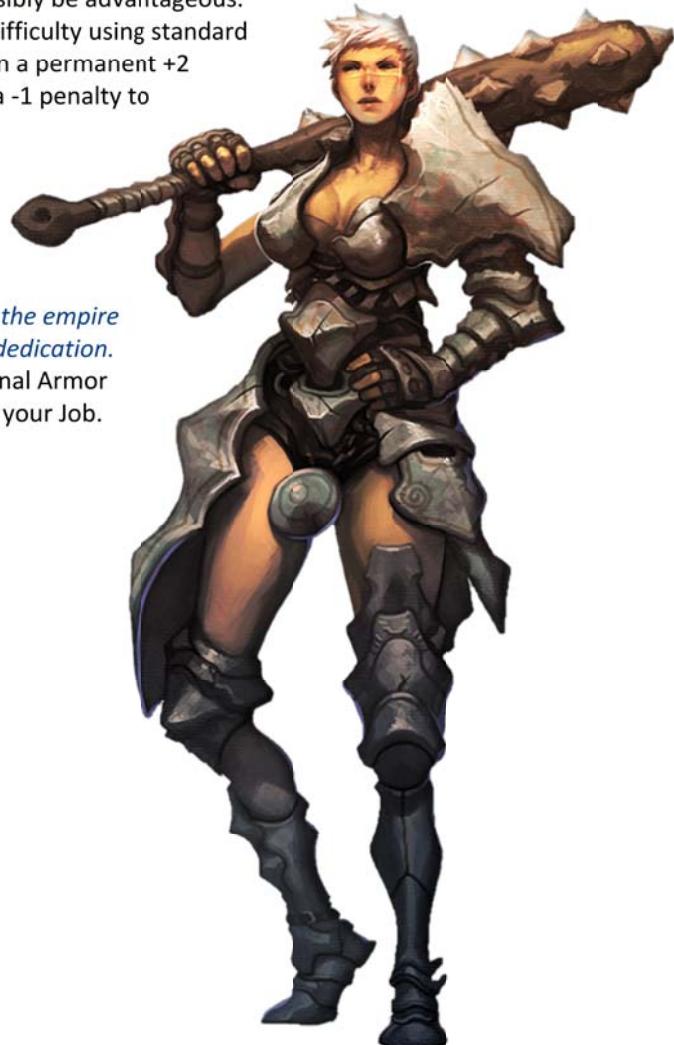
A **huge** character usually hovers around the 12-foot mark, and has difficulty using standard mounts, vehicles, and even fitting through most doorways. They gain a permanent +2 bonus to their PWR and RES attributes, but will forever suffer from a -1 penalty to their AVD score. This job ability can be taken multiple times.



### Weapon Training

*Anyone can swing a stick, but learning to take on the armies of the empire or a horrific beast with that same stick takes considerable time and dedication.*

You gain access to two additional Weapon categories or one additional Armor Category excluding shield (so Light, Medium or Heavy) regardless of your Job.



# SKILLS

"You think your skills will save you against me? Allow me to shatter your illusions of grandeur."  
- Amarant Coral

Skills are highly important – they allow your character to act innocent under scrutiny, leap and scurry across rooftops and through hidden back alleys, know when to hold ‘em and when to fold ‘em, ride a chocobo and a multitude of other things. Whether you intend for your character to spend his time managing the finances of a troupe of Moogle Entertainers, or piloting an airship with the other kind of troops hot on your proverbial heels, your skills will be what make the difference between success and failure.

The **maximum number of points** you may have in any skill is equal to your **Finesse** stat, **plus one**. A character with 6 Finesse, for example, could therefore have skills at a +7 bonus but not higher.

Characters **receive two skill points at each level up**. At the start of the game, a newly created character receives the number of skill points listed in their Job description.

## Task Difficulty

When a skill check is required, the GM assigns the task a difficulty from ‘Elementary’ to ‘Impossible,’ and informs the player. The player, now knowing his target number of the skill check, rolls 2d6 and adds their appropriate skill; if the result is equal to or higher than the task difficulty, the player’s character succeeds. Job abilities, equipment and other factors can sometimes cause such skill checks to gain a bonus or penalty to the roll, and the nine standard difficulty values are as follows;

**Elementary (5);** spot a Dragon amongst a crowd of panicking people, get directions to the nearest town.

**Easy (7);** create a rudimentary shelter in the wild, pocket an apple in a crowded marketplace.

**Moderate (9);** pick an average lock, see the Tonberry hidden in the shadows, lie to an imperial guard.

**Challenging (11);** cook a meal for a royal family, disarm an ancient trap, climb a high stone wall.

**Impressive (14);** drive a motorcycle across a collapsing bridge, slip out of a pair of locked manacles.

**Heroic (17);** pilot an airship through a hurricane with both engines on fire, find a cactuar needle in a haystack.

**Supreme (20);** swim up a waterfall, memorize every word in a massive tome, catch a blade with your bare hands.

**Godlike (25);** catch a *bullet* with your bare hands, successfully challenge your arch-nemesis to a dance-off.

**Impossible (30);** collapse a fifty-story building by ‘putting your back into it,’ leap from snowflake to snowflake as they fall.

## Affecting Other PCs

Social skills such as Acting or Negotiation will never have a direct impact on player characters – a player’s control over his character’s beliefs and attitude is absolute.

## Complications

No situation is ever so bad it can’t possibly get worse.

When a hero rolls 2d6 for a skill check and gets a pair of natural 1s as his result, this creates a Complication. Not only does the initial skill check not solve the problem regardless of what the total roll result would have been, but the character now finds him or herself dealing with a new, unexpected problem. They might be secondary issues that must be resolved for the group to succeed, or they might completely change the focus of the skill check.

Because the roll must naturally result in a pair of 1s, a clever Gambler manipulating dice cannot force complications to occur.

Generally, though not always, Complications retain the difficulty of the first check. So if a player jokingly wants to make a Language roll to try and ‘communicate’ with a rusty old lamp to find out what its purpose is, the GM might assign this a difficulty of Impossible (30). If the player goes ahead and does his best on the roll anyway, a Complication might mean the player blurts out some long-forgotten magical word accidentally, activates the lamp, and finds himself sucked inside. Now the *additional* roll to get *out* of that mess (without just smashing the lamp and hoping for the best) will also be at difficulty 30 – hope the character’s Escape skill is up to snuff! Assuming it won’t be, the party will have to come up with a new plan, and the player of the poor trapped character might need to start figuring out how they can temporarily aid the group while being a piece of barely-mobile pottery.

Here are some further (and less horrifying) examples.

*One-Eyed Jack has disguised himself as an imperial solider and is trying to pick the lock on a prison cell to get his friends free, and the GM rules that this is a Challenging task. This means Jack has to roll 11 or better on his Thievery skill. Normally this would be no problem for the master thief, but a pair of 1s on his roll means the situation has just gotten more complicated. The GM tells Jack that in the middle of his attempt he hears a set of footprints coming, and pockets the picks just in time before a pair of soldiers show up. They tell Jack it’s time for a shift change, and now Jack has to use Negotiate to convince them otherwise and get a few more minutes with the lock. Just like the previous check, the GM states that this will be a Challenging task for Jack, made moreso by the fact that social skills aren’t his strong suit!*

If the GM allows it, the follow-up skill check caused by a Complication can be made by the unlucky PC’s allies instead. For example, a complication on a Synthesis skill check might mean that the crafter is missing a few vital components, and a Mercantile check at the same difficulty would be needed to track them down. There’s no reason the crafter can’t stay behind and work while someone else heads to the market to wheel and deal.

*In a more modern Final Fantasy game, Devi and Kellos are racing down a metropolis highway in hot pursuit of an armored car. Devi is driving and rolls his Vehicles check to try and catch up, but gets a Complication. The GM announces that their target takes a hard right and goes out of sight, turning into oncoming traffic. Now a simple chase has become far more dangerous for the heroes, and the GM requests that Devi use his Awareness skill to keep an eye on the car they’re chasing. Kellos announces that he’s the more observant of the duo and he’ll be keeping a lookout for their quarry instead. Although Kellos rolls well, he, too, gets a Complication. He’s so focused on his goal that he completely misses the vehicle that comes up from behind and rams them, sending their sports car smashing into the side of a building. Devi is barely conscious from the crash, but isn’t too dazed to notice the liquid pooling underneath them; they have only seconds to Escape from the car before it goes up in flames.*



# The Big List of Skills

Don't assume that the following few pages include every possible skill out there. Rather, this is just a sampling of standard adventuring aptitudes that have served many leading men and women well over the years. If you decide you want a skill that doesn't appear on this list, just go ahead and add it to your character sheet with GM permission.

Without further ado....

## Athletics

The ability to climb, tumble, jump, balance, and take falls. A character with this skill has refined their coordination, balance and flexibility to the point of being able to execute complex acrobatic maneuvers as if they were second nature. On a successful skill check you can perform a difficult feat of agility, such as leaping through a two-foot-square window without hurting yourself, scaling a vertical surface, or sliding down a thin cable just in time to crash a wedding.

## Acting

A character with this skill has the ability to lie, fake emotions and devise new personalities. With a successful skill check the character may attempt to use Acting to deceive, improvise, keep one hell of a poker face, or just rattle off a steady stream of bald-face lies.

Acting also covers the ability for a character to assume a new appearance through a disguise, ranging from a simple change of clothing to a full-blown transformation.

## Awareness

Characters with this skill possess a certain sixth sense when it comes to spotting potential dangers or noticing when something isn't quite right – whether in the form of a con-man attempting to swindle the party with counterfeit Elixirs, or a dozen slavering beasts waiting in ambush around the corner. Awareness is one of those skills that sees a lot of use, so it's generally wise to invest at least a few points into it.

## Escape

Everyone gets caught sometimes -- for this reason, the ability to slip out of a tight bind can prove to be a valuable asset. A character with this skill can worm his way out of rope, manacles, or grapples, get out from the inside of a locked safe, crawl from the wreckage of a crash landing, have the good fortune to leap through a second-story window and land safely on a passing carriage, or take advantage of a brief distraction to vanish mysteriously into thin air. Although a failure simply means a character is forced to remain where they are, a Complication can just as easily result in injury, tangled bonds, or suspicious captors checking in to see what all the banging around is about...

This skill also allows characters to flee from combat if faced with overwhelming odds, and it's recommended that fledgling adventurers expend a few points to raise up this skill. (*See p.148 for more information about Running Away in combat.*)

## Healing

A character with this skill knows enough about the body and its workings to diagnose and treat most kinds of sickness and injury. Failure in either could have drastic consequences for the patient. It also doubles as a helpful tool in allowing an injured party to get a better night's rest in adverse conditions, or popping joints back into place in the thick of battle. Complications that arise during Healing checks are rarely pleasant things.

## Inquiry

Whether it's the location of an ancient tomb, an obscure local legend, or just the address of the nearest inn, characters with the Inquiry skill are adept of digging up the information they need as quickly and painlessly as possible. The amount of time taken for an inquiring search can vary between a few minutes and several long days or more, depending on the breadth of resources available to the character. A failure simply means the character has not been able to locate the information; a Complication may indicate the character has stumbled into serious trouble during the course of searching. Wherever there's a good mystery, there are undoubtedly people who want it to **stay** that way.

## Language

A character can understand and communicate in various different languages; at lower levels, fluently enough to converse with others, at higher levels with the proficiency of a skilled orator and writer. All characters can generally speak their own racial language as well as the standard language spoken the world over (if such a thing exists), but whenever the PCs encounter a language they've never heard before, Language is rolled to determine which of the PCs – if any – are fluent in it! Once a character encounters a new language and rolls this skill, success or failure permanently determines if they'll have the language in their repertoire for future game sessions.

Following is a short list of languages that may appear in your world, as well as an approximate difficulty for the associated Language check.

**Ancient (Heroic):** The spoken or written tongues of the world's precursor races, sometimes known as Lufenian or Lefenish. Ancient languages see very little usage in the world's day-to-day affairs, particularly in their spoken forms; these are usually the domain of scholars and adventurers canny enough to realize that sooner or later everything comes down to mysteriously-inscribed slabs and relics.

**Bhasa Mithra (Challenging):** The Mithran/Viera language is constructed around a relatively limited set of words, placing heavy emphasis on prefixes and context instead. The flowery, flowing language is learned by instinct, not social saturation. This causes the dialect to be hard to learn and follow as it does not have roots in any other language.

**Common Tongue (Moderate):** The standard Human – or 'Hume' – tongue, lingua franca on most continents. Most, if not all, adventurers will be fluent in this language to one degree or another.

**Elvaan (Impressive):** Complex and florid, Elvaan has its roots in antiquity. Like all other aspects of Elvaan culture, it is a source of racial pride and jealously guarded against dilution from outside sources.

**Galkan (Challenging):** Few Galka are capable of speaking their blunt, unsentimental native language, let alone writing it; adventurers are most likely to encounter it in ancient, Galkan-built structures and on racial artifacts.

**Mogri (Impressive):** The language used by the Moogle race. Though most non-Moogles may wonder how much communication can be achieved solely using the word 'Kupo', Mogri is surprisingly subtle; though untrained listeners will only hear that one word, those fluent in the language know it's all about slight variations. Few non-Moogles are fluent in this speech.

**Monster Talk (*Heroic*):** Used to communicate with beasts and intelligent creatures that cannot utilize Common Tongue, this language is typically non-verbal in nature. Though scholars would balk at calling the resulting collection of grunts, growls and posturing a 'language', there is considerable study involved in mastering it.

**Lajargon (*Moderate*):** Used by the enigmatic little folk, this language sees great use in the scholarly world due to the vast amounts of lost magical artifacts and rune-embedded treasure that is unearthed.

**Planar (*Supreme*):** This is used by the strange creatures that traverse the wholly-magical planes, such as The Void or the dreams of the Gods themselves. How any mortal would know how to speak this remains a mystery.

**Binary (*Heroic*):** Binary is a language of zeros and ones, usually written, but can be spoken with a crude vocal processor that emits boops and bleeps. Androids may have attempted to pass the language on to others, but it ultimately remains nigh-impossible to follow in conversation to all but the most practiced listeners.

## Lore

Skills which cover a character's understanding of a particular concept or area, abstract or not – facts, figures, and essential information relating to a subject the character has studied in at least some detail. Better skill checks mean the GM can provide more quality, quantity, and detail in terms of information granted, but you cannot make multiple Lore checks regarding the same bit of information; you either know or you don't. A GM might make Lore checks privately, and a Complication represents the information you receive is probably incorrect as opposed to simply a 'I don't know.' Learning that this particular species of Dragon is not dangerous to people with a failed Lore roll may be an awkward situation for your party to find itself in....

**Lore (General):** Detailed knowledge of the world the characters live in; geography of a particular area, major landmarks and guilds, current events and local customs.

**Lore (History):** General knowledge of key events in history, including dates, personalities, and other minutiae. Also includes popular mythology, ranging from ancient sagas to contemporary 'urban legends'

**Lore (Monsters):** What is a Malboro's preferred food source? Just how fast does a Cactuar actually run? A character with Monster Lore is a treasure trove of facts and trivia on the planet's inhuman inhabitants.

**Lore (Magic):** A primer on all forms and colors of magic, of both ancient and current varieties. Also includes knowledge regarding Espers, such as the histories, strengths, weaknesses and personalities of the Esper society, as well as routes and passages taken on a summoner's pilgrimage and the like. This does not cover the exact properties of magical items, which is instead handled by the Mercantile skill below.

## Mercantile

A character with the Mercantile skill knows her way around buying cheap and selling high, making a profit wherever people are to be found, and obtaining anything the group might need. They can pawn long-forgotten family heirlooms back to the family in question, or discover the potential magical properties of a jewel-encrusted sword. They might travel the world filling their pockets with coins, or this might simply be residue know-how from growing up in the streets.

A successful skill check can be used to locate a particular piece of equipment, haggle a price with a reluctant dealer, or contact a shady, black-market vendor. A character with Mercantile will have a good eye for details and can easily appraise items of mundane value to determine their true worth and authenticity. Finally, this skill allows players to determine the exact magical properties of a given item, at a difficulty determined by the GM on a case-by-case basis.

## Nature

A character with this skill is able to locate drinking water, forage food and avoid natural hazards that could easily take the life of a less-experienced traveler, and have an instinctual rapport with the natural creatures of the world.

Nature is rolled when the character wishes to ride a Chocobo or perhaps even a Dragon, use landmarks to find their way in hostile territory, follow the tracks of an enemy or conceal their own, convince the marquis' vicious pets that you're a friend and there's no need for the snarling and biting, or even direct the temper of those very same pets on their beloved owner.

If the character is foraging for an entire group out in the wild instead of just trying to sustain herself, the difficulty is generally increased.

A character with this skill trying to win over an animal in combat is rarely ever less than a Slow action.

## Negotiation

The fine art of getting your way. A character with this skill can use their powers of persuasion to do anything from bartering for an item to convincing that troublesome Captain of the Guard that, no, they really aren't an Imperial sympathizer, thank you all the same. This skill covers everything from seduction to intimidation to begging for your life...and, like Awareness and Escape, is generally a good skill to have at your disposal.



## Perform

A character with this skill can express herself in a multitude of ways – song, dance, playing almost every instrument ever created, giving rousing speeches, or just having a reverence-worthy stage presence. Generally, this skill is utilized by Entertainers – miming, dancing and singing are a big part of their repertoire – but music as a form of entertainment is common in most worlds, and many inns and pubs often include a piano where wandering musically-minded adventurers can tickle the ivories and make a few gil. A character with this skill can tune a violin, know the proper time to stage dive, and be able to transition fluidly from a waltz from a gavotte without stepping on the archduke's toes in the process.

## Scavenge

With this handy skill, a character can use bits and pieces of defeated enemies to acquire Components for crafting, aiding in the construction of everything from weapons to food. Scavenge can only be used on Notorious Monsters or Bosses that the party has defeated, and may only be attempted once per character regardless if the roll was a success or failure. Note that this isn't always as straightforward as just grabbing bones and fangs and scales; a blacksmith could stumble across a rare vein of ore in the lair of an undead dragon, and a botanist could find use for the moss growing on the back of a centuries-old Adamantoise.

The Components acquired by Scavenge are generally of a Tier appropriate to the party's average level. The difficulty of this skill should rarely stray into the high extremes, and should reflect the player's description of what bits and pieces the player is trying to acquire – for example, turning an octopus monster into dinner is easier than trying to turn it into a crossbow.

A Complication on a Scavenge skill check might mean the party discovers something they know possesses value, but might contain a lingering evil presence or be near-impossible to transport. Taking the item might even earn the PCs some further enemies, such as angry environmentalists calling the heroes 'poachers,' or perhaps even a band of rough-and-tumble thugs who are angered the group wound up with the treasure they've been after.

## Stealth

This Skill gives the character a basic understanding of subterfuge, allowing him to secrete himself in darkened corners to escape detection and sneak around without arousing too much suspicion. It's rolled to hide objects upon your person or tucked discreetly away in hidden alcoves, and for impressive sleight-of-hand tricks and the like. If you attack an opponent who doesn't know that you're there, you're almost always entitled to a pre-emptive combat round.

## Swimming

A character with this skill has the training to float, swim and dive, as well as hold their breath underwater for far longer than most people. Skill checks are required if a character is attempting to reach a particular location underwater, to stay afloat in rough current or for long periods of time, as well as for actions undertaken while underwater. (*See p.171 for rules regarding holding one's breath and drowning.*)

## Synthesis

A character with this skill can create items of varying size and complexity from scratch using a wide range of materials and methods, as well as repairing damaged equipment.

A successful Synthesis check will successfully create an item for 50% of the normal market price. A failure means that no item is created but the gil is used up in the attempt. Characters can sell newly-crafted stuff items for 100% of the normal price when in major cities, allowing enterprising individuals to actually make a living and a profit with their trade. This is subject to GM discretion, and players should be aware that the prices fluctuate in some areas due to factors such as distrust of the character, prohibited goods, competition, and more.

Such crafting is specific to a type of manufacture, the most prominent of which are as follows;

**Synthesize (Alchemy):** Through their intimate knowledge of the reactions of compounds, a character with this skill can attempt to brew up (and blow up) a wide variety of useful mixtures and potions known as **Consumables**.

**Synthesize (Armor):** This synthesis skill allows the user to create, reinforce, and repair all defensive equipment, ranging from full-plate suits of **armor** to elegant gowns or heavy **shields**.

**Synthesize (Cooking):** Though some may question the value of haute cuisine in adventuring life, they're liable to change their tune when the only alternative is another week's worth of dried meat. A character with this skill knows how to prepare and identify all types of dishes, and some iron chefs (masters of meals, titans of taste, emperors of edibles!) are able to augment their comrades' abilities in battle with appropriate **Foods**.

**Synthesize (Tinkering):** The least useful of the crafting types in day-to-day affairs, Tinkers work with glass and clockwork and usually keep a bizarre assortment of gadgets and inventions at their disposal. This category covers **accessories** as well as expansive projects such as airships, land vehicles, and other large technological leaps.

**Synthesize (Weapons):** Every adventurer needs one of these at some point, and these illustrious artisans are the ones that make it happen. Blacksmithing, stonemasonry, woodworking, and boneworking are all facets of **weapon** synthesization, and this skill handles everything one might need to bring his enemies low.

## Systems

A multipurpose skill that allows a character to work with complex mechanisms, including electrical wiring, robots, constructs, and computers. It covers everything from hacking into a secure mainframe to knowing which piece of steel to pull in order to separate moving train cars. A successful skill check can be used to either set up, interrupt,

or tamper with a system. It is possible for a Complication to trigger unintended results such as a small armada of security drones being activated when the main computer core shuts down.

## Thievery

A character with this skill can open perform an entire repertoire of illegal activities with speed and style. They can open locks on doors, treasure chests and anything else others consider worth securing, given a few simple tools, a little elbow grease and a successful skill check. They may rummage through pockets undetected and snatch small valuables, forge important documents, cheat at dice games, and disarm – or set – traps of varying complexity and lethality. A failure generally means the lock refuses to budge or that they weren't able to snatch their prize, whereas a Complication generally means a trap is triggered or the pocket actually belonged to a member of the city watch that'd been keeping a close eye on the character for some time.

## Vehicles

This Skill enables a character to helm most vehicles with a reasonable degree of reliability, though in adverse conditions things might be a little bit more difficult. This skill governs everything from motorcycles to Magitek Armor to Airships. Special maneuvers naturally require an advanced level of ability to pull off without wrecking the vehicle in question in the process. It can also be utilized to repair damaged vehicles to which the Systems skill doesn't apply.



# DESTINY

*"Your actions have meaning only if they hold true to your ideals."*  
- Ramza Beoulve

Destiny Points are a metagame representation of a Character's impact on the world. They're what separates the movers and the shakers of the world from the masses, what the player characters – and their most fearsome opponents! – possess that nobody else does.

By filling out a quote on your character sheet you may earn a single point of Destiny right off the start; otherwise, all characters generally begin play without any reserves of this important resource. Characters created at levels higher than first often already have Destiny ready for action.

Destiny Points are earned through a completion of a character's goals, and when the character performs a dramatic (though not necessarily life-threatening) action. The watch-word here is 'dramatic' – this means disarming a city-leveling bomb at the four second mark, leaping a fifty-foot drop to catch a rope dangling from the side of a getaway vehicle, supporting an entire two-story house with nothing but muscle power while it burns *AND* a party members rushes inside to save the trapped occupants....y'know, that sort of thing.

## Earning Destiny

Though some GMs may choose to alter these methods slightly, the standard ways to receive Destiny are as follows;

**Having a Quote** on your character sheet, as discussed, generally starts you off with one automatic point of Destiny.

**Defeating a Boss** awards each member of the party **one or more** points of Destiny, Members of the 'Warrior' Job class always receive an additional point for this due to their innate ability.

**Dramatic Heroism**, as described above, generally awards each member of the party **one** point of Destiny.

**Certain Job Abilities** can allow the character to earn Destiny here or there by meeting various criteria.

**Completing Goals** allows individual characters to gain Destiny, as well. Two points are awarded for a small, short-term goal, and *FIVE* are awarded for seeing the end of a lifelong dream (such as building the world's first airship, becoming a Chocobo knight, finding true love, taking the throne, and so on).

GMs are encouraged to talk with their players before the game begins to discuss their three short-term goals as well as their lifelong one. Some players may simply choose three semi-comical short-term goals they could complete within a game session or two, such as 'Be born a Dwarf', and 'Dig a hole.' If the GM is unable to deter the character from these goals, don't fret too much. Once a goal is completed, a player can't invent a new one to take its place...and thus, the 6 Destiny points granted from short-term goals are a one-time bonus. If a character chooses to design their goals in such a way that they'll get immediate gratification instead of the destiny spread out over the course of the campaign, this certainly has its own downsides.

## Spending Destiny

Destiny has six primary uses, discussed below.

**Enhancing a Roll (1):** A single point of Destiny will further allow a character to add an additional d6 to any roll of his choice, whether it is to resist a deadly status effect, maximize their accuracy, or smooth-talk a longstanding archenemy. Players may spend as many points of Destiny as they like on a single roll to add more and more dice. They can choose to do this after seeing the result of the roll, and if they like, even add more d6s one at a time until they achieve their desired result.

*A character who spends valuable Destiny in order to keep the plot moving is the best sort of player a GM can hope for. Make sure that their contribution is remembered!*



**Changing Jobs (3):** For a trio of points the character may become a member of an entirely different Job. This is a process that requires careful planning and good decision-making on the player's behalf, as it possible such a change could hurt a character's effectiveness instead of spurring them to greater heights.

Upon spending Destiny for a Job Change, an act that may only be performed out of combat, the character recalculates her HP, MP, ACC and AVD to be appropriate for a member of that new Job. The Innate Ability of that Job replaces their former Innate Ability.

The character does not obtain (or lose) skill points, spells or their spellcasting ability, or access to abilities she has learned. Whenever the character learns a new ability, she only has access to her current Job's standard abilities (as well as shared abilities).

The character does not automatically gain spells when switching to a magic-using job. Instead, upon gaining a level when in a spellcasting Job such as Black Mage, the character can permanently learn a spell of the appropriate rank if the Job was to learn one.

Finally, a character never loses access to Weapon types she had previously, but the list of armor they're proficient with is dependent on their new Job. So for example, a Samurai who became a Black Mage would still be able to wield her Blade-type weapon, but would only be able to equip Light Armor without penalty.

**Using Abilities and Limit Breaks (3):** Upon reaching significant milestones during gameplay, characters can create powerful signature attacks known as Limit Breaks. Able to turn near losses into clear victories, these mighty attacks can only be accessed when the character is near death. By expending 3 Destiny when their character is at 25% or fewer Hit Points (but conscious!), a player may use any Limit Break they know as a standard action on their

turn. Regardless of how many Destiny Points the character possesses, this option may not be used more than once per round.

In addition, there are a handful of job abilities which request points of Destiny as a price for their activation. Such abilities are usually astronomically powerful.

**Blaze of Glory (5):** The character has been reduced to 0 HP or even killed, or death is imminent, and the player doesn't have enough Destiny saved up to Cheat Death as described below and save their character. But the sacrifice will not be in vain – by expending 5 points of Destiny at any time, the character may go out with a bang.

A player who has used Blaze of Glory can make a declaration, any last desire they might have that then becomes canon in the game world, so long as the **majority** of players agree with the decision. For example, the party could be sailing through the skies on an imperial airship, defeated by a general who now looms over them. The party Engineer looks up, winks to his comrades, and reveals one last invention – a 'Time Bomb,' as he calls it. The player then declares the Engineer finds the strength to stand and charges the general, sending them both tumbling over the side and out into the air. There, he uses the Time Bomb to rip open a portal in the space-time fabric, sucking the general, the character, and even several of the enemy airships into the void. The character is gone, never to be seen again, but has forever altered the story.



Blaze of Glory can be used for just about anything, up to and including preventing the death of other PCs by sacrificing yourself instead. After the Destiny has been used, the character is always killed in a dramatic fashion – however, characters that have stockpiled HUGE amounts of Destiny could conceivably combine this with Cheat Death to resurface later.

GMs might find Blaze of Glory to be a frustrating mechanic as they see their carefully-laid plot disrupted, but we encourage them not to stifle their players' creativity. After all, these are the scenes that will make a game memorable long after the fact.

**Cheat Death (7+):** Death is a fact of life in the worlds of Final Fantasy – after all, no saga is truly complete without at least one tragic demise or inspiring sacrifice. However, the death of a leading character in a storyline can have major repercussions on the story as a whole, particularly for the unfortunate player now left scrambling for a replacement. With at least 7 points of Destiny, a player can restore their deceased character to life, or escape a situation that would otherwise kill the character outright.

However, all the character's Destiny is consumed when Cheat Death is used, no matter how many points they had saved up.

Players are encouraged never to announce that they are Cheating Death – rather, telling the GM in private by slipping a note or the like is the best way – it makes for far more dramatic play when the character reappears.

This 'resurrection' will never be an immediate one; if engaged in a battle, the character will not revive until after the battle is long since over. If caught in a certain-death situation, their survival will not be apparent until some time has passed – and the rest of the party has already given them up for dead. How the character manages to escape the reaper is left to the player to explain.

**Summoning (Varies):** As the characters progress in their adventure they may obtain the assistance of an otherworldly being known as an Esper, an entity with strength rivaling – and derived from - the entire group of heroes. This is no easy feat. The most powerful of Espers require enormous amounts of effort and Destiny to remain in this world. But the payoff is extraordinary; healing, status effects, support spells, and all types of damage, in magnitudes that eventually surpass even the most advanced spells of the standard schools of magic.

Summoning and Espers are discussed more on the following pages.



# SUMMONING

*"Old man's still got it!"*  
- Sazh Katzroy

Summoned Beasts - also known as Espers, Avatars, Guardian Forces, Scions, Eidolons, Fayth, Aeons, and a variety of other names across the worlds - are powerful dimensional spirits and allies that have taken an interest in the characters. They function unlike every other ability in the game, in that Summoning (calling these supernatural creatures into the physical world temporarily) is often a group decision made by (and paid for by) the entire party. In fact, in some ways Espers are their own beings – in other ways, they are physical manifestations of the party's outlook, goals, and strengths. Their powers might unite a group of heroes – or divide it.

How Summons appear in each game is ultimately up to the GM. This is a completely stand-alone system; the game generally won't be any easier or harder for the PCs no matter if they start with a patron Esper at their side or never once befriend one. Some games will see the heroes searching out the powers of the Espers on a journey known as a 'Pilgrimage,' where their mettle will be tested in dangerous and sometimes even horrifying ways. Some games will see the characters as heirs of a great power in their own right, each with their own divine guardian Summon. Some games will never see Summons even mentioned.



Once the party acquires the assistance of a Summon in whatever manner, it will ultimately fall into one of two categories, depending on the game; **Party Espers** are watchful guardians of an entire group, and may be summoned and controlled by any member of the adventuring troupe. On the other hand, **Individual Espers** 'belong' to only one character, a person often referred to as a Summoner in reverent tones.

**Summoning an Esper** is a Slow action that generally costs **one point of Destiny per Rank of the Esper**. For example, Chocobo, a Rank 1 Esper, would only cost 1 point of Destiny to make an appearance. Alexander would cost five. In the case of a **Party Esper**, this value is doubled.

## Devotion

There is, however, a loophole to this – by helping an Esper achieve its objective, the Destiny cost required to summon it is permanently reduced by one (or, in the case of a **Party Esper**, two). These causes, goals, ambitions, and ideals that the Esper hopes the characters will pursue are known as **Devotions**, and might be anything from protecting a sacred place of the wild to an act of supreme selfishness. Building a ‘working relationship’ with a celestial guardian is key to making such powerful entities more willing to come to the Summoner’s aid.

Actively working *against* an Esper’s Devotion can often have the opposite effect, and these unknowable entities specifically granted by the GM (as opposed to the *Grand Summoner* shared ability) can choose to leave for good at any time.

Even better, completing an Esper’s Devotion will permanently grant what is known as a Pact Boon – this might be a new attack, an increase in damage against an entire species of monster, or a variety of other things. Most commonly of all, however, it is a bonus given directly to the Summoner(s) – the ability to breathe underwater or turn dull gems to glowing shards of crystal, and so much more.

If an Esper doesn’t actually cost any points of Destiny to summon (due to being a Rank one creature whose Devotion has been fulfilled), they may stay in the physical world indefinitely if the Summoner so chooses without being dismissed/re-summoned constantly. Though this lets them act as tagalongs to the troupe of adventurers, they cannot absorb damage for the characters *outside* of combat the way they normally do in the thick of battle.

## Calculating Esper Attributes

No matter whether the Summon associates itself with the entire group or a single character, there are some characteristics that never change. They do not possess attributes of their own, and utilize their summoner’s stats for their calculations – so a dexterous and agile Summoner will work best with nimble and fast Espers, and so on.

Espers can be damaged and attacked like any other creature, and have a **Hit Point total** equal to the **Summoner’s Maximum HP, multiplied by the Summoner’s Rank**. So if a Blue Mage with only 150 maximum hp summoned Yojimbo, a Rank 3 Esper, it would enter the battlefield with 450 hp.

Their ARM and MARM scores are always 0, their level is treated as being 15, they have the same AVD as their Summoner, and all of their spells are cast as Standard actions that do not cost MP.

Many Espers have varied inherent support abilities such as elemental weakness or Auto-Statuses, but all Summons all have the inherent ability *Impervious*, making them immune to all negative status effects unless otherwise specified (Anima is always affected by *Zombie*, for example). They also cannot be affected by



Knockback or Disarm, cannot have their equipment targeted or broken, do not take falling damage, cannot have their spells interrupted, cannot be swayed or affected by skills of any sort, such as an attempt to intimidate or coerce, and cannot receive the effects of *Haste* (unless they already have the Auto-Haste property).

An Esper may act immediately upon being Summoned. The Esper can stay on the battlefield for up to three rounds before automatically being dismissed. An Esper can be dismissed sooner than this if the battle ends, if it loses all of its HP, or if the characters choose to send it away. Once an Esper is dismissed, the summoners rejoin battle, become active targets for damage and attacks, and all status conditions inflicted continue to take effect.

On the Esper's third turn, they may instantly utilize a powerful ability known as an Astral Flow before they depart. These attacks are of immense potency, capable of altering entire landscapes with their destructive and restorative properties.

## Espers in Combat

After the Esper has been summoned forth to the battlefield from their distant and alien realm, they take on a physical form that can be damaged and deal damage in return just like any player character.

If the Esper was Summoned by only one character – that is, the creature is an **Individual Esper** – then the single character who summoned it vanishes from battle after completing the Slow-action summoning process and paying the requisite Destiny. That character becomes untargetable and protected by the guardian creature's powerful magic. The player is then able to take a normal turn using the Esper that has been summoned – they may move, cast spells, and use any of the attacks on the Esper's list, using the character's normal attributes. All damage by Espers is automatic, not requiring an attack roll, and considered nonelemental magic damage that is reduced by M.ARM as normal unless specified otherwise (such as in the case of an elementally-aligned spell). For example, an Esper that states it deals (RES x 5) damage on an attack would deal 55 nonelemental damage if its summoner had a RES score of 11.

If the Esper was Summoned by an entire **Party**, then things work a little differently. Although it costs the same amount of Destiny to summon a Party Esper, all of the PCs complete an uninterrupted Slow action to call it into existence. If even one party member is rendered unconscious or has their action interrupted, the Esper can't be summoned.

Once the summoning is complete, any PC can 'chip in' to help pay for the Destiny cost. The group chooses which single character will control the Esper, and once again, only that character vanishes. The main difference here is that the Esper's stats are calculated by **whichever player in the group has the highest attribute**. So to calculate the Esper's health, the group might decide to multiply its hit points from the party Monk. Its AVD score may mirror that of the group's Ninja. And even if the team Entertainer is the one controlling the Esper, they might use the party Black Mage's PWR score to figure out damage when casting a spell or using a powerful attack.

Regardless of what sort of Esper is summoned, whether Party or Individual, an Esper only has three rounds before it returns to wherever it came from. At the end of the third turn, if the Esper is still alive and hasn't been dismissed by the group, they may use their powerful Astral Flow ability instantly and automatically.

## Know Your Cosmic Allies!

A brief description of each of the standard Espers can be found on the following page. You can find the detailed versions of each Summon in Chapter VIII, starting on p.238.

### Rank One Summons

**Bismarck:** A noble white whale and protector of the deep.  
**Carbuncle:** A bejeweled creature capable of reflecting magical attacks.  
**Chocobo:** A spirit of travel and adventure manifesting as a familiar and comforting sight.  
**Salamander:** The living embodiment of flame and destruction, now in convenient pocket-size.  
**Siren:** A beautiful songstress and temptress, charming her enemies and serenading her allies.  
**Sylph:** Mischievous fae that favor those who protect the wild places of the world.  
**Valefor:** A dignified avian that honors those who show courage, self-sacrifice and perseverance.

### Rank Two Summons

**Catoblepas:** A repugnant cycloptic beast that can turn enemies to stone with a glance.  
**Ifrit:** A savage demonic warrior who brings with him the remorseless fires of hell.  
**Leviathan:** A massive sea serpent that effortlessly controls water and rules all who dwell in the oceans.  
**Pandemona:** The manifestation of the scorching wind that blows through hell itself.  
**Ramuh:** An ageless sage and wizard who commands the storm and the skies with effortlessness.  
**Shiva:** A blue-skinned goddess of ice and snow.  
**Titan:** A ponderous guardian of earth, who uses raw might to aid the party.

### Rank Three Summons

**Asura:** A fickle, three-faced queen who has been known to favor enemies as often as the party.  
**Cerberus:** The watchdog of the underworld, loyal and brave despite its hellish nature.  
**Fenrir:** The father of all great beasts is said to grow in power with the phases of the moon.  
**Phantom:** A long-deceased paladin, now a disembodied force of righteousness.  
**Seraph:** An angel descended from the heavens to watch over the party.  
**Tritoch:** Using three elemental types, the rainbow dragon gains power by absorbing his own attacks.  
**Yojimbo:** A samurai spirit that fights only to line his own pockets with gil.

### Rank Four Summons

**Anima:** The chained aspect of death that has taken on the world's suffering and pain.  
**Atomos:** A mindless mile-high mouth containing a portal to another dimension.  
**Diabolos:** A dream-devil with powers over gravity and darkness.  
**Doomtrain:** A spectral train that carries the deceased to their final resting place.  
**Knights of the Round:** Knights from legend, reunited for one final campaign.  
**Maduin:** An authoritative humanoid Esper who wields enormously powerful black magic.  
**Phoenix:** A fiery bird whose tears are said to cure the wounded, able to rise from the ashes when killed.

### Rank Five Summons

**Alexander:** A living castle capable of lighting up the night sky with the power of Holy.  
**Bahamut:** The god of all dragons, prepared to fight to the death alongside the party.  
**Odin:** Destruction and nihilism incarnate, armed with a powerful obsidian blade.

# CHAPTER IV: EQUIPMENT

*"Hmph. I daresay I've soiled my cuffs. If a dungeon's waiting for us at the end of the night, it had best have a change of wardrobe. Incidentally, what IS the going rate for rescuing Princesses these days? Food would be a good start -- the good stuff, mind you."*

- Balthier Mid Bunansa

The 500 Gil characters receive during character generation are only the tip of the iceberg; before long, they'll have the money to set about seriously arming and armoring themselves against the dangers that await them in their travels. This chapter covers the most essential portions of an adventurer's gear, from the humblest longsword to the finest Genji Armor - and beyond.

While most of a player's equipment will end up coming from over-the-counter sales, the very best items take a little more effort to obtain - the kind of effort that typically involves going toe-to-toe with demon lords or traversing ancient, monster-haunted ruins.

## Currency

The Gil (g) is the standard currency of the Final Fantasy universe. Generally, a single gil piece is pocket change, but prices fluctuate wildly from world to world - and even from region to region - in accordance to the demands of scarcity and prosperity.

Countries and nations tend to mint their own individual gil currency; while these may be known by particular names within that country, at the end of the day, a gil is a gil is a gil - lightweight, easy to spend, and readily accepted the world over. The latter is due to the gil's composition; traditionally, a gil piece is engraved in gold - indeed, the name 'gil' itself plays on this tradition. Changing times and growing populations may force governments to 'water down' the currency, however, replacing the scarcer material with more common metals such as bronze and silver. Paper bills are also increasing in popularity as an easily-concealable alternative to the standard coinage. Where such changes take place, they usually do so on a worldwide scale, ensuring a continued and universal acceptance for the currency.

For a real-world comparison, you could imagine one standard gil to have about the same value as one North-American dollar.

## Store Types

No matter where you are in the world, specialized stores exist for nearly every form of merchandise imaginable - even in the remotest regions, small traders and traveling merchants will be more than happy to do business with anyone able to afford their goods. Sample types characters may run into over the course of their adventures include:

**Weapon Stores** stock weapons of all shapes and sizes. A good portion of these stores manufacture their inventory in-house,



incorporating separate forges and workshops beneath the premises.

**Armor Stores** cover protective gear of every type, from Light cloth robes to Heavy plate and shields. As with Weapon Stores, it is not uncommon to find skilled metalworkers and craftsmen attached to the store's premises.

**General Stores** service the population at large, selling recovery and support items as well as miscellaneous equipment. In smaller towns, a General Store may also stock a limited selection of basic weapons and armor if no other stores in the area sell them.

**Relic Stores** tend to be rarer fixtures in settlements; most of their stock comes from items recovered by adventurers and explorers. As the name implies, they deal in curios and unusual items, including Accessories of all shapes and sizes.

**Bazaars** are stores with a twist – you never know quite what you're going to get. Generally only found in larger cities, bazaars offer a wide range of strange and unusual goods, ranging from genuine rarities and powerful artifacts to the buffed-up junk sold by unscrupulous con men looking to make a quick Gil. Unlike normal shops, players don't come to a bazaar with a shopping list – rather, they will get a number of purchase options, each given a description rather than a firm name. A Tier 3 bow found in a town bazaar might be described as 'a well-polished ancient crossbow, shining like the sun,' while an Arcane weapon may be called 'an iron-shod stick made of durable wood.' There are generally only three ways to positively identify a good: buy it, make a successful Mercantile roll with the appropriate modifiers, or find some way to get the truth out of the bazaar proprietor – assuming even he knows the item's true worth.

So why bother with bazaars? Not only do they hide some amazing pieces of gear, bazaar goods can save players some coin, assuming they're careful enough to avoid the scams – that '*bag of ten dusty bottles with illegible labels*' retailing for 50gil could be a budget-priced pack of potions... or simple colored water. Because the GM decides what's on offer, it can be difficult to achieve the right balance between money-wasters and genuinely good buys – aim for unpredictability, but let the players score some bargains if they play their cards right.



**Auction Houses** are the preferred haunts of the noble and well-to-do. They allow selected members of the public to bid on a variety of rarities and antiquities. Generally speaking, ordinary equipment and items are unlikely to end up on the auction block – what's up for grabs tends to run the gamut from useless bric-a-brac like model airships and collectible porcelain to dungeon keys and artifacts of mystic significance. Auction house items can easily be the start of a great adventure or change the course of the current one, but they're rarely found outside of major cities. Even then, access isn't a given – some houses may only cater to the upper classes, making it difficult for rough-and-tumble adventurers to get in without the right connections.

## Selling Equipment

As characters upgrade to better equipment, they may wish to sell their older gear to merchants. These will typically pay 50% of the listed price for items, though this may be adjusted downward for wear and tear - or any number of other factors - at the GM's discretion. For example, a dagger purchased for 700g would only be worth a maximum of 350g if sold, provided it was still in good condition at the time. Broken equipment can generally only be sold for a fraction of its original cost.

Newly-synthesized gear – that is, equipment and items created by the player that have never been used – might sell for 100% of the market rate in prosperous cities.

## Carrying Equipment

In order to simplify the process, all characters have four basic equipment 'slots' which can be filled by various items over the course of the game - in the FFd6, such items are said to be 'equipped', and allow the character to benefit from any and all properties they offer. These slots are Left Hand, Right Hand, Armor, and Accessory.



One **Hand** might hold a single weapon of any size, a shield or an item, but never multiple things at the same time. **Armor** is, of course, the garments and protective gear described later in this chapter, and again, only one type of armor may be worn at a time; a character may not, for example, don a set of robes over heavy plate in order to gain the benefits of both.

**Accessory** is a catchall category for the enchanted rings, pendants, headgear, gauntlets, boots and other item. A character can equip only one Accessory at a time to receive the benefits of it.

All other items which a character may have stocked in his or her pockets, bags and backpack is known as a character's **Inventory**.

Regardless of a character's strength, any character may **only carry a combined total of 10 items in their inventory**; once the limit has been reached, the character must drop or sell some of their equipment before they are able to take on more.

Beyond the equipment purchased during character creation, a character may have a few items of purely sentimental or personal value - a signet ring passed down from generation to generation; a necklace or locket given to them from a loved one; a lucky coin or talisman; in short, anything that does not have a price tag as such, but still holds some importance. Such items do not occupy positions within a character's limited inventory.

# Weapon Categories

Whether you're using a gigantic two-handed plasma blade, a broken barstool, or the sound produced by a jewel-studded harp, every form of weaponry can be fit into one of the following broad categories. Most weapons use PWR for their damage-modifying attribute, though there are exceptions to this rule. Concealed and Ranged weapons use DEX, Arcane weapons use MND, and Blade weapons and utilize either PWR or RES as the wielder sees fit.

## Arcane

The first selection of weapons is also the most diverse. Arcane weapons have been crafted for the magically-inclined in mind, but rarely do any two look the same. The most common Arcane weapon is a staff, a lightweight wood or metal pole that doubles as a walking stick, but this category includes everything from musical instruments to oversized bells, from living dolls to floating energy crystals, Magitek cannons to magical paintbrushes, ancient tomes to tribal drums. They are best used by characters that prefer brains over brawn, such as most mages, and use the user's MND attribute instead of PWR to calculate damage.

Regardless of how they look, all Arcane Weapons possess the special property '**Quick Cast.**' Once per combat a character using an Arcane weapon may activate this property as an Instant action, causing the next spell they cast to be treated as a Standard action instead of a Slow action.

## Blade

The weapon of choice for most adventurers across the globe. While Blades come in many shapes and sizes, from the humble longsword to the elegant rapier, an expertly-crafted katana to the wickedest-looking scythe, the keen edge and versatility of these weapons go a long way to accounting for their popularity. Quite a few experienced heroes have come to think of their blades as extensions of their own bodies.

Blades are unique weaponry in that they may calculate their damage either with the PWR attribute or the RES attribute, whichever is more beneficial to the user. They also possess the special property '**Reliable,**' allowing the wielder to reroll one attack per combat and use whichever roll result they prefer.

## Brawl

Whether a simple unarmed strike, a padded leather glove, foot-long steel claws, or a heavy chair smashed over your opponent's head, Brawl weapons run the gamut from improvised tools grabbed as a last resort to weapons designed for hand-to-hand combat.

Standard Brawl weapons possess the '**Counterattack**' special property; Once per combat, after the character is dealt physical damage by an opponent within Short Range, they may choose to strike back with a physical Counterattack at the enemy that struck the blow. Although redundant, a character cannot counterattack a counterattack, and a counterattack cannot be a Limit Break. Characters may only not use a Counterattack when they're already in the middle of a Slow action.

Randomly-grabbed makeshift weapons, known as ‘Improbable Weapons’ from here on out, instead possess the ‘**Temporary**’ special property; they break after only one attack roll.

## Concealed

Often represented by daggers, thrown needles or a deck of sharp-edged playing cards, Concealed weapons can be easily secreted up a sleeve or underneath a cloak to give the wielder an unexpected edge in combat. Concealed weapons are generally rather small, making them nearly impossible to spot when hidden even with very high levels of Awareness. Alternatively, concealed weapons might be displayed in plain sight, posing as commonplace, innocuous items that the character’s enemies won’t even realize are a threat until it is too late.

Concealed weapons calculate damage with the DEX attribute instead of the wielder’s PWR.

They also possess the special property ‘**Backstab**;’ the first attack made each combat by a character wielding a Concealed Weapon does one additional damage step.

## Huge

The ultimate representation of the physically powerful warrior, years of training are required to use Huge Weapons with any degree of grace or elegance. Their weight requires considerable effort on the wielder’s part, but the results can be devastating. Huge weapons might include mauls, sledges, heavy bludgeoning mallets, two-handed axes, hefty engineering wrenches and more.

They possess the special property ‘**Heavy Swing**’ and are able to send foes flying. Once per combat after making a successful attack, the wielder of a Huge Weapon may choose to make an opposed Force check. If the roll is successful, the targeted enemy suffers a Short Range knockback. Thus, Huge weapons are renowned for their ability to disrupt spellcasters.

## Ranged

Specializing in attacking enemies from a distance, Ranged weapons include bows, guns, juggling balls and oversized shuriken, and everything in between. Ranged weapons require their share of patience to master, but a good marksman’s ability to deal damage from a distance can prove invaluable in many situations. They require precision instead of raw power, and thus use the user’s DEX instead of PWR to calculate damage.

Finally, they have the aptly-named weapon property ‘**Distance**’ which allows the character to attack enemies up to a Medium Range without penalty, and can attack foes at Long Range by taking a -4 penalty to attack rolls. Ranged weapons do not suffer any penalties for attacking flying targets.

## Reach

The basic principle behind the Reach weapon is to gain an advantage over one's opponent by keeping distance between the two of you - Spears, lances, pikes, whips, heavy chains and umbrellas are all prime examples of this type of weapon.

They possess a special property known as '**Critical Attack.**' Reach weapons cause critical hits on attack rolls that result on a dice result of 11-12 instead of just the standard 12.

## Dual Wielding

This very rare weapon skill is unlike the others; it is not a weapon category itself. Rather, it represents the specialized training needed for a character to fight with more than one weapon at a time. In practice, this means a character may equip a weapon in each hand, provided a Shield is not equipped.

This grants the following benefits; first, the character may equip two unique weapons, gaining the weapon properties of both. A character using two Blade weapons, for example, can use the **Reliable Strike** property twice per session instead of once. If the character was using a Ranged weapon that granted +2 PWR and a Reach weapon that granted the *HP Drain* property, the character could make health-restoring attacks from a distance with an improved critical range and bonus damage, and so on.

Secondly, whenever the character makes a 2d6 attack roll while dual-wielding, he may choose to reroll one dice in hopes for a better result. This benefit does not apply when the character makes a Teamwork Attack.

Finally, whenever a character using two weapons rolls a critical hit or uses a Limit Break, the damage is calculated using the lowest Tier of weapon he currently has equipped. Thus, it is in a player's best interest to keep both weapons equally well-maintained in order to maximize damage, and the constant money sink of dual-wielding is the primary trade-off for incredible accuracy and consistently more damage.

Characters who spend any amount of time as a Ninja are capable of dual-wielding, and some rare job abilities and items can grant the ability to do so as well.



## Nonproficiency

A character who doesn't have access to the weapon or armor category they are trying to equip CAN still attempt to use such equipment, and this includes dual wielding, although the perks rarely outweigh the penalties. A character who wears a type of armor their Job doesn't provide access to, or has a weapon equipped they're not trained with, suffers a -2 penalty to their ACC and AVD scores until the start of their next turn, and a -2 penalty to opposed checks. They also do not gain access to any of the properties the weapon or armor would otherwise offer. This effect stacks.

For example, Tumbleweed the Black Mage equips a non-magical heavy shield alongside his Arcane weapon. Since he isn't too worried about the penalty to avoidance and accuracy, and the Tier 1 shield doesn't have any special properties that otherwise wouldn't benefit him, he decides that the slight bonus to his ARM and M.ARM scores are worth it – at least, for the first level or two. But if he wanted to dual-wield a polearm and a huge sword, while also wearing Heavy Armor, he would suffer an embarrassing -8 penalty to his accuracy, avoidance, and opposed rolls in combat, and would not gain the one-dice reroll from dual wielding due to not being trained in it.

Finally, though it probably goes without saying, a character cannot wear more than one set of armor at the same time or use multiple shields simultaneously.

## Changing Equipment

A character may stow a current item and equip a different weapon or accessory as a Standard action. Though normally Armor cannot be changed in combat at all, certain circumstances may require a special GM ruling.

Weapon properties are tied to the category of weapon as opposed to individual pieces of equipment. This means that, after using a blade's Reliable Strike, you may not switch to a different blade in order to be able to use Reliable Strike a second time in one combat. You could, however, swap to a Brawl weapon and use the Counterattack property that it grants.



# Universal Equipment List

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This is the important bit, right here. Over the next three pages you'll find a handful of essential-looking charts, each one giving information on every possible tier of equipment. Whether you're looking to purchase a run-of-the-mill dagger or cook a banquet fit for a prince, the price, synthesis check difficulty, and properties of anything you might need can be found here.

After we baffle you with these charts, we'll provide a list of every possible equipment property and what Tier of item is required. Then, we'll demonstrate just how easy these charts are to use by providing sample lists of commonplace and not-so-common gear.

## Weapons

### Standard Crafting Type: Weapons

Weapons deal physical damage equal to (Attribute x Weapon Tier) + 2d6, where the attribute in question is normally the wielder's PWR. Arcane weapons use MND instead, Concealed and Ranged weapons utilize DEX, and Blade weapons can use RES or PWR as the user chooses.

Weapons have the most properties of any piece of equipment, making them invaluable when it comes to customizing your character's fighting style.

For example, a Tier 5 Ranged weapon has three total equipment properties; one of these *HAS* to be Distance, which was discussed on the previous few pages, and two of these can be anything found on the Universal Properties List that requires a tier 5 weapon or less.

Name	Example	Cost	Properties	Crafting Difficulty
Tier 1 Weapon	Practice Blade	150g	1	Easy (7)
Tier 2 Weapon	Iron Broadsword	700g	2	Moderate (9)
Tier 3 Weapon	Flametongue	2,400g	2	Challenging (11)
Tier 4 Weapon	Rune Saber	8,500g	3	Impressive (14)
Tier 5 Weapon	Ancient Gladius	28,000g	3	Heroic (17)
Tier 6 Weapon	Mythril Edge	90,000g	3	Supreme (20)
Tier 7 Weapon	Sword-Chucks	280,000g	4	Godlike (25)
Tier 8 Weapon	Excalibur	N/A	9	Impossible (30)

## Armor

### Standard Crafting Type: Armor

Angry monsters, unscrupulous soldiers, bandits, rogues, traitors, or the occasional weekend brawl with the ultimate evil – an adventurer can find themselves in any number of scrapes, given enough time and surprisingly little effort. In the heat of battle, even the most skilled fighters or demure mages will find themselves taking the odd hit; whether or not they survive the results is entirely down to their armor.

Just like weaponry, armor can look like anything the character wishes, ranging from snazzy business attire to spiked steel that barely covers a scantily-clad female villain. It isn't always as simple as protective layers of cloth or steel, either; 'Armor' might be different scents of perfume, emotive masks, gargantuan battlesuits, or different types of wildflowers worn in the hair. How each unique character gets these defensive bonuses is totally up to them!

That said, Armor always comes in three distinct flavors, each one favoring a different type of defense; Heavy Armor is best against purely physical attacks and has the best ARM score, Light armor helps weaken magical onslaughts, and Medium armor is a nice balance between the two. The exact values of ARM and M.ARM for each tier are listed on the second table.

<u>Name</u>	<u>Example</u>	<u>Cost</u>	<u>Properties</u>	<u>Crafting Difficulty</u>
Tier 1 Armor	Cotton Vest	100g	0	Easy (7)
Tier 2 Armor	Silk Robes	450g	1	Moderate (9)
Tier 3 Armor	Mage's Robes	1,500g	1	Challenging (11)
Tier 4 Armor	Mirage Cloak	5,400g	1	Impressive (14)
Tier 5 Armor	Black Clothes	18,000g	1	Heroic (17)
Tier 6 Armor	Farplane Shawl	57,000g	1	Supreme (20)
Tier 7 Armor	Protect Cape	175,000g	1	Godlike (25)
Tier 8 Armor	Robe of Lords	N/A	2	Impossible (30)

<u>Tier</u>	<u>Light Armor</u>		<u>Medium Armor</u>		<u>Heavy Armor</u>	
	<u>ARM</u>	<u>M.ARM</u>	<u>ARM</u>	<u>M.ARM</u>	<u>ARM</u>	<u>M.ARM</u>
1	2	6	4	4	6	2
2	4	12	8	8	12	4
3	10	20	15	15	20	10
4	15	35	25	25	35	15
5	25	50	35	35	50	25
6	30	70	50	50	70	30
7	40	100	70	70	100	40
8	60	140	100	100	140	60



## Shield

### Standard Crafting Type: Armor

Utilized primarily by Warriors, Paladins, and Red Mages, these range in appearance from lightweight bucklers to heavy metal panels to protect one's entire body. They occupy a hand slot to grant both ARM and M.ARM in equal measure, as well as additional Avoidance. Like armor, the exact values can be found on the following few pages.

<u>Name</u>	<u>Example</u>	<u>Cost</u>	<u>Properties</u>	<u>ARM</u>	<u>M.ARM</u>	<u>AVD</u>	<u>Crafting Difficulty</u>
Tier 1 Shield	Buckler	50g	0	2	2	1	Easy (7)
Tier 2 Shield	Shell Shield	150g	1	4	4	1	Moderate (9)
Tier 3 Shield	Heavy Targe	550g	1	7	7	2	Challenging (11)
Tier 4 Shield	Venetian Armgard	2,000g	1	12	12	2	Impressive (14)
Tier 5 Shield	Hero's Shield	6,500g	1	18	18	3	Heroic (17)
Tier 6 Shield	Diamond Guard	20,000g	1	25	25	3	Supreme (20)
Tier 7 Shield	Kaiser Wall	65,000g	1	35	35	4	Godlike (25)
Tier 8 Shield	Aegis Shield	N/A	2	50	50	5	Impossible (30)



## Consumables

### Standard Crafting Type: Alchemy

In addition to equipment, characters have access to a variety of defensive and offensive one-use items that can give a party a considerable edge in a fight. Using a consumable takes a Standard action that can generally only

target the user, or an enemy/ally within a Short Range. Consumable Items require a free hand to use during combat – so a character would have to drop or sheath one weapon when dual-wielding to produce a potion – and are removed from the character's Inventory once they've been used.

<u>Name</u>	<u>Example</u>	<u>Cost</u>	<u>Properties</u>	<u>Crafting Difficulty</u>
Tier 1 Consumable	Potion	20g	1	Easy (7)
Tier 2 Consumable	Gold Needle	50g	1	Moderate (9)
Tier 3 Consumable	Hi-Potion	200g	1	Challenging (11)
Tier 4 Consumable	Phoenix Down	600g	1	Challenging (11)
Tier 5 Consumable	Cupid's Arrow	3,000g	1	Impressive (14)
Tier 6 Consumable	Remedy	8,000g	1	Impressive (14)
Tier 7 Consumable	Elixir	20,000g	2	Heroic (17)
Tier 8 Consumable	Megalixir	N/A	3	Supreme (20)



## Accessories

### Standard Crafting Type: Tinkering

Ranging from leather boots to rusty medallions and magical clockwork timepieces, accessories are trinkets and knickknacks that grant their wearer additional bonuses. Although generally pricey and rare, these items are invaluable to adventurers who wish to face off against the best the world has to offer. Moreso than other piece of equipment, the exact properties found on an accessory can vary wildly.

<u>Name</u>	<u>Example</u>	<u>Cost</u>	<u>Properties</u>	<u>Crafting Difficulty</u>
Tier 1 Accessory	Sprint Shoes	250g	1	Easy (7)
Tier 2 Accessory	Battle Boots	600g	1	Moderate (9)
Tier 3 Accessory	Elemental Ring	2,000g	1	Challenging (11)
Tier 4 Accessory	Echo Bangle	7,500g	1	Impressive (14)
Tier 5 Accessory	Tetra Elemental	25,000g	1	Heroic (17)
Tier 6 Accessory	Reflect Ring	80,000g	1	Supreme (20)
Tier 7 Accessory	Experience Egg	250,000g	2	Godlike (25)
Tier 8 Accessory	Ribbon	N/A	3	Impossible (30)



## Food

### Standard Crafting Type: Cooking

Most food items are fairly mundane. Gingerbread Cactuar, glazed carrot cake and roasted chimera may fill the stomach, but don't exactly win battles on their own merits. However, truly skilled chefs can put a little something extra into their creations, turning an otherwise ordinary dish into a repast capable of spurring even jaded warriors on to greater achievements. A character may only consume a Food item outside of combat, after which point it grants its bonuses until the end of the following game session.

<u>Name</u>	<u>Example</u>	<u>Cost</u>	<u>Properties</u>	<u>Crafting Difficulty</u>
Tier 1 Food	Striped Apple	20g	1	Easy (7)
Tier 2 Food	Homemade Bread	50g	1	Moderate (9)
Tier 3 Food	Moogle Pie	200g	1	Challenging (11)
Tier 4 Food	Ocean Sushi	600g	2	Challenging (11)
Tier 5 Food	Dragon Steak	2,000g	2	Impressive (14)
Tier 6 Food	Rainbow Croissant	6,500g	2	Impressive (14)
Tier 7 Food	Elysian Éclair	20,000g	3	Heroic (17)
Tier 8 Food	White Truffle Omelette	N/A	4	Supreme (20)

# Universal Property List

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The following pages describe all Equipment Properties, which are special keywords granted to the user through the use of equipped items or consumed potions and food. Each one grants different benefits.

Each heading in the following section consists of a property's name (such as Lucky or Indestructible), as well as a second heading that notes if the property can be given to a Weapon, Armor, type of Food, a Consumable such as a potion, or an Accessory.

Many items on this list can apply to multiple types of equipment, and note that weapon properties cannot 'stack' unless explicitly stated – for example, a character could not have Humanoid Killer on both his Weapon as well as his Accessory in order to gain the effects of it multiple times. Likewise, such effects cannot occur simultaneously. For example, a character may not use both Lightning Strike and Fire Strike simultaneously to do both types of elemental damage; he must choose one or the other before attacking. If a character is dual wielding and each weapon has the *Spellburst* property, he may only cast one of the two spells on a critical hit. And so on.

## **Tier**    **Properties**

- 1 Auto-Status, Pugilist, Broken, [Element] Ward, Explosive, HP Restore, Limited, MP Restore, Special Ability, [Status] Heal
- 2 Accurate, Attribute Bonus, [Element] Strike, Fragile, Gemini, Glowing, Impact, Jagged, MP Damage, [Monster] Eater, Sentient, Skill Bonus, SOS-Status, Status Proof, Status Touch, Unified, Virulent
- 3 Alchemist, [Element] Enhancer, [Element]-Proof, Fortified, Indestructible, [Monster] Killer, Spellburst, Variable
- 4 Follow-Through, Stoic, Resurrection
- 5 [Element] Field, HP Drain, MP Refresh, [Monster] Slayer, Triple Critical
- 6 Imperil, Overdrive, Party Effect, Piercing, Remedy, Therapeutic
- 7 Lucky, Precision
- 8 Break Damage Limit, Impervious, Peerless

## **Accurate: Tier 2/5 Accessory**

Wearing this relic confers a +1 bonus to the user's ACC score, +1 bonus to their AVD score, or a +2 bonus on all opposed rolls. A Tier 5 or better version of this property doubles these values.

This property may be added multiple times, but a different bonus must be chosen each time.

## **Alchemist: Tier 3 Weapon, Accessory, Food**

A character that possesses this property may improve the healing capacity of any item with the HP Restore or MP Restore property, treating it as if it was two tiers higher than it really is. An item that normally restores 25% health restores 50% instead, an item that restores 50% MP now grants 75% instead, and so on.

## **Attribute Bonus: Tier 2 Weapon, Armor, Accessory, Food**

(example; +2 DEX)

The item increases the indicated Attribute by +2 as long as it remains equipped – thus, a character with PWR 14 using a +2 PWR weapon would have an effective PWR of 16. This ability can be added multiple times and 'stacks' from multiple pieces of equipment. If applied from a Tier 8 Food item, the bonus granted is doubled.

### **Auto-[Status]:** *Tier 1/6 Weapon, Armor, Accessory, Food*

(example; Auto-Haste)

The item adds the indicated Status Condition to the character using it at all times. Status Conditions added in this manner cannot be removed through the use of Spells or Abilities such as Dispel. The exception to this is Auto-Life, which cancels as normal if used to resurrect the character and will not be re-added for the remainder of a battle. A Tier 1 weapon is required for Negative status effects, and a Tier 6 weapon is required for Positive status effects. This ability can be added multiple times, with a different Auto-Status each time.

### **Break Damage Limit:** *Tier 8 Weapon, Accessory*

This ability is only found naturally on Artifact-level weapons, though a skilled Engineer might be able to craft a weapon or piece of armor with this property. It allows the user of such equipment to do more than 999 damage in a single round, whether the damage is magical or physical (or both!) in nature.

### **Broken:** *Tier 1 Weapon/Armor*

While Broken equipment remains equipped on a character, the user cannot utilize any job ability that requires a weapon/armor (as appropriate) or calculates damage with a Weapon/Armor Tier, such as a Samurai's Draw Out or a Warrior's Meteorain. When wielding a broken weapon, a character is unable to perform critical hits and they deals two fewer steps of damage on all attacks, to a minimum of one (For example, a character with a Tier 4 broken weapon might deal PWR x 2 damage instead of PWR x 4).

Ruined armor is treated as having ARM and M.ARM values of zero.

A character may attempt to repair Broken equipment once per session outside of combat with a successful skill check – usually Synthesis (Weapons/Armor), but some strange cases might call for Healing or Systems instead – at the same difficulty required to synthesize an item of that tier from scratch. After Broken equipment is repaired, this property is removed. Broken does not count toward the maximum number of armor/weapon properties that equipment is allowed to possess.

### **[Element] Enhancer:** *Tier 3/5 Weapon, Accessory, Food*

(example; Fire Enhancer)

The item is sympathetic to a particular kind of elemental energy, raising the power of all attacks associated with that element. Any attack, Job Ability or Spell that deals elemental damage belonging to the type enhanced by the item inflicts an additional one step of damage; in the case of Holy Enhancer, this also allows all recovery spells to restore an additional step of HP. Characters can combine *Element Enhancer* and *Element Strike* for powerful basic attacks.

Shadow or Holy Enhancer-type weapons require the base equipment to be Tier 5, not Tier 3.

### **[Element] Field:** *Tier 5/7/8 Weapon, Armor, Accessory, Consumable*

(example; Fire Field)

This item is so in tune with a singular element that it can cause the environment around the holder to change appropriately; swirling sandstorms, piercingly-cold blizzards, rolling thunderstorms....or perhaps the pitch-black tendrils of shadow.

As a consumable, using this item instantly creates the appropriate Elemental Terrain type, chosen when the item is created or purchased; Fire, Ice, Wind, Water, Earth, or Lightning. A Tier 7 item is required to create Shadow or Holy terrain instead.

The effects of this terrain last until the end of combat, and while the Elemental Field lasts, all spells and attacks of the same elemental type deal an additional two steps of damage.

As equipment, this property works a little differently. You receive the effects of the *Elemental Spikes* spell for the chosen elemental type, and whenever you score a critical hit with an Elemental Field weapon, or suffer a critical hit while wearing Elemental Field armor or an accessory, you create the appropriate Elemental Field. Again, this effect lasts until the end of combat or until the field is changed by another spell or effect.

As a Tier 8 effect, the character using such equipment can create the appropriate Elemental Field freely as an instant action.

### **[Element]-Proof: Tier 3/5 Armor, Accessory, Food**

(example; Fire Proof)

Such equipment provides total Immunity to a single element. Fire, Ice, Wind, Thunder, Earth and Water can be negated with Tier 3 or better gear; Tier 5 equipment is required for Holy or Shadow Proof. This ability can be added multiple times, with a different elemental immunity each time.

### **[Element] Strike: Tier 2/5 Weapon, Accessory, Food**

(example; Fire Strike)

The weapon has an affinity to one of the eight Elements: Fire, Earth, Water, Wind, Lightning, Ice, Shadow, or Holy, and all damage dealt by the attack is of that elemental type.

A Tier 2 or better weapon can be attuned to most of the elemental types, but Holy or Shadow weapons require a Tier 5 or better piece of equipment. Characters with access to multiple different Elemental Strikes – from job abilities, for example – choose *one* of the elements whenever they make an attack roll.

### **[Element] Ward: Tier 1/4 Weapon, Armor, Accessory, Food**

(example; Fire Ward)

Wearing this piece of equipment confers the character Resistance to the indicated Element. A Tier 4 weapon is required to obtain Resistance to Holy or Shadow. This ability can be added multiple times, with a different Elemental resistance each time.

### **Explosive: Tier 1 Weapon, Armor, Consumable**

Generally a detrimental effect applied by the Engineer's 'Invent' ability, an Explosive item that is destroyed – or, in the case of a consumable item, thrown – deals (User's PWR x Item Tier) + 2d6 points of Fire or nonelemental damage, whichever is more effective, in a local area.

### **Fragile: Tier 1 Weapon, Armor, Accessory**

The equipment is made from an easily-damageable material, such as a delicate golden adornment or a finely-crafted robe. Whenever the wearer of Fragile equipment deals a critical hit or is dealt critical damage, suffers falling damage or is reduced to zero hit points, the Fragile equipment is instantly destroyed.

However, there is an upside to this; any equipment with the Fragile property gains one additional property, and is treated as being one Tier higher than it really is for the purpose of adding properties. Thus, a character with a Tier 3 sword could have Fragile, Follow-Through and Shadow Ward on this weapon.

Fragile cannot be combined with the Indestructible property.

### **Follow-Through: Tier 4 Weapon, Food**

On a successful Critical Hit, the wielder may make another immediate attack action on the original target, or on a second target within Short Range of the first. Follow Through will not activate again if this second attack is a Critical Hit. Limit Breaks do not activate Follow Through.

### **Fortified: Tier 3/7 Armor**

This exclusive-to-armor property increases the ARM and M.ARM scores granted by the armor by 25%, or 50% if possessed by the Tier 7 version.

### **Gemini: Tier 2/4 Weapon, Armor**

The equipment is highly irregular, either a combination of standard weapon types, or able to change its shape or form for multiple different purposes. For example, it might be a spiked shield that both provides defense as well as being usable as a Blade weapon, or it might be a powerful magic rod which the wielder can swing to release a half-dozen wires with hooked tips which latch onto enemies like a fishing rod. It might be a large cannon that can fire

ranged bullets capable of knocking its opponents backwards, or it might be a spear that can break down into several lesser weapons.

A Gemini weapon is generally two different types of weapons, and gets the automatic weapon properties of both; for example, a Gunblade might serve as both a Piercing weapon as well as have the ability to fire rounds of ammunition or explosive bursts of pressurized air at range, making it also a Ranged weapon.

If a character is proficient with one of the types of weapons the Gemini equipment is treated as, he may use the Gemini weapon normally. For example, a Black Mage could use an Arcane/Huge weapon and suffer no penalties, even though Huge equipment isn't something they're proficient with normally.

As a Tier 4 or better piece of equipment, the distinction changes.

Design two different pieces of equippable gear that may or may not be the same weapon category. Each one may have entirely different weapon properties, but they must both have the Gemini property. The character may transform his weapon from one to the other as a Standard action.

For example, a character might utilize a classical violin (a tier 6 Arcane weapon) with the *Spellburst*, +2 *Perform* and *Gemini* properties. However, the stringed instrument can also act as a bow with only a few changes, a Ranged weapon with the *Gemini*, *Piercing* and *Triple Critical* properties.

Gemini armor is always Light or Heavy armor, and as Standard action, the user can swap their ARM and M.ARM values. This allows them to be either heavily resistant to physical attacks or magical attacks as different situations require.

### **Glowing:** *Tier 2 Weapon, Armor, Accessory, Consumable*

The item sheds a constant dim light that can be increased with a command, illuminating even the darkest of locations. Glowing equipment negates penalties caused by Difficult Terrain relating to darkness.

### **Impact:** *Tier 2 Weapon, Accessory*

With the Impact property, your attacks are so powerful they can sunder through walls and obstacles. Whenever you target an opponent that's protected by a non-magical barrier of some sort – such as being encased in a vehicle or hiding behind a thick stone wall – you may make a Force check to destroy that object as part of your attack roll. If the Force check succeeds, you are able to damage your opponent normally AND your damage step for the attack is increased by one as your opponent is showered in debris.

### **Imperil:** *Tier 6 Weapon*

Having this weapon equipped allows the user to rip through the supernatural defenses of their enemies. When the user of this weapon calculates magical damage, they ignore the M.ARM score of their targets.

### **Impervious:** *Tier 8 Armor, Accessory*

Wearing this equipment grants the wearer the Impervious monster ability, generally reserved for bosses and their ilk. Impervious renders the wearer immune to all negative status effects other than *Fear* and *Unconsciousness*.

### **Indestructible:** *Tier 3 Weapon, Armor, Accessory*

Weapons and Armor with this ability cannot be destroyed with normal means. No forge can reshape them, no spell or attack can break them. In some rare cases, such items CAN be destroyed, but the means to do so are usually campaign-based. Indestructible cannot be combined with the Fragile property.

### **Jagged:** *Tier 2 Armor*

The equipment is covered with sharp spikes, protrusions or even thorns. Whenever you're struck by a Short Range spell or attack, your opponent takes (Force x Half Level) points of damage that ignores ARM, *Protect*, and all other types of damage reduction.

### **HP Drain: Tier 5 Weapon, Accessory, Food**

In addition to dealing damage, every successful Attack with this weapon restores the wielder's Hit Points by an amount equivalent to 50% of the damage inflicted by the Attack after modifying for Armor. Because you can't actually inflict more damage than a target foe has HP, the value restored by HP Drain will never exceed 50% of a target's remaining health.

Undead opponents reverse this ability, causing the character to suffer 50% of the damage dealt as M.ARM damage.

### **HP Restore: Tier 1/3/5/7 Food, Consumable**

When consumed, this item immediately restores a flat percentage value of hit points. Tier 1 consumables and food restore 25% of a character's maximum health, Tier 3 restores 50%, Tier 5 restores 75%, and Tier 7 restores 100%. HP Restore has no effect on unconscious targets.

### **Limited: Tier 1 Accessory**

The item only works in specific situations, such as when deep underground or when the user is at full MP. You may add two additional equipment properties to the item, OR you may add one additional equipment property and treat the equipment as if it was one Tier higher than it really is. Limited accessories can only be created with GM approval.

### **Lucky: Tier 7 Weapon, Armor, Accessory, Food**

A Lucky character has an improved chance to strike his enemies' weak points, and the character's critical hit rate is increased by 1. They generally roll critical hits on results of 11-12.

### **MP Damage: Tier 2 Weapon, Accessory**

Rather than doing normal damage, each successful Attack made with this weapon inflicts 50% damage to the target's HP and 50% to its MP. If the target does not have an MP score, then this weapon property is ignored and all combat damage is dealt to HP, as normal.

### **MP Refresh: Tier 5 Weapon, Armor, Accessory, Food**

In addition to dealing damage, whenever a character with this property deals physical damage, they regain magic points by an amount equivalent to 50% of the damage inflicted.

### **MP Restore: Tier 1/3/5/7 Food, Consumable**

When consumed, this item immediately restores a flat percentage value of magic points. Tier 1 consumables and food restore 25% of a character's maximum MP, Tier 3 restores 50%, Tier 5 restores 75%, and Tier 7 restores 100%. MP Restore has no effect on unconscious targets.

### **[Monster] Eater: Tier 2 Weapon, Armor, Accessory, Food**

(example; Dragon Eater)

Whenever a character equipping a weapon with this ability slays a monster of the appropriate type, the wielder gains back an amount of HP and MP equal to the amount of damage done in the same round. This ability can be added multiple times, with a different Monster Eater each time.

### **[Monster] Killer: Tier 3 Weapon, Accessory**

(example; Dragon Killer)

The weapon is designed to assist with not-so-natural selection. All damage done to creatures of the appropriate type is increased to 200%, whether magical or physical in nature. This property can be added multiple times, listing a different type of monster each time.

### **[Monster]-Slayer: Tier 5 Weapon, Armor, Accessory**

(example; Dragon Slayer)

The equipment is designed for those heroes with a score yet to be settled. Just like the [Monster] Killer property noted above, Monster Slayer causes all attacks made by the character to deal 200% damage to creatures of that species. Furthermore, any adversary of the listed type who attempts to strike the character must succeed at an opposed Finesse check; if the attacker succeeds, they may continue with their turn normally. If the character with the [Monster] Slayer equipment succeeds, their foe is inflicted with the negative status effect *Fear* until the start of their next turn.

### **Overdrive: Tier 6 Weapon, Armor, Accessory, Food**

It is said that this weapon is tied to its wielder's spirit, and that the color and capabilities of the blade will shift to reflect the heart and mind of a strong-willed fighter. When using this weapon, a character may utilize Limit Breaks at 50% or less health, as though they had the Limit Breaker job ability.

### **Party Effect: Tier 6 Accessory, Food, Consumable**

This property does nothing by itself, but instead allows the wearer/user to grant all the other effects of this item to his allies. For example, a Party Effect amulet might bathe the hero's comrades in a quiet halo of light at all times, granting them a fraction of his power. A Party Effect food might be a banquet large enough to feed dozens, an inspiring feast before the day of battle.

### **Peerless: Tier 8 Food, Consumable**

When this item is used, it grants the user immunity to all damage and effects caused by hostile Limit Abilities, Limit Breaks, and critical hits caused by enemies. If Peerless is granted by a consumable, the effects last until the end of combat.

### **Piercing: Tier 6 Weapon**

This weapon is designed to pierce defenses both natural and man-made. The target's ARM value is ignored when calculating damage from a weapon with Piercing.

### **Precision: Tier 7 Weapon, Armor, Accessory, Food**

The item is both supernaturally accurate and also grants its wielder a sixth sense when it comes to avoiding attacks. The wielder of such a weapon receives a bonus to ACC equal to half his Force score and a bonus to his AVD equal to half his Finesse score.

### **Pugilist: Tier 1 Weapon, Armor, Accessory**

A character who has access to the Pugilist equipment property is skilled at fighting unarmed, equally adept into wading into a fight barehanded as a warrior armed to the teeth. You gain access to the Pugilist weapon category while this item remains equipped. Instead of unarmed attacks dealing  $(PWR \times 1) + 2d6$  points of damage, they are calculated as  $(PWR \times \text{Half Level}) + 2d6$  instead. And finally, the user may choose to deal  $(PWR \times \text{Half Level}) + 2d6$  points of damage when using an Improbable weapon if the size and lethality of the weapon would otherwise cause it to be calculated as less than that.

### **Remedy: Tier 6 Food, Consumable**

This item immediately heals the eater/drinker of all negative status ailments except *Fear*. Unfortunately, some status ailments can actually prevent a character from being able to use a Remedy item; for example, a petrified target might have their mouth closed or covered, and a zombified target is often more interested in eating your brains than any other delicacy.

### **Resurrection:** *Tier 4 Consumable*

When this item is ingested by an unconscious ally (no easy feat!), it immediately returns the fallen target back to 1 HP. It can be combined with the HP Restore effect to grant more health than just the default one point.

### **Sentient:** *Tier 2/5/7 Weapon, Armor, Accessory*

The weapon or piece of equipment has a mind of its own, capable of forming – and often, voicing! – its own opinions.

While a loudmouthed spear with a heavy accent and a hatred for stealthy approaches might not always be the most beloved travelling companion, having an extra set of eyes (or whatever!) is always beneficial. Whenever you fail an Alertness skill check, you may re-roll the check with a total bonus equal to the tier of your Sentient weapon or armor.

If the Sentient property is on a weapon of Tier 5 or higher, the weapon or armament also allows this skill reroll to occur on a failed Language or Lore skill check; again, with a total bonus equal to the weapon's tier. An Elvaan gauntlet, for example, would likely be fluent in its own language as well as a smattering of others, and would have much ancient knowledge at its disposal. Furthermore, a Sentient weapon of Tier 5 or higher can continue to attack even when its wielder is afflicted with the negative status effects *Fear* or *Stun*, or unconscious. They cannot move from the hand of their user, however.

A Tier 7 of higher piece of Sentient gear will avoid striking the character's allies whenever possible; the player may always choose to turn a weapon-based physical attack roll into a critical miss whenever they choose.

### **Skill Bonus:** *Tier 2/7 Weapon, Armor, Accessory, Food, Consumable*

(example; +2 Scavenge)

The item provides a +2 to rolls for any single skill, such as a short metal blade designed to cut purse strings and garments granting a +2 to Thievery checks. The Tier 7 version of this item provides a gigantic +5 bonus to the skill instead, representing a supernatural inspiration more than any mundane level of skill.

As a consumable, the bonus granted is doubled; thus, an ancient, Tier 7 Rosetta stone might grant a +10 bonus to Language skill checks for a one-time usage.

This property cannot be used to improve a character's Synthesis skill check, but the effects do stack.

### **SOS-[Status]:** *Tier 2 Weapon, Armor, Accessory, Food*

(example; SOS-Reflect)

The item adds the indicated Status Condition to the character using it if they are reduced to 25% of their maximum Hit Points during the course of a battle. Status Conditions added in this manner cannot be removed through the use of Spells or Abilities such as Dispel; they will only be cancelled if the character's current Hit Points are raised beyond 25% of their maximum value or the battle ends. The exception to this is SOS-Auto-Life, which cancels as normal if used to resurrect the character and will not be re-added for the remainder of that battle. This property can be added multiple times, with a different SOS-Status each time.

### **Special Ability:** *Tier 1 Weapon, Armor, Accessory, Consumable, Food*

The weapon possesses a unique talent outside of those described here. It may allow a character to use a Job Ability they would not normally have access to, enhance a current one, or be something altogether new. As a Special Ability could be almost anything, it is highly recommended that GMs use cautious judgment when allowing characters to purchase and describe gear with this weapon property.

Following is a few examples;

Josh wants his android to have an arm-mounted pulse cannon, complete with computer targeting system. After some discussion, they settle on the 'Lock-On' feature; After a foe is struck in combat by a ranged attack by Josh's pulse cannon, the gunner receives a +2 temporary modifier to their ACC against that target until they miss.

Meg wants her Geomancer to use a whip, with more concern about defense than offense. They sit down and decide that a good property would be to give Meg an automatic 50% chance to automatically succeed on a Disarm check without needing to make an opposed roll.



### **Spellburst: Tier 2/8 Weapon, Accessory, Consumable**

Upon a critical hit, a weapon with the Spellburst will cast a specific magical spell. The wielder may also choose to cast the spell directly from the item for no MP as a Standard Action, with a 25% chance to destroy the item (100% if the item is a Consumable). Only one spell can be cast on a critical hit, and a character who purchases or creates an item with the *Spellburst* property must be able to cast the chosen spell themselves, without the expenditure of Destiny. Some GMs may allow specific Spellburst items to be purchased on a case-by-case basis.

If an Indestructible item would be destroyed by forcefully using *Spellburst*, it does not break - however, the Spellburst property is forever removed.

Only legendary Spellburst equipment is capable of casting Rank 5 magic, the Osmose or Esuna spells.

### **[Status] Heal: Tier 1/2 Food, Consumable**

(example; *Poison Heal*)

When this item is ingested, it immediately heals the user of the listed status effect. A Tier 2 or better item can remove the effects of *Berserk*, *Blind*, *Confuse*, *Transform*, *Poison*, *Curse*, *Sleep*, *Stop*, or *Zombie*. A Tier 3 or better item is required for the status effects *Petrify*, *Seal*, *Slow*, *Charm*, or *Fear*. This property can be added multiple times, with a different status healed each time.

### **[Status]-Proof: Tier 2/4/6 Weapon, Armor, Accessory, Food**

(example; *Poison Proof*)

Wearing this piece of equipment confers the character Immunity to the indicated Status Condition type. A Tier 2 or better weapon can prevent the status effects *Berserk*, *Blind*, *Confuse*, *Transform*, *Poison*, *Curse*, *Sleep*, *Stop*, or *Zombie*. A Tier 4 or better weapon is required for the status effects *Petrify*, *Seal*, *Slow* and *Charm*. A Tier 6 piece of equipment can grant Immunity to the status effect *Fear*, or you may choose an immunity to any two of the lesser status effects listed. This property can be added multiple times, with a different status immunity each time.

### **[Status] Touch: Tier 2/5 Weapon, Accessory, Consumable, Food**

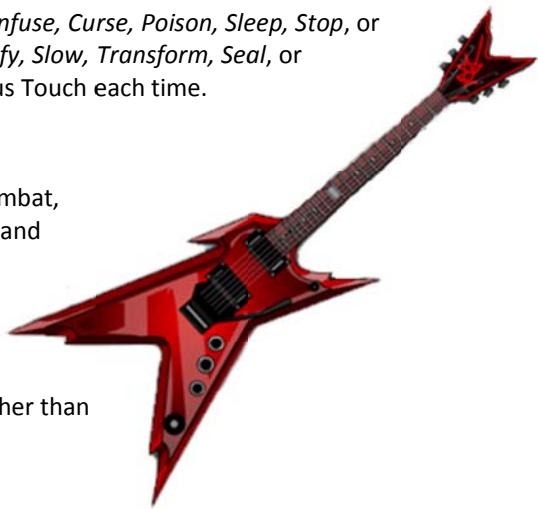
(example; *Poison Touch*)

You can attempt to add the specified negative status condition to the target on a successful weapon attack by choosing to deal 50% damage, or by using a Consumable item on an unwilling target. The foe must make an opposed Force or Finesse check. If you win, the status condition is applied to the target for the standard four rounds.

A Tier 2 or better weapon can cause the status effects *Berserk*, *Blind*, *Confuse*, *Curse*, *Poison*, *Sleep*, *Stop*, or *Zombie*. A Tier 5 or better weapon is required for the status effects *Petrify*, *Slow*, *Transform*, *Seal*, or *Charm*. This property can be added multiple times, with a different Status Touch each time.

### **Stoic: Tier 4/7 Armor, Accessory**

Whenever an opponent spends one or more points of Destiny during combat, the wearer of Stoic equipment recovers 25% of their total maximum HP and MP. This effect can only trigger once per round. At Tier 7 or higher, the character recovers 50% of their max HP and MP instead.



### **Triple Critical: Tier 5 Weapon, Accessory, Food**

Any critical hits caused by this weapon inflict 300% physical damage, rather than the normal 200%.

### **Therapeutic: Tier 6 Weapon, Accessory**

Even the most menacing-looking blades exude a healing light when combined with this property, and arrows fired from a Therapeutic weapon explode into clouds of iridescent dust upon connecting with a solid surface. Whenever a character with the Therapeutic property deals damage to an enemy, whichever PC has the lowest current hit point value regains 25% of their max HP.

Since Therapeutic weapons draw strength from both their wielder and their owner's powerful foes to function, they cannot be used to heal allies between fights.

#### **Unified:** *Tier 2 Weapon, Armor, Accessory*

The weapon or armor is a part of you, and it is nearly impossible to separate you from such 'equipment' without extraordinary means. This generally manifests as biomechanical appendages or prosthetics, such as a massive steam-powered arm or a gun replacing a hand. In more rare circumstances, this might be a powerful singing voice used as a weapon, a tattoo that infuses the character's arms with strength, or a jewel embedded into a hero's forehead.

A Unified weapon or armor cannot be separated from the user whether through spells, limit breaks, or combat maneuvers such as a Disarm attempt, though it can still be Broken (even if this manifests as a physical injury such as a damaged windpipe). Unified weapons can be automatically repaired at the start of every game session (or, at the GM's discretion, after several in-game days have passed) with a need for a skill check or gil investiture.

The downside is that Unified equipment rarely uses any of the usual Synthesis skills to create, and players using such weapons or armor would probably find it wise to invest in something akin to Synthesis (Tattoos) or Synthesis (Lyrics) instead, as appropriate.

#### **Variable:** *Tier 3 Consumable, Food*

Add one additional property to the consumable or food, with various different effects within the category; for example, [Status] Touch, which could apply a variety of different status effects. With the Variable property, you don't need to choose the specific status ahead of time, and instead may make the decision when the consumable is used. Variable items are treated as being one Tier higher than they really are for the purposes of determining the purchase/synthesis cost.

#### **Virulent:** *Tier 2 Weapon*

You prefer to overcome your foes by crippling them with negative statuses and other detrimental effects. With this weapon equipped, your enemies will still suffer a magical backlash when they manage to shake off the effects of your spells.

Whenever the wielder of this weapon casts a spell that requires a successful opposed roll, they may deal (PWR x Half Level) point of non-elemental M.ARM damage if they fail the roll.

## Legendary Equipment

Legendary weapons are the pinnacles of power when it comes to heroic armaments; they often possess special abilities that puts lesser equipment to shame. Players should never stumble across Legendary gear in dusty treasure chests or abandoned storerooms; rather, these powerful items have stories and histories of their own, and might even serve as the focal point for high-level quests.

In addition to the listed properties, all Legendary Weapons, Armor, and Accessories have a few additional perks. First, such an item 'finds' an owner, it cannot be used by anyone else unless the current user passes away, or chooses to willingly give it to another owner. In the hands of anyone other than the weapon's true owner, it acts as a Tier 8 item with only the '*Indestructible*' property and standard ARM and M.ARM values if applicable. Furthermore, the character that owns the item can cause it to instantly appear in their hands as a Standard action, no matter the distance or obstacles between them.

### Synthesizing Legendary Equipment

In addition to the Godlike skill difficulty of creating such a magnificent piece of gear, one additional hurdle must be overcome; a Component must be obtained from which the item can be feasibly crafted, whether this be the frozen pollen of a flower known as the Goddess' Bloom, n ancient dragon's tooth, lumber from the world tree or whatever else the GM deems appropriate.

## Sample Weapons

Name	Type	Cost	Effect	Difficulty
Petalchaser	Tier 2 Arcane	700g	Transform between weapon and rose with Instant action	Challenging (11)
Sage's Staff	Tier 2 Arcane	700g	Spellburst: Varies, Fragile	Challenging (11)
Soul Saber	Tier 2 Blade	700g	Runic has a 25% chance of failure instead of 50%	Challenging (11)
Regal Cutlass	Tier 2 Blade	700g	+2 Negotiate	Challenging (11)
Vigilante	Tier 2 Blade	700g	+1 AVD at the start of each combat until you take damage	Challenging (11)
Ironside	Tier 2 Brawl	700g	+4 PWR when you have 3 or more Chain Points accumulated	Challenging (11)
Mage Masher	Tier 2 Concealed	700g	MP Damage	Challenging (11)
Blackjack	Tier 2 Ranged	700g	Jinx job ability may be used even without Bad Luck	Challenging (11)
Kotetsu	Tier 3 Blade	2,400g	Fiend Killer	Impressive (14)
Dragon Claws	Tier 3 Brawl	2,400g	Dragon Killer	Impressive (14)
Aura Lance	Tier 3 Reach	2,400g	Spellburst: Flash	Impressive (14)
Valiant	Tier 4 Blade	8,500g	SOS-Protect, grants access to First Strike job ability	Impressive (14)
Kikuichimonji	Tier 4 Blade	8,500g	Earth Proof, Instantly grants Flight for two rounds/session	Impressive (14)
Berserker Axe	Tier 4 Huge	8,500g	Auto-Berserk, +2 PWR	Impressive (14)
Blood Sword	Tier 5 Blade	28,000g	+2 PWR, HP Drain	Heroic (17)
Assassin Knife	Tier 5 Concealed	28,000g	Humanoid Slayer, grants access to Assassin's Kiss job ability	Heroic (17)
The Ogre	Tier 5 Huge	28,000g	Triple Critical, emanates growl when wielder is being lied to	Heroic (17)
Scarecrow	Tier 5 Huge	28,000g	HP Drain, MP Refresh	Heroic (17)
Coffinmaker	Tier 5 Ranged	28,000g	Seal Touch, Spellburst: Seal	Heroic (17)
AncientSword	Tier 6 Blade	90,000g	Petrify-Proof, Petrify Touch	Supreme (20)
Defender	Tier 6 Blade	90,000g	Holy Enhancer, Auto-Protect	Supreme (20)
Heartbreaker	Tier 6 Ranged	90,000g	Charm Touch, Piercing	Supreme (20)
Obelisk	Tier 6 Reach	90,000g	Overdrive, +4 PWR if you are smaller than your target	Supreme (20)
Ascalon	Tier 7 Arcane	280,000g	Auto-Life, Alchemy, Therapeutic	Godlike (25)
Genji Blade	Tier 7 Blade	280,000g	When dualwielding; Break Damage Limit, Auto-Haste, Lucky	Godlike (25)
Destroyers	Tier 7 Brawl	280,000g	Follow-Through, Overdrive, Auto-Haste	Godlike (25)
Illumina	Tier 7 Huge	280,000g	Indestructible, Holy Strike, Blind Touch	Godlike (25)
Yoichi Bow	Tier 7 Ranged	280,000g	Lucky, Precision, No ACC penalty caused by Difficult Terrain	Godlike (25)
Mop	Tier 7 Reach	280,000g	Follow-Through, Water Strike, Spellburst: Mighty Guard	Godlike (25)
Nirvana	Tier 8 Arcane	N/A	See information below	Impossible (30)
Excalibur	Tier 8 Blade	N/A	See information below	Impossible (30)
Masamune	Tier 8 Blade	N/A	See information below	Impossible (30)
Final Heaven	Tier 8 Brawl	N/A	See information below	Impossible (30)
SaveTheQueen	Tier 8 Concealed	N/A	See information below	Impossible (30)
Apocalypse	Tier 8 Huge	N/A	See information below	Impossible (30)
Deathbringer	Tier 8 Huge	N/A	See information below	Impossible (30)
Artemis Bow	Tier 8 Ranged	N/A	See information below	Impossible (30)
Gungnir	Tier 8 Reach	N/A	See information below	Impossible (30)

**Mop:** Known only as the weapon of ‘that guy who hit people with a mop,’ this object appears to be little more than a long wooden pole topped with a slightly-damp mass of coarse yarn. In the right hands, however, it is of nearly unparalleled power. (Seriously, you should have seen the guy, he was mowing down *legions* with this thing.)

**Artemis Bow:** Named after the goddess of the hunt, this cold steel bow was destroyed in combat and its pieces were returned to the dwarves who first created it, hoping that it could be re-forged. As the dwarves had forged the weapon, it was concluded that only they could repair it. Whether or not they succeeded is the stuff of legends. Properties include Indestructible, Break Damage Limit, +4 DEX, Beast Slayer, Plant Slayer, and Spellburst: Angel Snack. It also allows the user to use the Ranger’s limit ability, Sharpshot, once per game session with no associated Destiny cost.

**Apocalypse:** While the origins of many legendary weapons are shrouded in mystery, the story of Apocalypse is surprisingly simplistic. It was designed as a weapon to be used in the war between an ancient civilization and the Espers, capable of defeating both sides should the need arise. What Apocalypse lacks in sheer destructive power it more than makes up for with its unparalleled magical defenses. The wielder of this blade is immune to all damage from all elemental types.

**Deathbringer:** Many legends surround this ominous scythe, spoken in hushed voices and whispered terrors, and told and retold by all of the intelligent races. The legends tell of one of the legendary Heroes in ages past that took up arms against a great demon. Upon their victory he crafted this weapon from one of the claws of the fallen devil, tempered in hellfire and

cooled it in the waters of the Styx; the river of death itself. In the aftermath, the wielder of the Deathbringer residence atop the throne of the demon the four heroes had battled against so bravely. The demons and monstrosities that did not bow to him were crushed mercilessly, and he ruled with fear. Some legends say that the Deathbringer brought the surrounding area into an unending darkness as it absorbed the very light from its surroundings, and tendrils of black shadow began to encroach the nearby lands. The ending to this ill-omened tale has become little more than a children's bedtime story; Parents tell of the White Knight, one of the evil man's former friends who came to find him. Whatever they may have spoke of matters little and is known by none, but the battle that rocked the demon's citadel for two days and nights is spoken of often. In the end, the white knight emerged, barely alive and unarmed, and passed away in peace.

Folklore states that the Deathbringer and Excalibur lie together in the heart of the obsidian citadel, one emanating perpetual light, and the other, forever devouring it. But these are, of course, merely legends.

Deathbringer possesses the following properties; Indestructible, Break Damage Limit, Shadow Strike, Shadow Enhancer, HP Drain, SOS-Berserk, Spellburst: Death, and grants the user the ability to absorb Shadow damage.

**Excalibur:** Many legendary weapons have been carried into battle in ages long past, but none so hallowed or oft-spoken of as the Excalibur, the blade of the gods themselves. How it came to be is unknown; stories say that it was first used by a dusty-haired youth, innocent and unarmored and with eyes unprepared to see the world pass away, carrying only a sword forged from an unknown metal and pulsing with white-hot light.

Excalibur has the following abilities; Indestructible, Break Damage Limit, Holy Enhancer, Glowing, MP Restore, Auto-Protect, Spellburst: Holy, and when a character with Excalibur uses the Holy Circle paladin job ability, the damage is increased to 300% on Undead foes instead of the usual 200%.

**Final Heaven:** Monks of great age and wisdom speak freely about this weapon, citing its immense power and ability to bring much good into the world. When questioned about prior owners, however, they grow silent, insisting only that "there is much we do not know." Unlike all other weapons, the monks say, the Final Heaven will find you – if you are truly worthy to bear it. Its properties are generally Indestructible, Break Damage Limit, Follow Through, Auto-Haste, +4 PWR, Triple Critical, and Overdrive.

**Gungnir:** Forged in the fiery breath of the first dragon herself, Gungnir possesses the Indestructible, Break Damage Limit, Piercing, Overdrive, Dragon Eater, and Precision properties, and its current whereabouts are unknown. When a Dragoon wielding Gungnir uses Ancient Circle, the effects of Dragon Killer remain on the Dragoon until the end of combat, although they fade from all affected party members after several rounds, as normal. In addition, whenever a character that attacks with Gungnir misses their mark, they gain a +10 bonus to their ACC score for their next attack. This effect is cumulative - two misses in a row grants a +20 bonus, etc. As soon as an attack hits, the effects of this enormous bonus are lost.

**Masamune:** The Masamune is currently in the treasure trove of a great and cunning beast, who spreads rumors of its whereabouts in order to gleefully devour and slaughter those that seek it out. The weapon possesses the Indestructible, Break Damage Limit, Triple Critical, Piercing, Overdrive, and Spellburst: Barrier properties. Anyone who uses the Masamune automatically receives one additional Standard action every round; this can be combined with the *Haste* status to allow a single character three standard actions every round, the maximum allowed.

**Nirvana:** In addition to granting the usual Indestructible and Break Damage Limit properties, this shimmering staff topped with a perfectly-cut fragment of crystal increases the damage dealt with every sort of magical spell and effect under the sun by 50%, including non-elemental effects such as most Time Magic or the Ultima spell. It practically pulses with energy when held by any casting Job. Most importantly, Nirvana has the Special Ability '**One MP Cost**', reducing the MP cost of all spells of less than Ancient rank to merely one point of MP. Ancient spells are unchanged.

Finally, all friendly Summons Rank 3 or lower deal 200% damage at all times when a character has obtained the Nirvana, and all Espers – no matter their Rank - also gain the Break Damage Limit ability.

**Save The Queen:** Only six inches in length, smaller than most daggers, Save the Queen is by far one of the most delicate weapon to ever demonstrate usefulness in combat – as well as one of the most powerful.

Created entirely out of a single piece of Orichalcum, this artifact dagger is currently carried by a greedy merchant with only the faintest idea of its true worth. Its properties are Indestructible, Break Damage Limit, +4 DEX, Lucky, Auto-Life, Precision, and the user gains access to the paladin job ability known as Sentinel.

## Sample Accessories

<u>Name</u>	<u>Cost</u>	<u>Effect</u>	<u>Tinker Difficulty</u>
Choco Whistle	250g	A high-pitched whistle capable of calling friendly Chocobos	Easy (7)
Elemental Cape	250g	Grants resistance to one elemental type except Holy/Shadow	Easy (7)
Gauntlets	250g	You are immune to disarm effects if you so choose	Easy (7)
Oxygen Ball	250g	A metal sphere that allows for underwater breathing	Easy (7)
Rage Ring	250g	Fills wearer with hatred, giving them the <i>Auto-Berserk</i> status	Easy (7)
Saint's Rune	250g	Negates the holder's racial vulnerability to Shadow damage	Easy (7)
Slave Crown	250g	Wearer obeys the Slave Crown's owner through <i>Auto-Charm</i>	Easy (7)
Sprint Shoes	250g	Grants +2 bonus to Escape checks for Running Away in combat	Easy (7)
Transform Pin	250g	Adds the <i>Auto-Transform</i> status	Easy (7)
White Belt	250g	Wearer gains <i>Pugilist</i> , allowing them to fight while unarmed	Easy (7)
Barrier Ring	600g	Adds the <i>SOS-Shell</i> status	Moderate (9)
Battle Boots	600g	+2 bonus to DEX attribute	Moderate (9)
Chocobo Outfit	600g	Dress like a Chocobo, gaining a +2 bonus to Nature. <i>Kweh!</i>	Moderate (9)
Dark Bandana	600g	Adds <i>Auto-Blind</i> status. While blind, wearer also has +2 ACC	Moderate (9)
Glowstone	600g	A nearly-depleted shard of crystal that sheds constant light	Moderate (9)
Goggles	600g	Immunity to the <i>Blind</i> status	Moderate (9)
Hermes Sandals	600g	Adds the <i>SOS-Haste</i> status	Moderate (9)
Magician Shoes	600g	+2 bonus to MND attribute	Moderate (9)
Muscle Belt	600g	+2 bonus to PWR attribute	Moderate (9)
Peace Ring	600g	Immunity to the <i>Berserk</i> status	Moderate (9)
Protect Ring	600g	Adds the <i>SOS-Protect</i> status	Moderate (9)
Zephyr Cape	600g	Grants a +1 bonus to AVD score	Moderate (9)
Elemental Ring	2,000g	Grants immunity to one element type, excluding Holy/ Shadow	Challenging (11)
Echo Bangle	7,500g	Immunity to the <i>Seal</i> status	Impressive (14)
Atlas Armlet	25,000g	Immunity to all knockback effects	Heroic (17)
Collector's Code	25,000g	50% chance to earn the 'Steal' item from enemies after battle	Heroic (17)
Empyrean Band	25,000g	All other equipment is all treated as being Indestructible	Heroic (17)
Tetra Elemental	25,000g	This jeweled broach has the <i>Spellburst: Tetra</i> property	Heroic (17)
Aegis Jewel	80,000g	+4 bonus to RES if your Force is higher than your Finesse	Supreme (20)
Angel Ring	80,000g	Grants the wearer the <i>Auto-Life</i> status	Supreme (20)
Formaldehyde	80,000g	Undead creatures regain health each round	Supreme (20)
Germinas Boots	80,000g	+4 bonus to DEX if your Finesse is higher than your Force	Supreme (20)
Magus Crest	80,000g	+4 bonus to MND if your Finesse is higher than your Force	Supreme (20)
Reflect Ring	80,000g	Grants the wearer the <i>Auto-Reflect</i> status	Supreme (20)
Titan's Gloves	80,000g	+4 bonus to PWR if your Force is higher than your Finesse	Supreme (20)
Experience Egg	250,000g	+5 bonus to Lore, +1 bonus EXP after defeating a Boss	Godlike (25)
Fortune Egg	250,000g	+5 bonus to Scavenge, +1 bonus Destiny after defeating a Boss	Godlike (25)
Gold Hairpin	250,000g	<i>Overdrive</i> property, spells cost half standard MP value to use	Godlike (25)
Mog's Amulet	250,000g	You now cause critical hits on a roll of 11-12	Godlike (25)
Artemis Arrow	N/A	+4 DEX, +2 PWR and Special Ability if wearer is a Ranger	Impossible (30)
Black Belt	N/A	+4 PWR, +2 RES and Special Ability if wearer is a Monk	Impossible (30)
Crimson Chapeau	N/A	+4 MND, +2 DEX and Special Ability if wearer is a Red Mage	Impossible (30)
Crystal Eye	N/A	+4 MND, +2 PWR and Special Ability if wearer is a Time Mage	Impossible (30)
Flower Crown	N/A	+4 RES, +2 MND Special Ability if wearer is a Geomancer	Impossible (30)
Genji Gloves	N/A	+4 ACC, +2 AVD, and you gain the ability to Dual Wield	Impossible (30)
Knight's Crest	N/A	+4 RES, +2 PWR and Special Ability if wearer is a Warrior	Impossible (30)
Magus Steeple	N/A	+6 PWR and Special Ability if wearer is a Black Mage	Impossible (30)
Minerva Bangle	N/A	+6 MND and Special Ability if wearer is a White Mage	Impossible (30)
Orb of Minwu	N/A	+4 PWR, +2 RES and Special Ability if wearer is a Blue Mage	Impossible (30)
Rat Tail	N/A	+4 PWR, +2 DEX and Special Ability if wearer is a Dragoon	Impossible (30)
Ribbon	N/A	Possesses the <i>Impervious</i> , <i>Stoic</i> , and <i>Indestructible</i> properties	Impossible (30)
Rosetta Ring	N/A	+4 DEX, +2 MND and Special Ability if wearer is an Entertainer	Impossible (30)
Samantha Soul	N/A	+4 RES, +2 DEX and Special Ability if wearer is a Samurai	Impossible (30)
Sasuke's Sheath	N/A	+6 DEX and Special Ability if wearer is a Ninja	Impossible (30)
Sniper Eye	N/A	+4 MND, +2 RES and Special Ability if wearer is an Engineer	Impossible (30)

Solomon Ring	N/A	+6 RES and Special Ability if wearer is a Paladin	Impossible (30)
Thief Gloves	N/A	+4 DEX, +2 MND and Special Ability if wearer is a Thief	Impossible (30)
Trump Card	N/A	+4 DEX, +2 MND and Special Ability if wearer is a Gambler	Impossible (30)
Undying Rage	N/A	+4 PWR, +2 MND and Special Ability if wearer is a Dark Knight	Impossible (30)

**Artemis Arrow:** A Ranger with this accessory may use the Barrage job ability one additional time, even if they don't possess it.

**Black Belt:** A Monk with the Black Belt equipped is immune to all damage and effects caused by Improbable weapons and unarmed attacks made by Humanoids. Furthermore, the Monk deals three additional damage steps with all Chain Finishers.

**Crimson Chapeau:** By spending two points of Destiny outside of combat, the character may permanently lose access to any one Red Mage job ability they possess to gain one ability from any different Job of their choice. Limit Abilities and Innate Abilities cannot be acquired or lost in this manner.

**Crystal Eye:** The Time Mage exists in many simultaneous quantum states; they have access to one Innate Ability of their choice, as well as all of the Innate Abilities belonging to the Jobs the character has spent any time as.

**Flower Crown:** The Geomancer may cast the white magic spell Teleport for no MP as an Instant action once per round. Unlike the standard version of this spell, it may be used in combat and is treated as a Local spell instead of a Party spell; the Geomancer's enemies are pulled along for the ride as well, and the battle continues normally.

**Knight's Crest:** Prior to the start of any game session a Warrior with the Knight's Crest equipped may rewrite any of their limit breaks. Furthermore, they gain an additional 5 points with which to build each of their limit breaks.

**Magus Steeple:** The Black Mage may now counter any physical attack made against him with a spell he knows, so long as the mage isn't already preoccupied with a Slow action or a status condition would prevent him from making said counterattack.

**Minerva Bangle:** White Magic spells and consumable items now always heal the White Mage in addition to the listed target.

**Orb of Minwu:** After defeating a Boss, the Blue Mage may choose to automatically obtain any Blue Magic spell of his choice.

**Rat Tail:** The first time the Dragoon activates Dragonheart or lands a critical hit in combat, they gain the effects of any [Monster]-Slayer property of their choice until combat ends or until the effects of Dragonheart wear off.

**Rosetta Ring:** The Entertainer's innate ability now grants its bonus to two different attributes instead of only one.

**Samantha Soul:** Whenever the Samurai deals damage to a target suffering from any Break art (Power Break, Speed Break, Armor Break, or Magic Break), they roll a critical hit on a result of 10-12 and gain a +1 bonus to their AVD score. This AVD bonus is cumulative over the course of a battle; a Samurai who has attacked weakened targets 3 times would gain +3 AVD.

**Sasuke's Sheath:** The Ninja receives one additional standard action per turn. The Ninja still cannot exceed the maximum of three standard actions per turn, as normal.

**Sniper Eye:** Using a consumable item or the Invent innate ability is now only an Instant action for the Engineer.

**Solomon Ring:** When using Cover, the Paladin may now calculate damage received based on his attributes instead of the original target's, and there is a 25% chance for the attack to be automatically negated.

**Thief Gloves:** Using the Thievery skill – and by extension, the Steal innate ability – now only takes an Instant action.

**Trump Card:** Once per round, you may reroll any Slots result that would cause a *Bust* effect.

**Undying Rage:** The use of Darkside cannot reduce the Dark Knight to below 1 HP. Whenever the wearer of Undying Rage is targeted by an enemy's attack while at 1 HP, they may immediately use Darkside as an Instant action against the triggering foe, before the attack against them is rolled.

## Sample Armor

Name	Tier	Type	Cost	ARM	MARM	Property	Synth Difficulty
Cotton Robe	1	Light	100g	2	6	None	Moderate (9)
Leather Garb	1	Medium	100g	4	4	None	Moderate (9)
Chain Vest	1	Heavy	100g	6	2	None	Moderate (9)
Snow Muffler	2	Light	450g	4	12	Ice Ward	Challenging (11)
Rubber Suit	2	Medium	450g	8	8	Lightning Ward	Challenging (11)
Knight's Mail	2	Heavy	450g	12	4	+2 RES	Challenging (11)
Mage's Robe	3	Light	1,500g	10	20	+2 MND	Impressive (14)
Power Sash	3	Medium	1,500g	15	15	+2 PWR	Impressive (14)
Dwarf Armor	3	Heavy	1,500g	25*	12*	Fortified	Impressive (14)
Red Jacket	4	Light	5,400g	15	35	Fire Proof	Impressive (14)
Scorpion Mail	4	Medium	5,400g	25	25	+2 ACC	Impressive (14)
Mirage Plate	4	Heavy	5,400g	35	15	SOS-Invisible	Impressive (14)
White Cape	5	Light	18,000g	25	50	Shadow Proof	Heroic (17)
Gaia Gear	5	Medium	18,000g	35	35	Earth Field	Heroic (17)
Dragon Plate	5	Heavy	18,000g	50	25	Dragon Slayer	Heroic (17)
Safe Surplice	6	Light	57,000g	30	70	Auto-Life	Supreme (20)
Brave Vest	6	Medium	57,000g	50	50	Fear Proof	Supreme (20)
Kaiser Armor	6	Heavy	57,000g	87*	37*	Fortified	Supreme (20)
Bard's Tunic	7	Light	175,000g	40	100	+4 opposed rolls	Godlike (25)
Maximillian	7	Medium	175,000g	70	70	Lucky	Godlike (25)
Edincoat	7	Heavy	175,000g	100	40	Auto-Protect	Godlike (25)
Robe of Lords	8	Light	N/A	60	140	See below, Indestructible	Impossible (30)
Genji Gear	8	Medium	N/A	100	100	See below, Indestructible	Impossible (30)
Aegis Armor	8	Heavy	N/A	140	60	See below, Indestructible	Impossible (30)

\*Denotes a higher-than standard value due to the Fortified armor property

**Robe of Lords:** Choose one element. All spells of that Elemental type cost 50% of the normal MP to cast and deal an additional damage step.

**Genji Gear:** A Dual-Wielding character gains an additional 25 ARM and M.ARM, as well as a +2 AVD bonus when this armor is worn.

**Aegis Armor:** Whenever any attack deals damage equal to 25% or less of the wearer's health (after all damage reductions are calculated), that character may make an immediate counterattack.

## Sample Shields

Name	Tier	Type	Cost	ARM	M.ARM	Property	Synth Difficulty
Wooden Buckler	1	Shield	50g	2	2	+1 AVD	Easy (7)
Boomerang Shield	2	Shield	150g	4	4	Gemini (Ranged), +1 AVD	Moderate (9)
Chemist's Targe	3	Shield	550g	7	7	Alchemy, +2 AVD	Challenging (11)
Ruby Wall	4	Shield	2,000g	12	12	Stoic, +2 AVD	Impressive (14)
Prism Guard	5	Shield	6,500g	18	18	Fragile, Auto-Shell, +3 AVD	Heroic (17)
Mirror Shield	6	Shield	20,000g	25	25	Auto-Reflect, +3 AVD	Supreme (20)
Crystal Shield	7	Shield	65,000g	35	35	Spellburst: Dispel, +4 AVD	Godlike (25)
Aegis Shield	8	Shield	N/A	50	50	See below, Indestructible	Impossible (30)

**Aegis Shield:** The character gains +5 AVD and an Immunity to the damage and effects of the following spells; Death, Doomsday, Break, Lv.? Doom, Degenerator, Roulette, Quarter, Demi, and Black Hole. They are also Immune to Limit Breaks and monster abilities that attempt to cause an instant-death effect.

## Sample Consumables

<u>Name</u>	<u>Cost</u>	<u>Effect</u>	<u>Alchemy Difficulty</u>
Potion	20g	Restores 25% of a target's maximum HP	Easy (7)
Hi-Potion	200g	Restores 50% of a target's maximum HP	Challenging (11)
X-Potion	3,000g	Restores 75% of a target's maximum HP	Impressive (14)
Ether	20g	Restores 25% of a target's maximum MP	Easy (7)
Hi-Ether	200g	Restores 50% of a target's maximum MP	Challenging (11)
Turbo Ether	3,000g	Restores 75% of a target's maximum MP	Impressive (14)
Eyedrops	20g	Removes the negative status effect <i>Blind</i>	Easy (7)
Maiden's Kiss	20g	Removes the negative status effect <i>Transform</i>	Easy (7)
Antidote	20g	Removes the negative status effect <i>Poison</i>	Easy (7)
Revify	20g	Removes the negative status effect <i>Zombie</i>	Easy (7)
Gold Needle	50g	Removes the negative status effect <i>Petrify</i>	Moderate (9)
Echo Screen	50g	Removes the negative status effect <i>Seal</i>	Moderate (9)
Remedy	8,000g	Removes all negative status effects	Impressive (14)
Bomb Core	600g	Explodes, dealing (PWR x 4) points of Fire/nonelemental damage	Challenging (11)
Gysahl Greens	50g	Grants a +4 bonus to one Nature check regarding Chocobos	Moderate (9)
Phoenix Down	600g	Revives an unconscious character with one HP	Challenging (11)
Phoenix Pinion	20,000g	Revives an unconscious character with 100% of their max HP	Heroic (17)
Cupid's Arrow	3,000g	Inflicts <i>Charm</i> on one enemy with an opposed roll	Impressive (14)
Smoke Bomb	50g	Casts the <i>Escape</i> spell, allowing you and your allies to flee	Moderate (9)
Tent	200g	The party may take a Full Rest when used outside of combat	Challenging (11)
Deceptisol	20,000g	Makes all party members <i>Invisible</i> when used	Heroic (17)
Skeleton Key	20,000g	Grants a +10 bonus on a Thievery skill check	Heroic (17)
Elixir	20,000g	Restores 100% of a character's HP and MP	Heroic (17)
Megalixir	N/A	Restores 100% of the party's HP and MP	Supreme (20)
Scarletite	N/A	The user's next Synthesis skill check always succeeds	Supreme (20)

**Tent:** These not-so-rudimentary canvas shelters have been treated with a special alchemical mix of monster pheromones. Although most races can't smell a darn thing and the special concoction will only last for seven or eight hours before dissipating for good, sleeping in a Tent allows the entire party to get a Full Rest (once!) even in the most dangerous of locations.

## Elemental Stones

Generally reserved for only the most affluent of adventurers, elemental stones are crystalline shards and clusters produced in areas where pure elemental energy gathers. They can be found in the deepest, darkest parts of the sea, unearthed along with rare metallic alloys, and discovered twinkling in the aftermath of a lightning strike.

They're simple enough to use; merely shattering the delicate crystal with a good downward throw is enough to release the free-flowing magic confined within. Doing so could cause anything from the spontaneous ignition of nearby buildings, to a crack of thunder and black clouds rolling in overhead, to a steady stream of saltwater pouring from the fragments of broken crystal. Regardless of the visual effect, using an Elemental Stone in combat causes the temporary creation of Elemental Terrain, lasting for only a few minutes and fading when battle ends.

<u>Name</u>	<u>Cost</u>	<u>Effect</u>	<u>Alchemy Difficulty</u>
Earth Stone	2,000g	Creates Earth-elemental terrain when used	Impressive (14)
Fire Stone	2,000g	Creates Fire-elemental terrain when used	Impressive (14)
Ice Stone	2,000g	Creates Ice-elemental terrain when used	Impressive (14)
Lightning Stone	2,000g	Creates Lightning-elemental terrain when used	Impressive (14)
Water Stone	2,000g	Creates Water-elemental terrain when used	Impressive (14)
Wind Stone	2,000g	Creates Wind-elemental terrain when used	Impressive (14)
Holy Stone	20,000g	Creates Holy-elemental terrain when used	Heroic (17)
Umbral Stone	20,000g	Creates Shadow-elemental terrain when used	Heroic (17)

Because Elemental Stones are unstable things, a character may only have one in his possession at any given time. Having two Elemental Stones in close proximity with one another can often cause them to annul each other....or worse yet, react and explode, dealing damage to anyone unfortunate enough to be caught in the blast radius.

## Sample Food

Whether a roasted rarab over the group's campfire, or a gourmet meal worthy of a king, food can often be an unlikely source of power. The act of sharing a meal unites a party for a time, and bolsters morale and well as soothing aching stomachs. Food cannot be stored for long periods of time and must be consumed within a few days of being created. After that, food spoils and, needless to say, loses all of its magical properties...short of perhaps *Poisoning* the eater.



<u>Name</u>	<u>Cost</u>	<u>Effect</u>	<u>Cooking Difficulty</u>
Popoto Pancake	20g	A starchy vegetable breakfast dish. Restores 25% HP.	Easy (7)
Chamomile Tea	50g	A delicate infusion brewed from tiny yellow flowers. +2 MND.	Moderate (9)
Spicy Kabob	200g	Grilled over an open flame. Grants an immunity to Fire.	Challenging (11)
Wizard Cookie	600	Delicious ginger deserts. Heals <i>Seal</i> and restores 50% MP.	Challenging (11)
Rice Dumplings	2,000g	Steamed rice that grants HP Drain and a resistance to Holy.	Impressive (14)
Love Chocolate	6,500g	A heart-shaped gift. Causes Auto-Charm and Charm Touch.	Impressive (14)
Sautéed Dragon Ambrosia	20,000g	A gourmet meal grants the entire party Dragon Eater and Lucky. Platinum-colored liquid that gives a +4 bonus all attributes.	Heroic (17)
	N/A		Supreme (20)

## Black Market Goods

Used almost exclusively by Ninjas and their Throw ability, Black Market Goods are illegal to manufacture, buy, sell, or have in ones possession.

This has not stopped them from being commonplace, however, and more than one adventurer has started finding stealthier solutions to his problems with illegal wares.

<u>Name</u>	<u>Cost</u>	<u>Effect</u>	<u>Alchemy Difficulty</u>
Dart	100g	When Thrown by a Ninja, causes additional status effects	Challenging (11)
Toxin	100g	Three types of poison can bring foes low	Challenging (11)
Skean/Scroll	100g	When Thrown by a Ninja, causes elemental damage	Challenging (11)
Shuriken	250g	When Thrown by a Ninja, causes heavy damage	Challenging (11)
Amnesia Dust	150g	When Thrown by a Ninja, causes instantaneous memory loss	Challenging (11)
Fireworks	100g	When used, causes a commotion	Challenging (11)

**Dart:** A popular choice in conjunction with contact poisons, Darts are hollow, and have the ability to be filled with various liquids or gaseous materials, which are released through a hole in the tip upon contact with a target. By themselves, Darts only deal (DEX x 1) + 2d6 damage with a Ninja's Throw command, but may also be filled with any of the Poisons listed below.

**Toxin:** Three types of highly-illegal materials are listed below, each equally priced, difficult to obtain and dangerous to handle for someone who isn't trained in their use.

**Malboro Poison** - Extracted from the tentacle-like roots of a vicious Malboro, this thick, green toxin has great effect if ingested or penetrates the skin. It is nearly impossible for a victim to drink this poison unaware due to its overwhelming stench. If consumed outside of battle, the unfortunate soul is affected with a debilitating illness that will leave them bed-ridden until cured. When used in conjunction with a Dart, it inflicts the *Poison* status with an opposed Finesse check.

**Dream Dust** - This slick, glassy yellow pollen is refined from Funguar. If inhaled, it causes most humanoid races to instantly fall into a deep, coma-like sleep. This powder is employed mostly by thieves and kidnappers. When used in combat via a Dart, the target automatically receives the effects of the negative status effect *Sleep* with a successful opposed Finesse check. Outside of combat, Dream Dust leaves its targets snoring softly away for hours at a time, or until disturbed.

**Loco Weed** - Growing only in vast, uninhabitable desert plains, these barbed roots are deadly for lost heroes desperate for food. If somehow ingested during combat or forced into the bloodstream with a filled dart, it causes madness and irrational behavior and applies the negative status effect *Confuse* to the target for the usual duration. Outside of combat, ingesting Loco Weed causes the status effect to last several hours at a time.



**Skean/Scroll:** Skeans are double-edged daggers that break as soon as they strike a target with sufficient strength, but whose curved blades afford the thrower additional distance and accuracy, and are filled with dangerous substances to ensure optimal stopping power for minimal cost. Skeans deal  $(DEX \times 2) + 2d6$  damage and are purchased with an elemental affiliation of Earth, Fire, Water, Wind, Ice or Lightning. They have the [*Element*] Strike weapon property accordingly – for example, a Fire Skean would have Fire Strike, dealing additional damage against targets that are weak or vulnerable to that element. They calculate damage using the target's M.ARM score.

Scrolls are mechanically identical – they are ancient manuscripts filled with ninjutsu secrets, which are read aloud and then hurled at the target before exploding spectacularly.

**Shuriken:** A classic Ninja weapon, this is a small, sharp metal disc with multiple cutting edges that can be thrown at a target. A trained hand can turn them into an accurate and deadly weapon thanks to the  $(DEX \times 4) + 2d6$  damage they inflict.

**Fireworks:** Tubes filled with black powder originally designed in the far east for entertainment. When the fuse is lit with fire the Fireworks explode a few seconds later into a great pyrotechnics display of light, noise and smoke. They burn with multicolored sparks and produce explosive plumes of confetti and may either sit on the ground or rocket into the air. When used in combat as a Standard action Fireworks create Difficult Terrain; all individuals in the Local area suffer a -4 penalty to their Awareness skill checks.

**Amnesia Dust:** Cynical scholars are quick to point out that the original version of this fine powder was made by grinding up the lucent wings of harmless faeries. While such barbaric practices have long since ended and modern-day Amnesia Dust is just a chemical compound, it still serves as a good prejudice against its wide-spread use.

When used in combat, any Humanoid target (oddly, it doesn't seem to work on other species) automatically receives the effects of the negative status effect *Seal* for one round. Outside of combat, Amnesia Dust leaves the last twenty seconds or so of the unfortunate individual's life a blur, making them completely unaware of the events that passed. They remain in this addle-minded state for a few seconds longer, often giving the user of the dust enough time to sneak past or make their getaway.

After an individual has been exposed to Amnesia Dust once, they are immune to any repeated uses of this chemical for several hours. Some scholars have noted that such exposure to Amnesia Dust can cause long-lasting effects instead of short-term ones, producing absent-minded individuals years down the road.

## Vehicles

By successfully synthesizing one of the types of vehicle below, you and your party can temporarily gain access to that form of transportation – but unlike the Special Vehicles granted by the shared ability of the same name, bad rolls and unfortunate complications could see them destroyed permanently over the course of the campaign. Since weeks or months of effort are involved in the constructing of any vehicle, only when the building is nearing completion should the character attempting the Synthesis make his skill roll. A failure doesn't not mean the craft fails completely in this case. Rather, it implies a solvable problem that could be fixed with additional time and resources sunk into the project – usually adding 20% more gil to the cost and a few more weeks of labor.

Name	Travel Type	Cost	Special Vehicle Properties	Tinkering Difficulty
Drilling Machine	Land	8,500g	Stealthy, Unorthodox Travel (Underground)	Impressive (14)
Airship, Basic	Air	8,500g	Smuggler's Hold, Superior Handling 1	Impressive (14)
Floating Citadel	Air	280,000g	Fortress, Indestructible, Power Source, Weapon Systems	Impossible (30)

# SYNTHESIS

*"I like the look in your eyes; take this with you. I consider it my finest work yet."*  
- The Legendary Smith

Having a crafter who can create almost any item in the game for 50% of the store price is unarguably one of any adventuring party's biggest assets, but having the ability to whip up a skeleton key from scraps when locked within the castle dungeons, or repair the warrior's weapon after a brief dip in molten lava? Priceless.

## Crafting Basics

This is pretty straightforward. First, determine the cost of the item you want to make – it is always half of the listed going price for an item if you were to just buy one outright. Then, design it from the ground up and get GM approval. Use the charts at the start of the equipment section to determine how many properties a certain item can have, how good those properties can be, and so on. When you're ready, make your skill check and see if you meet or exceed the target difficulty for a Synthesis of a given tier level.

## Failing a Synthesis Check

A failed roll indicates that the final result is unstable, unworkable, or simply poor quality. The item is no better than scrap metal, fuming liquids or spare parts.

In game terms, this means that although the character(s) spent 50% of the original item's cost to attempt to create it, they're ultimately left with nothing – the money and item are both lost.

## Components

From rare alloys to mystical fauna, the natural world is full of strange things that would serve a crafter well. A character that has found a Component – whether as treasure from a recent adventure or from a successful Scavenge skill check after defeating a Boss or Notorious Monster – may attempt a synthesis skill check using that material without any additional cost. For example, a blacksmith who finds a strange, frost-covered ore that's cold to the touch – in this case, a Tier 2 'Ice' Component – may use that to create a Tier 2 item with a successful check without any gil investiture.

While this should definitely sound like a sweet deal, there is one small loophole in using Components for a synthesis check. Due to the inherent nature of the items, at least one of the properties of the final item **MUST** be chosen from the specific Components list that the GM should provide, which can be found in the Rewards section on p.160.



Creating a piece of equipment with unique properties can sometimes be a little more complex. The price is still 50% of the normal cost, but crafting powerful items sometimes requires a special item to be consumed in the craft above...and beyond the normal prerequisites.

The difficulty of obtaining this item, of course, varies based on precisely how powerful the intended craft would be. A suit of mail with a few unique abilities might require ore from a nearby undead-filled mine, whereas a weapon with near-legendary status might require the horn of a behemoth.

## Plying your Trade

A newly-crafted, never-used item sells for 100% of the listed price, give or take slightly due to market fluctuations. This allows characters with the time and desire to make a profit with their craft, though this should be done rarely. Players are discouraged to find 'downtime' with which to specifically use to make money.

## Pre-Game Synthesis

Often, players with crafting-capable characters will request that their 'starting' gear is synthesized, thus allowing them to join play with more bang for their buck. Unfortunately, characters cannot roll dice...and therefore, can't make synthesis checks...*before* the game starts, or before their character has joined play.

A player could theoretically not spend any of their starting money and attempt to turn raw cash into powerful items, weapons and armor shortly after being introduced, but failure on such checks could certainly mean a brand-new character could wind up subpar and item-less.



# CHAPTER V: COMBAT

*"Why not? I don't have anything to lose but my life... and I got that for free!"*  
- Setzer Gabbiani

Given the sheer number of fiendish monsters and evil empires waiting to be vanquished in the name of justice, combat is an unavoidable part of day-to-day life in the worlds of Final Fantasy. This section covers these encounters – and more importantly, how to emerge from them alive.

## What can I do in one round of combat?

In a given round of combat, a character may move a short range and perform as many Instant actions as they like. They may also perform one Standard Action, or start a Slow action.

**Instant Actions** include speech (even long-winded monologues!), quite a few job abilities, and non-skill effects that have no major impact on combat.

**Standard Actions** include certain job abilities, using consumable items on yourself or a party member, switching between weapons, attacking, or moving a Medium Range instead of a Short Range. Most actions characters take will be Standard actions.

**Slow Actions** are longer effects that require concentration, time, or both. A character has to declare that they are initiating a slow action, which takes their entire turn. Slow Actions then resolve at the start of the character's following turn unless interrupted by a critical hit, limit break, Teamwork Attack or a knockback effect.

Slow actions don't count towards any of the character's actions on the second turn. Thus, a Black Mage could begin casting Fire on his first turn and on his second turn, if uninterrupted, the spell would be cast, allowing him to take a standard action or begin a second Fire spell in the same round. This second cast would finish in the third round of combat, and so on.

Skills may either be Instant, Slow or Standard actions in combat, depending on the GM ruling. For example, using Nature to command the chocobo you're riding on to leap over an obstacle might be an Instant action because it requires no concentration normally, whereas to aid an injured soldier by using the Healing skill would likely be a Slow action.

A character under the influence of the *Haste* status essentially gets an extra half-turn. They may move an additional range increment OR take a second standard action, OR they may allow a Slow action to begin and finish in one turn.

## How much damage do I do?

Damage – whether from a spell or the swing of a sword – is mostly pre-calculated.

For example, we'll use a spear that deals  $(\text{PWR} \times 1) + 2d6$  points of damage. If the character wielding this weapon had a PWR attribute of 15, then the damage his basic attacks deal would be read as  $15 + 2d6$  in total. If the same character switched to a  $(\text{PWR} \times 2)$  weapon, then such attacks would deal  $30 + 2d6$  damage.

When a character rolls his attack on his turn, he only rolls a total of 2d6 dice that are used for both determining if the attack hits, as well as how much additional damage the attack does if successful. We casually call this the '**Roll and Keep**' method, and it goes like this;

Allison, playing a Thief, is using a Tier 3 weapon. She rolls her two six-sided dice and ends up with a result of 7. She quickly mentally adds together the result of 7 with her Accuracy score of 4, for a total of 11. Since her opponent's AVD score is also 11, and her attack roll met or exceeded that number, Allison knows she hits the target.

Now that she's discovered her attack was successful, she goes ahead and calculates damage with those same two dice. Her Tier 3 weapon does  $(\text{PWR} \times 3) + 2\text{d}6$  points of damage and she has 12 Power, so she is able to figure out that her total damage will be  $(36) + 7$ . She grins at her fellow players and announces her character ducks and rolls forward under the monster's arm, slicing tendons for 43 damage before leaping back to her feet and posing.

## Target Types

Four types of targets exist in combat:

**Self** is the user of the ability, or the caster of the spell.

A **Group** is the entire formation of monsters or the character and all his allies. A Group should be limited to a dozen or so at most for balance reasons.

**Local** refers to everything except the originator of the attack, spell or ability – all enemies, all allies, all defenseless pedestrians, the terrain in the area, *everything* within range - is affected by this blanket maneuver.

Finally, a **Single** target is – as the name implies – restricted to only one person, whether friend or foe. Such targets may be picked out of a larger formation, or exist simply because the Party is fighting against only one powerful foe.

## Running Away!

Not every challenge the PCs encounter will be winnable, and sometimes discretion really is the better part of valor. There are a myriad of ways for players to remove themselves from combat – a Smoke Bomb item, the white magic spell '*Escape*', and others. But the players can always try to flee on foot if magic and misdirection fail.

With a Standard action in combat a unconscious character may roll his Escape skill at a varying difficulty; generally the difficulty never exceeds Moderate (9), but some Notorious Monsters and Bosses are much more difficult to escape from. On a success the character flees the battle and leaves combat, and does not receive any gil, experience or Destiny for the battle.

Characters who are inflicted with the negative status effect *Stop* cannot make Run Away checks, and there must be some conceivable way of escaping battle for this to work – a character cannot, for example, run away when inside a locked cell or soaring through the clouds on the deck of an airship. At least, not without a very nasty fall involved.

If the entire group of heroes runs from a Notorious or Boss monster, then it's assumed that the creature is still out there, lurking and waiting for them to return. Fleeing from a regular monster group effectively means the encounter was nullified, and the players probably won't encounter the same creatures a second time.

## Descriptive Attacks

Combat in the FFd6 is fast-paced and furious, often pitting the heroes against near-impossible odds. The players will need to think quickly and stay on their toes.

A player who, on their turn, simply says “I attack” and rolls the dice is a character without strategy, and an attack without an attempt at description is predictable and easy to dodge. Such lackluster strategies might impose a -2 penalty on the accuracy roll at the GM’s discretion.

The GM’s creatures are exempt from this rule, unfortunately.

Sometimes, a player may wish to make highly cinematic attacks, and such actions are to be rewarded for their creativity and resourcefulness as opposed to reducing the overall effectiveness of the attack. A character who spends a round climbing up the metal arrows imbedded in a massive dragon to reach a vital point (then attacking on the following round), should be allowed to treat the foe as having 0 EVA at the very least. A character that plunges their Indestructible blade into molten lava before striking should gain the Fire Strike weapon bonus, and so on. Inspired GMs should be able to come up with other appropriate benefits.

## What's with these Range increments?

To enhance the cinematic style of combat this system revolves around, try to avoid thinking in terms of ‘movement squares’ or exact numerical measurements to determine movement and range. Instead, only three types of distance exist.

**Short Range** refers to anything conceivably the characters could reach or attack without much movement required beforehand. It generally denotes that an enemy is easily within melee distance.

Short Range weapons are common, and include everything from swords to unarmed brawling attacks. Such weapons are versatile and plentiful, but limited in situations with much more mobile combatants – for example, hitting Flying enemies with a Short Range weapon imposes a -4 penalty on the attack roll. Characters can move a Short Range as an Instant action once per round.

**Medium Range** is a little harder to measure because its exact distance varies. Medium Range is the distance a character can move in a single round at a hard run, or how far a gun or bow can be comfortably fired. Medium Range could be a city block or from one side of an Airship to the other, for example. Almost all Ranged and thrown weapons possess a Medium Range – though there’s no reason a gun or shuriken couldn’t be used to its fullest at point-blank. It normally takes a character a Standard action to move a Medium Range, but if the character can somehow move two ‘Short’ distances – say, one as an instant action on their turn and a bit of extra movement from a job ability or special move – this counts as moving a medium range instead.

**Long Range** denotes a distance greater than medium range, but still able to be seen. This could represent anything from a few city blocks to a few miles, depending on circumstance. Characters cannot normally move a Long Range without beneficial magic or without being aboard a vehicle or mount, and characters can only use Ranged weapons at a Long Range – albeit with large penalties to attack rolls.

## Defending

On their turn, a character may choose to go into a defensive stance instead of taking any actions. This reduces all damage taken (after armor) by 50% as if the player had the effects of *Protect* and *Shell*, and lasts until the start of the character's next turn. If the character already had the effects of *Protect* or *Shell* (as appropriate), the damage sustained when defending is reduced to only 25% instead.



## Preemptive Round

At the beginning of combat, all allies or enemies who have the element of surprise may act first. Characters may not use abilities or attacks when it is not their turn during the Pre-emptive round, even if the ability says otherwise. However, they retain their AVD scores, able to dodge reflexively.

After the Pre-emptive round is completed, the heroes act first. (see *Initiative Order* below)

## Initiative Order

Many game systems determine in which order combatants act by rolling. This is not the case in the FFd6 – after the Pre-emptive round of combat, the ‘heroes’ (generally the player characters) almost always go first. After all the PCs have taken their turns the monsters attack, after which the next round begins.

If neither side is clearly the ‘good side’ – due to party infighting or a morally grey campaign, for example – then you can settle who acts first by having the character with the highest Finesse on each team make an opposed Finesse roll.

Monsters with Destiny can use these points to take combat actions at any time, however, and some high-level adversaries will exploit this fact to go first.

## Improbable Weapons and Unarmed Combat

A hero who is disarmed or otherwise being forced to rely on his fists and crude, temporary weapons follows some special rules. Unless they have Abilities or equipment properties to help them out in such a situation, unarmed strikes deal damage as though they were Tier 1 weapons – thus, PWR + 2d6 points of ARM damage – with no additional bonuses. Improbable Weapons are more complicated, because their damage Tier varies depending on what, exactly, is being used, based on both the object's size as well as its inherent lethality – consult the chart below for general suggestions. Regardless, most improbable weapons have the weapon property '**Temporary**,' causing them to break after only one round of normal use.

Improbable Weapons (such as chandeliers or, you know, *the moon*) are often able to target more than one enemy. Use your best judgment for determining the size and scale of such attacks.

Tier	Difficulty	Examples
1	Elementary (5)	A pair of sunglasses, a sweet fedora, cutlery and tableware
2	Easy (7)	An unconscious party member, a long table or heavy door
3	Challenging (11)	A falling chandelier, an aquarium filled with angry lobsters
4	Impressive (14)	Boiling liquid, a motorcycle, steel girders, a blacksmith's anvil.
5	Heroic (17)	A large tree, windmill 'blades,' a live shark
6	Supreme (20)	A towering statue/pillar, a medium-sized landslide, a railroad car
7	Godlike (25)	The side of a mountain or glacier, airship propellers, a small meteorite
8	Impossible (30)	A fifty-story building, the moon

You must make a skill or attribute check at the listed difficulty in order to use the desired Tier of Improbable Weapon. For example, a character wishing to slice through a tree and send it falling on enemies would have to roll his Force attribute as a skill check and hope for a result of 13 or better – not an easy task for someone of moderate strength, but likely a worthwhile gamble if it pays off! And even after making the appropriate check to utilize the weapon, a standard attack action is still required to hit the target.

If your character doesn't have the Brawl skill, remember that you suffer a -2 penalty to your ACC, AVD, and opposed roles for using Improbable weapons!

Not all Improbable Weapons calculate damage with PWR – for example, it wouldn't make much sense to factor a user's strength into account if he's using his airship to ram an enemy vessel. Use whatever stat you can argue is remotely appropriate – in the previous example, DEX or MND (to spot and aim towards a weak spot on the ship's hull, for example) might be a good substitution.

Remember that the 'Pugilist' weapon property, usually found on accessories and armor, allows a character to wield improbable weapons with much greater proficiency.

## Teamwork Attacks

Think about your closest friends. If you know them well enough, you also know their strengths and weaknesses. You know how they think, how they react, how they tick. You trust them to know the same about you, too. And when it comes to combat, going back-to-back with a partner and fighting in tandem is often the key to victory.

It is assumed that all attacks in a round happen nearly simultaneously. However, two or more players can coordinate their attacks against a single foe, attempting to ruin his concentration and leave him (or it) staggered

from the flurry of attacks. These are most often referred to as **Teamwork Attacks**, but are also known as Concurrences or band attacks. On his or her turn, each player interested in participating in a teamwork attack must declare this intention ahead of time. Each player then makes an attack or casts a spell as normal, and compares the 2d6 they rolled for accuracy/damage, looking for paired numbers. For example, if the first player rolls a 4 and a 6, and the second player rolled a 2 and a 4, the teamwork attack would be successful.

If the Teamwork Attack is unsuccessful due to no matching pairs, both of the attacks are negated and instantly fail. Spells that fail in this way still cost MP. If there's a matching pair but one of the attacks would miss their target due to the value simply being too low, the Teamwork Attack fails and again, both attacks are nullified.

A successful Teamwork Attacks grant the following benefits:

- The monster targeted by the Teamwork Attack **loses all of their Combat Abilities** until the end of their next turn; *Counterattack, Magical Counterattack, Final Attack, Status Touch, Call For Help, Inhale, Call Minions, Multiweapon, Flawless Spell, Item Use, Submerge, Combination attack, and Job Ability*.
- Whenever any character that successfully helped perform the Teamwork Attack is targeted by an enemy over the course of the next round, any other party member involved in the teamwork attack may **redirect the attack** so that it targets them instead.
- Single-target Teamwork Attacks deal **normal damage to a Swarm** instead of being reduced by half.
- Teamwork Attacks **interrupt the target's Slow actions** without fail.

## How long is a ‘Session’?

Many job abilities state that they are limited in use, only able to be activated once per game session. The exact definition of a session will surely vary from group to group. Friends meeting up for their weekly game will probably define a session as the time the group gets together to the time the game ends for the night. If the medium for play is email, message boards or instant-messenger programs, however, the definition of a session might be one in-game day, or until the party completes their current mission.

## Knockbacks and Aerial Combat

Quite a few weapons and abilities have the capability to cause a ‘knockback’ of various distances, which are incredibly useful to interrupt and cancel Slow actions. Monsters with the ‘Large’ property are immune to knockback effects, both to the forced movement and the loss of their action.

A character that is affected by a Knockback is hurled in whichever direction makes the most sense and does not land until the end of his next turn. This rarely has any real in-game effect other than for the sake of description. Final Fantasy heroes are well-known for their ability to fight flawlessly even in mid-air, almost appearing to hover as they clash with foes a few dozen feet above the ground.

## Difficult Terrain and Other Challenges

In addition to the normal dangers in combat, characters may be faced with other challenges. Perhaps the area is crowded with screaming, fleeing pedestrians, making firing a ranged weapon almost impossible. Perhaps a cluster

of bomb cores sits in the middle of the room, capable of causing a massive explosion if accidentally nicked with a Fire-based spell or attack.

We refer to all of these things as Difficult Terrain, something that turns a straightforward battle into a more delicate or complicated affair. There's three different ways this could play out.

The first penalty difficult terrain might cause is **penalties** to rolls, generally a -2 or -4 penalty to specific checks such as Stealth or accuracy. This could be anything from sand traps to high winds; effects that hinder, but do not physically harm.

The second way Difficult Terrain might adversely affect battle is with **One-Time Damage**, such as a set of crumbling ruins collapsing on the battlefield. One-Time damage can almost always be avoided with a successful Force of Finesse check depending on the situation, and generally deals (Party level x 10) + 2d6 points of damage to one individual or an entire group, on a case-by-case basis. It may or may not be tied to a certain element, and may target either ARM or M.ARM or completely ignore all defenses.

Finally, Difficult Terrain might cause **Recurring Damage**, such as battling in a cactus patch, or taking a pleasant dip in the planet's molten core. Recurring damage is dealt at the end of each player's turn, and just like the previous example, may or may not be tied to an element and may target either ARM, M.ARM, or ignore defenses depending on the complication. The *severity* of the recurring damage depends on the situation the players have gotten themselves into, and we suggest consulting the chart below for examples. Depending on the situation, some GMs may rule a successful Force, Finesse, or Skill check (made as an instant action of course) can avoid one round's worth of damage from a recurring source. For example, a trapped hallway that shoots a steady stream of arrows into combat could still be dodged, and a particularly *machismo* hero might be able to wade uphill against a landslide without winding up battered and unconscious.

<u>Difficulty</u>	<u>Level</u>	<u>Example</u>	<u>One-Time Damage</u>	<u>Recurring Damage</u>
Elementary	1	Frostbite	10 + 2d6	6
Easy	2 – 3	Trapped treasure chest	20 + 2d6	12
Moderate	4 – 5	Inside a burning building	40 + 2d6	24
Challenging	6 – 7	Monster stampede	60 + 2d6	36
Impressive	8 – 9	Acid river, crushing walls	80 + 2d6	48
Heroic	10 – 11	Plummeting airship	100 + 2d6	60
Godlike	12 – 13	Molten lava	120 + 2d6	72
Impossible	14 – 15	Inside a black hole	140 + 2d6	84

## Combat Multipliers

This rule is brief, but important. Often, characters will gain large bonuses to their damage – a critical hit (200% damage) with a Fire-based against an enemy weak to fire (200% damage) for example. These bonuses are additive; in this situation, 400% damage would be dealt. However, no attack may ever gain a total combat multiplier of higher than 500% for any reason. And finally, attacks that deal 'half' damage always total up the multiplier before cutting the final score in half. So in the above example involving a fire-based critical hit against a fire-weak enemy, the 400% damage would be reduced down to 200% if the enemy also had Unusual Defense.

## Two Weapon Fighting

Characters who Dual Wield gain some fantastic bonuses, increasing their accuracy and critical hit rate exponentially. They also gain the magical enhancements on both weapons. The following restrictions do apply, however.

First, Disarmed effects cause the player to lose both weapons instead of just one. Until they recover both weapons, the character is in serious trouble.

Secondly, characters that fight with two weapons cannot ‘stack’ weapon properties to get double the effect. For example, a character could not have *HP Drain* on both weapons to gain 100% of the damage inflicted back as health. Nor could they gain quadruple healing instead of double healing when utilizing two weapons with *Alchemy*, and so on. Having +2 PWR on each weapon for a total of +4 is fair game.

## Critical Hits

When a character rolls a critical success on his accuracy roll, the hit is assumed to automatically land and deals double (200%) damage. If the character is at 25% or less health, they may perform a Limit Break instead. (*see p166 for more information on Limit Breaks*)

Unimportant NPCs – such as nameless soldiers and city residents – do not have the ability to land critical hits, and are instantly reduced to 0hp when they are critically hit no matter how much damage is dealt.



## Counterattacks

Sometimes, weapon or abilities call for a player, monster or creature to make a physical Counterattack. This means that the individual may use an attack instantly and on the opponent’s turn, against the foe that caused a counterattack to occur.

Only one Counterattack may take place each turn and characters must still roll for attacks as normal. A character cannot counterattack themselves or an ally under any circumstances.

Magical Counterattacks function the exact same way, instead allowing the counterattacker to respond with a spell cast as an Instant action whenever they are targeted by, or take damage from, a spell cast on them by an enemy.

Creatures and characters may not perform Counterattacks when they're concentrating on a Slow action.

## Unusual Maneuvers

No hard-and-fast rules are specified in the FFd6 for maneuvers such as tripping, grappling, charging and the like. GMs should handle such situations on a case-by-case basis, possibly calling for opposed Force/Finesse checks or even rolling skills against the standard set difficulties. However, they are encouraged to remember that in the Final Fantasy universe, even heavily encumbered warriors are capable of incredible speed, rapidity and technique, able to often ignore such mundane combat techniques or situations like prone fighting.

## Disarming

The world of Final Fantasy is filled with enemies as diverse as they are dangerous. While some battle with fists of iron, poisonous spines and magical blasts, other foes – especially Humanoids - use tools as their primary means of attack. But whether this is a great tree torn out of the ground or a set of futuristic guns attached to a hulking mech, characters can always attempt to separate their opponents from their weapons.

Attempting a Disarm is a Standard action wherein **both parties make a Force or Finesse check**, of their choice, attempting to oppose the other roll – if the disarmer wins the weapon is knocked aside, and if the foe wins there is no effect.

If the disarming character has a hand free and is within a Short Range of their target, they can hang on to the item. Otherwise, the weapon is merely knocked aside. How long an opponent remains without his weapon after being Disarmed can vary drastically.

For example, there is generally nothing stopping the disarmed opponent from moving to his lost weapon and retrieving it as a Standard action on the following turn. However, the player may state that they attempt to forcefully send their opponent's sword hurtling, lodging it in a nearby tree; in such a situation the GM may rule that a check is required to pull it free. If the weapon is knocked off the side of a mountain or into lava, retrieving it will prove more difficult and the weapon may even be destroyed. Using the above example, if the character literally 'disarmed' an M-Tek Mecha of its double arm-cannons, the war machine has no way of even picking them back up, much less re-attaching its weaponry. Use common sense and fairness when dictating the results of a Disarm – for example, opponents who have been affected with, say, the *Sleep* status, shouldn't be allowed to make an opposed roll.

## Actions Per Round Limit

While it might seem like an obscure rule, this needed to be said somewhere; Under no conditions whatsoever can a character take more than three Standard Actions in the full course of a single round.

# NEGATIVE STATUS EFFECTS

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There are many different things that can happen to a character besides taking damage. Negative Status Effects can do anything from inconvenience your character to completely cripple him.

Generally, when a spell or attack attempts to cause a Status Effect, the victim has a chance to resist the effects. This often entails an opposed roll between the target and the user of the status effect. Most of the time, status effects require an opposed **Force** roll, representing very physical, tangible and material changes in the target. Status ailments that are opposed completely on an emotional or mental level and require an opposed **Finesse** roll are more rare, but might include things such as Charm or Confuse. Which type of opposed roll will be used is ultimately up to the GM's jurisdiction.

All negative status effects normally last for exactly 4 rounds, but the GM may choose to rule that they wear off prematurely for dramatic effect. *Stun* and *Fear* are special cases. The list of negative status effects follow.

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**Berserk:** You go berserk and can do nothing on your turn but attack the nearest enemy, though you will not mistake friend for foe. A target that is Berserk also ignores 50% of their opponent's ARM score.

**Blind:** You only roll one dice when making attack rolls. This both lowers the character's accuracy and prevents critical hits from occurring, although characters that Dual Wield may still reroll this one dice and hope for the best.

**Charm:** The character is placed under the control of whoever caused the Charm status, fighting for that side even against former allies until the effect fades. Charmed characters still retain their understanding of the world and won't inflict direct self-harm; for example, ordering a Charmed character to hurl themselves off a cliff would be ignored, but you could order a character with the Cover ability to protect you at all costs. Charmed characters cannot spend Destiny or activate Limit Breaks, nor will they use items or take actions that might cause their equipment to break. Taking damage has a 25% chance of removing the Charm status.

**Confuse:** You are confused and disoriented, causing you to take random actions each round. At the start of each of the Confused character's turns, roll 1d6. On a result of 1 or 2, the character attacks his allies or heals his enemies, acting as if he was fighting on the enemy's side. On a result of 3 or 4, the character performs nonsensical actions such as trying to use Inquiry on a tree. On a result of 5 or 6, the character may act normally. The GM may determine the character's random actions, or he may allow the player to do so. Taking damage has a 25% chance of removing the Confuse status.

**Curse:** The character is afflicted by an ominous hex, and cannot spend Destiny while the status effect persists.

**Fear:** Exactly like the effects of Stun; you can take no action whatsoever and your AVD score is effectively zero until the end of your next turn – or the end of your current turn, if applicable (if it was applied on your action, by attempting to attack a Fearsome enemy or the like).

**Transform:** You are forced into a physical form that is not your own, usually that of a harmless animal. You are now considered to be a Beast in addition to your normal species, all physical damage you deal is halved, all physical damage you take is doubled, and you are only able to communicate with other Beasts; for example, a hero

transformed into a frog could speak to a rabbit, but not to a human. Transformed targets also gain a +2 bonus to skills which their new form might excel at – such as Athletics for a cat or Swimming for a fish.

**Petrify:** You are transformed into a stone statue, losing awareness of everything that goes on around you. You are completely immobile and can take no action. However, being made of stone does grant some protection. Your Force attribute, ARM and M.ARM scores are doubled, you are immune to all further negative status effects, and you gain a +6 bonus to Stealth checks. Targets who are petrified for a significant period of time do not age, nor do they require oxygen or sustenance while Petrify lasts. Cured by the ‘Soft’ item.

**Poison:** When poisoned, you lose 20% of your max HP at the end of each of your turns. This can reduce your HP to zero.

**Seal:** Your special abilities are sealed. You cannot use Magic of any sort, or Job Abilities that are activated with an Instant, Standard or Slow action. Passive abilities, skills, equipment properties and basic attacks can still be used, as well as Job abilities that involve you commanding a companion or operating a device, such as using an Animal Companion’s special attack.

**Sleep:** You are magically put to sleep, and can do nothing until the effect ends. Your AVD score is effectively zero. Taking any amount of damage has a 100% chance of removing the Sleep status, and you can rouse a sleeping target with a successful Standard action.

**Slow:** Your actions take longer than normal. Instant actions become Standard actions, Standard actions become Slow Actions, and Slow actions resolve at the end of the player’s next turn instead of the beginning, essentially taking a full two rounds to use. This is one of the nastier status effects, and as such it is quite uncommon. Slow overwrites and cancels the Haste status.

**Stop:** You cannot move. You can still take actions, but cannot cover any distance and are stuck in your current location unless moved by a third party. Furthermore, your AVD score is effectively zero.

**Stun:** Your turn is skipped completely and you can take no action whatsoever. Your AVD score is effectively zero, but you may still make opposed rolls if prompted to do so. Unless stated otherwise, Stun lasts for only one round.

**Zombie:** Your body is infused with negative energy, partially transforming you into a creature of darkness. All curative spells, effects, and potions are reversed, dealing damage instead of healing it.

# POSITIVE STATUS EFFECTS

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Luckily, not all status effects are bad. Positive status effects can bestow great advantages on your character- while they last. If your character is knocked unconscious, any positive status effects they possess disappear immediately – although Auto-Statuses are re-applied the second the character regains consciousness.

If a character wishes, they can prevent themselves from receiving a positive status effect with the same sort of opposed Force or Finesse resistance check as mentioned above. While rare, situations where such normally beneficial spells are a hindrance DO pop up...such as a *Zombied* character trying not to receive the effects of *Regen*.

It should be noted that even a character with Immunities to status effects **can** choose to be affected by them if he or she wishes. Thus, a character with a Ribbon equipped – and thus Immune to all statuses – could still operate under the effects of *Protect* and *Haste* if they liked, or even allow themselves to be *Charmed*.

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**Auto-Life:** If your HP is reduced to 0 while under an Auto-Life spell, you are immediately revived with 1 HP. Auto-Life is then removed for the remainder of the battle; this is a one-time deal.

**Flight:** Whether hovering several inches off the ground or soaring through the air, characters with Flight gain a variety of bonuses. They have far greater maneuverability than their ground-bound allies, which in combat translates to a -4 accuracy penalty to short-range attacks that target them. They also negate all damage and effects from Earth-based spells and abilities and take no damage from falling. The benefits of Flight are lost upon unconsciousness, however, so characters must always be careful they don't black out from a strong hit, and wind up plummeting to the hard ground below.

**Haste:** You may make two Standard actions instead of one on your turn, or you may have all the Slow actions made on your turn act like Standard actions instead; they occur immediately after being used instead of activating at the start of your following turn. Haste overwrites and cancels the *Slow* status.

**Invisible:** Your physical form is almost completely translucent, making you able to move around undetected and more difficult to hit in combat. You gain a +3 bonus to your Stealth skill checks, a +3 bonus to your Avoidance score, and a +3 bonus to Run Away in combat. Taking damage or using a job ability removes Invisible.

**Protect:** All physical damage dealt to you is halved for the duration of the effect. The damage is halved after ARM reduces the initial amount.

**Reflect:** Most magic that would otherwise affect the target is instead redirected towards a random target on the opposite side. For example, this means that casting Fire on a Reflected enemy will result in you or one of your allies being damaged instead.

**Regen:** The literal opposite of *Poison*. While under the effects of Regen, a character gains 20% of his max HP at the end of each of his turns.

**Shell:** All magical damage dealt to you is halved for the duration of the effect. The damage is halved after M.ARM reduces the initial amount.

# REWARDS

*"These days, all it takes for your dreams to come true is money and power."*  
- President Shinra

A party's main source of Gil varies drastically from campaign to campaign. It might come from successfully defeating monsters, in the form of treasure obtained during the course of an adventure, money given to the party by NPCs and other allies in exchange for services and other tasks, or even an allotted 'allowance' granted by the organization to which the heroes belong. Use the following chart to determine how much gil should be awarded to each member of a group over the course of an entire level, based on the average level of the party.

<u>Party Level</u>	<u>Gil Awarded</u>	<u>Party Level</u>	<u>Gil Awarded</u>
1	100	9	25,000
2	200	10	45,000
3	450	11	80,000
4	1,000	12	140,000
5	2,000	13	245,000
6	4,000	14	430,000
7	7,500	15	740,000
8	13,500		



For example, in a group with 4 characters – all of whom are level 11 – the GM should ensure that each and every character in that group earns roughly 80,000 gil pieces (or the local equivalent) before they reach level 12.

GMs looking to make their campaigns a little tougher than usual might choose to give a good portion of this wealth in the form of equipment, consumable items, or other material rewards. Even so, we recommend that at least 50% of a character's wealth per level should be in the form of straight currency. Likewise, GMs who're shooting for a higher-powered game (or who already employ lots of mean tricks against their players, such as constantly destroying their gear or denying them Components) might increase the wealth per level by as much as 25%.

The idea here is to create a situation where players are generally outfitted with a Tier of equipment that's equal to about half their level. Thus, upon hitting level 4 a character should be mostly wearing Tier 2 gear. At level 5, they should have a bit of both Tier 2 and Tier 3, and at level 6, they should be almost entirely in Tier 3 gear.

## Components

Whether obtained from a successful use of the Scavenge skill upon felling a dangerous enemy, found deep within an ancient treasure chest, or simply gifted by the GM at the end of a long and difficult story arc, Components are the base components from which powerful equipment can be made without spending a single gil. Components are used **in place** of money when attempting to Synthesize an item. The catch is that at least one of the created items properties must be from the associated list. For example, a Tier 4 'Cursed' Component could make a Curse Touch sword. And just like with money, a failed synthesis roll destroys the Component.

The chart on the following page lists a common selection of Component types, as well as the lowest possible Tier they can appear as...though there's absolutely no reason adventurers couldn't find, say, Tier 6 Iron (normally Tier 2). Experienced GMs are certainly welcome to invent their own types of Components to grant to their players.

**Important Note:** We suggest ruling that using a Component to synthesize a Consumable or Food item doesn't just produce one item, but **four**. That is, a single Berry Component would turn into 4 Potions. This is due to the significant price difference between these types of items and equippable arms and armor.

<u>Component Type</u>	<u>Min. Tier</u>	<u>Properties</u>
Adamantite	8	Piercing, Indestructible, Stoic, Impervious, Auto-Protect, Party Effect
Ancient/Petrified	5	Indestructible, Petrify Proof, Petrify Touch, Resurrection
Berry	1	HP Restore, MP Restore, [Status] Heal (Any)
Blood/Flesh/Skin	5	SOS-Regen, HP Drain, Unified, Transform Proof, Resurrection
Bone/Skull	2	Undead Eater, SOS-Regen, Zombie Heal
Brain	2	Attribute Bonus (MND), Sentient, Auto-Confuse, MP Restore
Carapace/Scales	2	Attribute Bonus (RES), Skill Bonus (Scavenge), [Element] Ward (Any), HP Restore
Coral	5	Stop Touch, MP Damage, Water Field, Water Proof, Jagged, MP Restore
Crystal	7	Glowing, Indestructible, Spellburst (Dispel), Lucky, Overdrive
Cursed	2	Curse Touch, Auto-Curse, Skill Bonus (Thievery), Curse Heal
Darkness/Demonic/Shadow	2	Auto-Blind, Blind Touch, Fiend Eater, Skill Bonus (Stealth), Blind Heal
Death/Rotting/Zombified	6	Zombie Touch, Spellburst (Death), Shadow Field, Undead Slayer, Resurrection
Diamond	6	Attribute Bonus (RES), Indestructible, Auto-Protect, Party Effect
Dragon	5	Triple Critical, Dragon Slayer, HP Restore
Egg	6	Auto-Life, Fragile, HP Restore, Remedy
Elemental	5	[Element] Enhancer (Any), [Element]-Proof (Any), Arcana Eater, MP Restore
Eye	2	Blind Touch, Blind Heal, Spellburst (Blank Gaze), Blind Proof, Skill Bonus (Awareness)
Fang/Horn/Incisors	5	Attribute Bonus (PWR), HP Drain, Jagged, Skill Bonus (Nature), SOS-Haste, Stop Heal
Feather/Down/Molting	6	Attribute Bonus (DEX), Skill Bonus (Athletics), Auto-Float, Resurrection
Fire	2	Fire Strike, Fire Ward, Spellburst (Melt), Glowing, Auto-Berserk
Flower/Fruit/Mossy	3	Confuse Touch, Spellburst (Pollen), HP Restore, MP Restore, Variable
Fragmented	4	Gemini, Broken, Seal Proof, Transform Heal
Giant/Shell/Husk	2	Attribute Bonus (PWR), Insect Killer, Fear Heal
Glass	2	Fragile, MP Restore
Goblin	3	Humanoid Killer, Spellburst (Goblin Bomb), Skill Bonus (Mercantile), Charm Heal
Goddess'/Deity	6	Imperil, Overdrive, Fiend Slayer, Auto-Life, Holy Field, Fear Proof, Remedy
Healing	2	Alchemy, Skill Bonus (Healing), HP Restore, MP Restore
Ice	2	Ice Strike, Ice Ward, Fragile, Stop Heal
Imperial	4	Follow-Through, Skill Bonus (Inquiry), Confuse Heal, HP Restore
Incense	3	Attribute Bonus (MND), Spellburst (Addle), Confuse Proof, MP Restore
Iron/Metal	2	Attribute Bonus (RES), Stop Touch, Skill Bonus (Vehicles), SOS-Protect, MP Restore
Jewel/Gem/Ore/Gold	6	Arcana Slayer, Accurate, Overdrive, Remedy, Special Ability (Gillionaire Job Ability)
Holy/Sacred	6	Glowing, Holy Field, Therapeutic, Holy Strike, Holy Proof, Resurrection
Knowledge	5	Attribute Bonus (MND), MP Refresh, Confuse Touch, Skill Bonus (Any Lore), MP Restore
Lunar/Moon	2	Glowing, SOS-Reflect, Sleep Touch, MP Restore
Magic/Ether/Luminous	2	Lightning Strike, Spellburst (Aspir) MP Damage, Arcana Eater, SOS-Shell, MP Restore
Mythril/Gemsteel/Pearl	6	Auto-Haste, Auto-Reflect, Party Effect
Nature/Plant/Leaf/Needle	3	Jagged, Earth Strike, Plant Eater, Skill Bonus (Nature), Attribute Bonus (DEX), Variable
Nectar/Ambrosia/Wool	6	MP Refresh, Sleep Touch, Sleep Proof, Therapeutic, Remedy
Onion	2	Skill Bonus (Any Synthesis), Special Ability (Onion Knight shared ability), HP Restore
Orychalcum	7	Stoic, Triple Critical, Auto-Protect, Auto-Shell, Fear Proof, Party Effect
Pelt/Leather/Hide	3	Beast Killer, Beast Eater, Skill Bonus (Scavenge), Berserk Heal
Poison/Tentacle	2	Poison Touch, Poison Proof, Spellburst (Poison), Virulent, Poison Heal
Powder	2	MP Damage, SOS-Shell, SOS-Invisible, MP Restore
Prismatic	5	MP Refresh, SOS-Reflect, SOS-Shell, Resurrection
Purified	2	Alchemy, HP Restore, Poison Heal
Rage	2	Berserk Touch, Auto-Berserk, Berserk Heal, SOS-Berserk, Pugilist, Fear Heal
Rainbow/Runic	6	Fragile, Auto-Regen, Remedy
Robotic	2	Unified, Construct Eater, Skill Bonus (Systems), Glowing, Confuse Heal
Royal/Noble/Calm	2	Skill Bonus (Negotiation), HP Restore, Berserk Proof, Charm Heal
Silk/Thread/Cloth	2	Skill Bonus (Mercantile), Skill Bonus (Perform), HP Restore
Slime/Oil	2	Amorph Eater, MP Restore, Special Ability (Chemical Spill Job Ability), Stop Heal
Soul/Halcyon	6	Holy Strike, Overdrive, Auto-Shell, Remedy
Stone/Rock/Earth	3	Earth Strike, Earth Ward, Petrify Heal
Tainted	5	Spellburst (Hex), Shadow Strike, Zombie Heal
Tears	2	Curse Touch, Skill Bonus (Acting), [Status] Heal (Any)
Tyrant	5	HP Drain, Auto-Berserk, Confuse Heal
Whispering	2	Sentient, MP Damage, Sleep Touch, Skill Bonus (Language), Sleep Proof, MP Restore
Water/Liquid	3	Water Strike, Water Ward, Aquan Killer, Skill Bonus (Water), [Status] Heal (Any)
Weapon	5	Spellburst (Temper), Attribute Bonus (PWR), Follow-Through, Triple Critical, Fear Heal
Wild	2	Auto-Transform, [Monster] Eater (Any), Skill Bonus (Animal Ken), MP Restore
Wind	2	Wind Strike, Attribute Bonus (DEX), Wind Ward, SOS-Flight, Stop Heal
Wings	6	Auto-Flight, Aerial Killer, Party Effect
Wood/Lumber	3	Accurate, Spellburst (Chivalry), SOS-Float, HP Restore
Zodiac/Sun/Star	8	Break Damage Limit, Spellburst (Flare Star), Spellburst (Lux), Peerless

# RECOVERY AND DEATH

*"With each passing day, the world finds new and exciting ways to kill a man."*  
- Balthier Mid Bunansa

Even the most cautious heroes will take a few lumps on the road to glory, and as the battles start coming in thick and fast, the injury tally is likely to rise in turn. This section looks at the aftermath: healing, resting, recuperating, and getting back to fighting fitness.

## Getting K.O.'d

When your HP reaches zero, you are completely incapacitated. You can take no actions until revived and you become vulnerable to Notorious Monsters and Bosses that can outright kill characters in such a weakened state. Although curative Potions and healing spells that restore flat values of health generally have no effect while you're in this state, you can return to the battle if an ally uses an item with the Resurrection property on you – such a Phoenix Down – and a handful of white magic spells and specific job abilities.

After combat ends, all characters who had been knocked Unconscious get back to their feet and are treated as having one hit point. The White Mage's innate ability can even automatically bring the entire party back to 100% HP after combat ends – a remarkably useful ability for any adventuring troupe.

## Resting

The ability to recover lost Hit Points is crucial to a party's long-term survival. Magic and items can patch up injuries on the go, but can drain the party's resources if there's a lot of hurt to go around. The alternative is to let injuries heal up the natural way – with rest. To rest, characters need just two things: time and space. Time is self-explanatory – the longer the party has to kick back and relax, the more beneficial the rest will be. In order to benefit from a rest period, a character cannot undertake any complex or physically exerting activities during that time period unless they are directly related to the recovery process. In other words, taking the time to make splints and sewing wounds is fine; forging a sword or clearing boulders is not.

Space is a little trickier. The default space requirement for rest is an area where the party can stretch out without fear of being attacked by marauding monsters and the like. In practical terms, this means that long stretches of rest are impossible in the middle of a dungeon thick with enemies unless the party can find some way to keep itself completely protected during that time - it's difficult to really relax when there's a perpetual fear of monster ambush.

A **Full Rest** is the best kind of relaxation a group can get, normally accomplished through an Inn or other establishment that caters to adventurers – though price can sometimes be a deterrent. Using a Tent or a Special Vehicle (with the Good Night's Sleep property) to spend the night snoozing in dangerous wilderness also counts as a Full Rest.

**Travel Rest** is typical of the kind of night's sleep a party will get on the road or when they've found a safe location deep within a dungeon. Assuming the party can rest for a full night without interruptions, they recover 50% of their maximum HP and MP.

## Healing Skill

Characters with the Healing Skill can use their talents to assist the natural healing process, increasing recovery gains in both the short and long term. During rest periods, characters may make a skill check at varying difficulties – usually Challenging – to speed up the healing process. If the party was taking a Travel Rest, they recover 100% of their HP and MP back instead of the normal value, as if it was a Full Rest.

A failure means the character's ministrations are very time-consuming; not only does the party still only recover the normal 50% HP and MP, but the user of the skill doesn't get a wink of sleep and doesn't get the benefits of any sort of rest at all.

## Consecrated Areas

Ordinarily, resting in the middle of a dangerous dungeon is out of the question. But in some cases, the PCs may discover small patches of consecrated ground in otherwise dangerous territory, usually marked by unusual features or simply a noticeable aura of magic energy. In addition, characters with access to a certain White Magic spell have the ability to consecrate the earth. Such areas naturally repel monsters and other hostile creatures, making it possible to rest there for at least short periods of time.

## Injuries

All characters suffer a few scratches and scrapes during the course of their career, but some injuries can't just be shrugged off with a Potion and a good night's sleep. Things like broken arms, trauma and severed vocal cords are all examples of these kinds of major injuries, generally caused by repeatedly being knocked unconscious, near-death experiences, or excruciatingly-painful failures on Complication skill checks. Injuries can bestow negative attributes as determined by the GM for as long a period as the injury remains. It can usually be treated by intuitive white magic over a period, and lesser injuries such as broken bones heal in weeks of game time.

## Death

If the entire party gets kicked around by a pack of normal enemies and ends up being defeated, don't worry – this doesn't mark the end of the campaign. Most of the time the party will wake up in a nearby safe location, losing all EXP they had saved up.

However, battling a Boss or a Notorious Monster makes things a little more dangerous. Such creatures are capable of taking an action to permanently end the existence of unconscious PCs. There is absolutely no resurrection for dead characters without spending a large amount of Destiny.

## Enemies and Death

When foes are brought to zero hp, they are considered 'defeated.' What this MEANS, exactly, is up to the player and the GM to come to a conclusion on together. Deceased? Unconscious? Lacking any will to fight? Generally, foes are killed – but players shouldn't feel this is morally wrong. The proven existence of a life-after-death state in the Final Fantasy universe generally means that death is peaceful for all races, and defeated monstrosities are absorbed back into the universal holy energy of the cosmos.



# LEVELLING UP

*"The way I see it, as long as you make it out of a battle alive, you're one step closer to fulfilling your dream."*  
- Seifer Almasy

Upon gaining a level, the character gets the following bonuses.

- The character gains **Attribute Points!** If the new level is odd, the character gets one point to put in any of his four attributes; PWR, RES, DEX, or MND. If the new level is even (for example, level 4 or 12), the character gains two ability points instead. He puts one point in two different attributes of his choice – for example, one point might go into MND, and one into DEX. A character cannot put both points into the same attribute.
- The character gains **2 new skill points** to put in any skill he likes. The player may also choose to hang on to them, and add them to his character sheet later after he's decided what's appropriate.
- Every even level, the character gains a **new ability**, chosen from either their job list or the shared ability list.
- Finally, they get **additional HP and MP**; the bonus granted by their current Job.
- Now, just recalculate all of the character's combat scores, such as avoidance, accuracy, HP, Finesse and Force and so on. And you're done!

## Gaining Experience Points

Experience points, henceforce abbreviated as 'EXP,' serve as a tally of how close you are to hitting a new level. After obtaining 5 points of EXP you gain one level and your EXP total is reduced back to zero. EXP is awarded as follows;

**Combat (1 EXP):** To defeat your foes, whether through direct combat, a successful plan, or other means awards a singular point of experience. Sometimes sneaking past foes will not award this EXP, as they were not 'defeated,' merely temporarily overcome....however, outsmarting your foes to avoid conflict generally counts as deserving of an EXP reward, at the GM's discretion.

Fights where the foes are greatly below the party's level or ability - or aren't fighting back - do not award EXP.

**Major Enemy (1 or 3 EXP):** To defeat a Notorious Monster or a Boss in an epic struggle will award an additional point of experience, or three if the villain was a truly titanic, save-the-world level End Boss. Generally, the foe must be defeated permanently for this EXP to be retrieved - in a skirmish in which a Boss manages to flee the GM might rule that the bonus EXP isn't awarded – however, the party does still receive the normal 1 EXP for Combat.

**Quest (1 to 3 EXP):** Completing a minor mission or side quest will award one point of experience, and finishing a longer story arc or a major quest will award two or three points. A good rate for Quest experience to be distributed is usually about every second game session.

**Session (1 EXP):** At the end of every single gaming session, all players who attended will be awarded 1 point of EXP. Just for showing up!

# LIMIT BREAKS

*"You just don't get it at all. THERE ISN'T A THING I DON'T CHERISH!!"*  
- Cloud Strife

Limit Breaks are special maneuvers which are only accessible after a character sustains a substantial amount of damage, and are unlocked as the game progresses instead of right from level one. Although normally considered to be rarely-seen attacks possessed by the PCs, some powerful foes may also have access to a Limit Break.

## Obtaining Limit Breaks and Limit Abilities

Over the course of the chronicle the GM might decide that you have reached a major milestone – you and your allies have triumphed over an arch-nemesis, reached the end of a major plot arc, or even just accomplished one or more Life Goals. At this point, the GM might reward you by granting you a Limit Break **and** a Limit Ability. The abilities are located in each Job's individual write-up, whereas a Limit Break is unique to your character and constructed with a point-by system. Generally, characters only ever earn a **maximum** of three limit breaks – the first one being built with **ten** points, a second with **twenty**, and a third and final with **thirty** – but GMs who are experienced with the system might have their own plans.

Although granting these Limit Breaks and Abilities is ultimately best saved for dramatically-appropriate moments, we'd like to mention that ten-point limit breaks are most effective when the party is level 3-5, that twenty-point breaks are solid in the level 7-9 range, and that you probably don't want to hand out powerful thirty-point limit breaks until levels 12-14.

## Using Limit Breaks

There are two ways to perform a Limit Break.

First, they can be randomly accessed while making your attack's attack accuracy roll. When a character rolls a pair of sixes, this represents a Critical Hit, and a possible Limit Break. If the character has 25% of his maximum health remaining or less, the character may use a Limit Break of their choice instead of his regular attack. Characters with the Shared Ability 'Limit Breaker' or the 'Overdrive' equipment property may perform such techniques at 50% or less of their health instead.

Secondly, a character can use a Limit Break by spending three points of Destiny. Limit Breaks used in this way require a standard action to perform and can only be used on the character's turn.

Regardless of how the Limit Break is used, a character may only use one Limit Break per round. A Limit Break may have almost any effect. It may simultaneously heal allies and cause damage to enemies, or any number of other things. Characters retain older Limit Breaks when they gain a new one. Thus, the character may choose to use any one of the Limit Breaks in his possession when they become accessible.

# Limit Break Creation

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The Limit Break Creation System that follows will help you design the special moves your character will learn over the course of their career. It uses a point-buy method to determine the exact effects of a given Limit Break. Point costs are listed in each section, and vary from effect to effect. A complete list follows over the following pages.

There are three types of limit breaks – straightforward moves built with **10** points, more powerful breaks that use **20**, and truly staggering expressions of power that use **30**. It's up to the GM what sort of Limit Breaks you'll receive, and when.

## Area Effect (5 Points)

The limit break affects either all enemies or all allies. This ability cannot be combined with the 5-point Refund version of Random Target.

## Attack: Weapon (3 Points)

The Limit is designed to inflict heavy damage on the target using your equipped weapon. This sort of Limit break may either deal ARM or M.ARM damage, and uses your normal attack to determine how much damage is dealt – with some modifications. First, **Attack: Weapon** always deals non-elemental damage unless paired with the **Elemental** property – even if your weapon would normally deal elemental damage of a specific type. Secondly, the damage dealt is increased based on the rank of the Limit Break; consult the chart below.

Limit Break Rank	Damage Step Increase
1	+2
2	+4
3	+6

Thus, if Cid was to wield a Sword that did  $(PWR \times 1) + 2d6$  points of damage, a Rank 1 limit break would alter this damage to be  $(PWR \times 3) + 2d6$ . A Rank 3 limit would alter this damage to be  $(PWR \times 7) + 2d6$ .

Limit breaks are considered to be Medium-range attacks, no matter the weapon with which they are performed, and **Attack: Weapon** cannot be combined with **Attack: Magic**.

## Attack: Magic (3 Points)

**Attack: Magic** is the spellcaster's version of **Attack: Weapon**. Rather than elaborate blade dances or crushing axe blows, you use the power of your magical arts to burn, freeze, disintegrate, or otherwise destroy your foes in spectacular ways. Choose one damage-dealing spell you know, which is cast at this time for no MP as an Instant action. Just like **Attack: Weapon**, the spell's damage is increased by 2 steps for a Rank one Limit Break, 4 steps for a Rank two limit, and 6 steps for a Rank three.

In addition, damage dealt in this way is Non-elemental despite its normal type, unless you also take the Elemental effect. It is also still reduced by M.ARM as normal, and **Attack: Magic** cannot be combined with **Attack: Weapon**.

## Backfire (3 Point Refund)

The limit break is dangerous to its user as well as to his enemies, for every time the power is used, there is a 25% chance that it backfires affecting the user instead of its intended target. May not be combined with beneficial

Primary Effects such as Revive, Healing or Clear, and may not be used in conjunction with Random Target. If combined with Area Effect, a Backfire causes all allies to be affected.

### **Break Arts (4 Points)**

Break Arts damage an opponent's attributes in battle. Multiple Break Arts of the same type are not cumulative. 4 points will allow any of the following, of your choice.

*Power Break*, which reduces a foe's physical attack damage and Force score by half for 4 rounds.

*Armor Break*, which reduces a foe's ARM and M.ARM scores to zero for 4 rounds.

*Magic Break*, which reduces a foe's magical attack damage and healing power by half for 4 rounds.

Or *Speed Break*, which reduces a foe's Finesse, AVD and ACC scores by half for 4 rounds.

### **Clear (5 Points)**

Clear removes all negative status effects from the target.

### **Death Attack (10 or 20 Points)**

This requires a successful opposed check. Death Attack slams a single opponent with a maneuver reduces their health by 50% of the maximum value. For the 20-point version, Death Attack reduces the target to 0 hit points instantly, but does not work on Bosses or Notorious Monsters.

### **Debilitate (2 Points)**

Debilitate infuses the enemy with a random elemental weakness. Roll 1d6 and consult the following table to determine which one. If cast a second time, the new weakness will replace the first. Lasts until the battle ends or the weakness is overridden by a new attempt to Debilitate. If the target already possesses an Immunity or Absorbency to the resultant element, roll again. Taking this ability twice will allow for the user of the limit break to choose a weakness instead of rolling one randomly, and also allows the user of the limit break to choose Shadow or Holy as an elemental weakness.

<u>Die Roll (d6)</u>	<u>Inflicted Weakness</u>
1	Fire
2	Ice
3	Water
4	Lightning
5	Wind
6	Earth

### **Drain HP (3 or 6 Points)**

The limit break, which must deal damage of some type to the opponent, returns 50% of the damage dealt back to the user as health, restoring his HP. For 6 points, Drain HP allow the user to return 100% instead. HP Drain may not be combined with Healing.

### **Drain MP (3 or 6 Points)**

The limit break, which must deal damage of some type to the opponent, returns 50% of the damage dealt back to the user as magical energy, restoring his MP. For 6 points, Drain MP will allow the user to return 100% instead. MP Restore may not be combined with Healing.

### **Elemental (1 or 3 Points)**

The attack carries a certain element with it - Fire, Ice, etc., and does damage of that type. If the limit break is used with a weapon that has an elemental property, the element of the limit overrides the element of the weapon. If your elemental choice is Holy, then the cost of this effect is increased from 1 to 3. If the target is immune or resistant to the Element of that type, normal damage is dealt instead. As always, if multiple Elements are used in the Limit Break, treat the attack as whichever element would be most effective.

### **Elemental Mastery (2 or 5 Points)**

Grants one target an Absorbency to one element for two rounds (All damage dealt by that element is reversed, restoring HP instead of reducing it). The element must be chosen when the ability is learned, and Undead targets still only get an Immunity instead of an Absorbency. For 5 points, the Absorbency lasts until the end of combat.

### **Healing (5, 10, or 20 Points)**

For 5 points, a target of your choice regains 50% of their HP or MP, chosen when this Effect is added to the limit break. For 10 points, the target either recovers 50% of their total HP and MP, or 100% of either, decided when the Limit Break is used. The 20-point version fully recovers a target's HP and MP to their maximum values.



### **Movement (1, 2, or 5 Points)**

The Limit Break causes either the user or its target to move a distance based on the number of points spent – Short Range for one point, Medium Range for 2 points, and Long Range for 5 points.

This can be used to knockback opponents, but also to get allies out of harm's way or perform attacks at extreme distances. Allies do not have Slow actions interrupted when friendly characters perform beneficial Limit Breaks involving them, including Movement.

### **Multi-Attack (6 Points, See Below)**

The Limit Break now requires an attack roll, and must be combined with the **Attack: Weapon** effect. For 6 points, the character using the Limit Break now attacks twice, potentially dealing its damage twice. For 12 points, the character attacks 3 times. For 18 points, 4 times; so forth and so on. Each attack may target a different enemy.

### **Multi-Spell (6 Points, See Below)**

The Limit Break must be combined with the **Attack: Magic** effect. For 6 points, the character using the Limit Break may cast the spell one additional time. For 18 points, the character casts the spell three times in rapid succession, and so on.

### **Neutralize (3 or 8 Points)**

For 3 points, Neutralize removes all Weaknesses and Resistances from the target until combat ends, and reduces all Immunities and Absorbencies to Resistances. For 8 points, Neutralize completely removes all Weaknesses, Vulnerabilities, Resistances, Immunities and Absorbencies from the target until combat ends

### New Form (1+ Points)

The character or the limit break's target adopts a completely different form when the Limit Break is used, changing its type from the standard 'Humanoid' to any of the following categories; Aerial, Amorph, Arcana, Aquan, Beast, Construct, Dragon, Fiend, Insect, Plant, or Undead, chosen when the Limit Break is created.

If the user of New Form is the one targeted by this limit break, they gain a passive benefit; For every point spent in New Form, you may temporarily increase one attribute by 2 and decrease another by 2. Thus, **New Form 10** allows you to increase one or more attributes by a total of twenty points, and decrease one or more attributes by twenty points as well for the duration of the shape change.

You may use the points spent to purchase Biological Monster Abilities for this shape, the effects and costs of which can be found in the table below. New Form lasts until the character chooses to end the effects, gains a level, or is reduced to 0 hit points.

Name	Points	Effect
Regeneration	4	During combat, you gain a number of Hit Points at the start of each of your turns equal to your level.
Swift Strikes	4	You may calculate damage with any weapon with your DEX attribute.
Flight	4	You gain <i>Flight</i> , as per the status effect.
Large	5	Your physical size increases noticeably, making you immune to Knockback effects.
Unusual Defense:	6	You suffer double damage from Magic-based attacks, but physical attacks only deal half damage to you. When combined with <i>Protect</i> , physical attacks are reduced to 25%.
Physical		
Unusual Defense:	6	You suffer double damage from physical attacks, but spells and magical attacks only deal half damage to you. When combined with <i>Shell</i> , magic damage is reduced to 25%.
Magical		
Swarm	8	You split into dozens or even hundreds of copies of yourself, allowing you to take half damage from all Single-target spells, attacks and abilities. You are also immune to status effects and knockback effects with a Single target. Conversely, any damage that with a Local or Group target deals double damage to you.
Controlled Defense	16	You may switch back and forth between Unusual Defense: Magical and Unusual Defense: Physical as an Instant action on your turn.
Multiple Parts	22	You gain two additional 'parts,' each one possessing an HP score equal to 25% of your maximum. Each multiple part allows you to take one additional standard action each round and may be revived by spending a point of Destiny if they are destroyed.

### Piercing (4 Points)

The attack, which must deal damage in some fashion, is able to penetrate even the strongest of enemy defenses. The Limit Break ignores ARM and M.ARM.

### Power Item (1 Point Refund)

The Limit Break cannot be performed unless the character has a certain item available in their inventory, whether it be a crystal shard, a set of pointed red sunglasses, the ashes of their fallen comrade, or even just access to their weapon.

### Random Target (1 or 3 Point Refund)

The attack is chaotic in nature and cannot be completely controlled. For the 1 point refund, the technique targets a random enemy (or ally, if the limit break is beneficial). For the 3-point refund the target is completely random, and may be either an enemy or a friend. If combined with Area Effect, the limit break targets a random Group.

### Revenge (4 points)

A Revenge attack – which must be combined with **Attack: Weapon** or **Attack: Magical** – has greater effect as your health declines. A limit break with this effect does additional damage equal to half the difference between your max HP and your current HP- i.e., half the amount of damage you have taken so far. If Revenge is taken twice, it instead does additional damage equal to the entire difference between your maximum HP and your current.

### **Revive (3 points)**

A companion finds the strength to rise and fight on thanks to you. This effect revives a character whose Hit Points have been depleted, returning him to consciousness and restoring 1 HP. Revive cannot be used on an Undead enemy.

### **Self-Only (1 Point Refund)**

The effect, which must be beneficial in nature, works in such a way so that it can only affect its user - no other ally or enemy may be targeted. May not be used in conjunction with Area Effect, Short Range, or Random Target.

### **Short Range (1 Point Refund)**

Normally, all Limit Breaks are considered Medium Ranged, meaning they can target flying creatures or without penalty. However, with this effect the attack or is restricted to melee range. Must be combined with an offensive ability and cannot be combined with Self-Only.

### **Specialized Target (1 or 5 Point Refund)**

One or more types of monster is unaffected by attack. For one point, choose one type of creature from the following list that is Immune to the Limit Break; Aerial, Amorph, Arcana, Aquan, Beast, Construct, Dragon, Fiend, Humanoid, Insect, Plant, or Undead.

For a 5 point refund, ALL types of monsters are Immune to the attack except for one chosen category.

Specialized Target cannot be taken more than once, and the user cannot choose a specialized target for a species that he belongs to. For example, a Blue Mage with the Dragon mutation could not choose a Humanoid or Dragon specialized target.

### **Stat Boost (4 points)**

A Stat Boost augment the subject's normal abilities, making them stronger, tougher, faster, or smarter. When taking this effect, choose an attribute such as DEX or PWR or MND, and increase the damage dealt and healing provided by all attacks and spells of that type by one step. For example, if a weapon was to do (PWR x 1) points of damage, it will now do (PWR x 2) instead, and so on. This effect remains until the end of the game session and may not be combined with Backfire, but may be taken multiple times to increase the damage steps by an additional one each time.

### **Status Effect (Varies, consult chart below)**

The limit break attempts to bestow one or more positive or negative status effects on the target with an opposed Force or Finesse roll. The power of the limit break determines which positive or negative status effects are available. By adding multiple status effects the costs are cumulative for example, inflicting an enemy with *Zombie*, *Poison* and *Sleep* would cost a total of 9 points.

Positive status effects last until combat ends. Negative status effects last for a total of 4 rounds, except for *Stun*, which, as always, only lasts until the end of the monster or character's next turn.

<b>Limit Rank</b>	<b>Status Effect</b>	<b>Point Cost</b>
1	Stop, Poison, Blind, Sleep, Charm, Reflect	2
2	Confuse, Berserk, Seal, Curse, Zombie, Protect, Shell, Flight	4
3	Slow, Transform, Petrify, Stun, Haste, Auto-Life	8

### **Stylish (1 point)**

The Limit Break is combined with a dazzling display of light, color, or raw power to awe allies and enemies alike.

After the Limit Break is used, all allies receive a +1 bonus to ACC and AVD until the beginning of your next turn.

Alternatively, all enemies suffer a -1 penalty to ACC and AVD for the same duration.

For each time Stylish is taken after the first, the cost increases by 1. (So to give all allies a +3 bonus, Stylish would need to be taken three times and cost 6 points in total; 1 for the first, 2 for the second, 3 for the third) Sinking 28 points into Stylish would grant a total bonus or penalty of 7 ACC and EVA.

### **Upgrade (Varies)**

You may gain the benefits of any weapon or armor property at the cost of two points per Tier required. For example, if you wished to gain the HP Drain property – which requires Tier 5 equipment – you would need to purchase Upgrade for 10 points. Break Damage Limit would cost 16, and so on. The effects of Upgrade last until the end of combat.

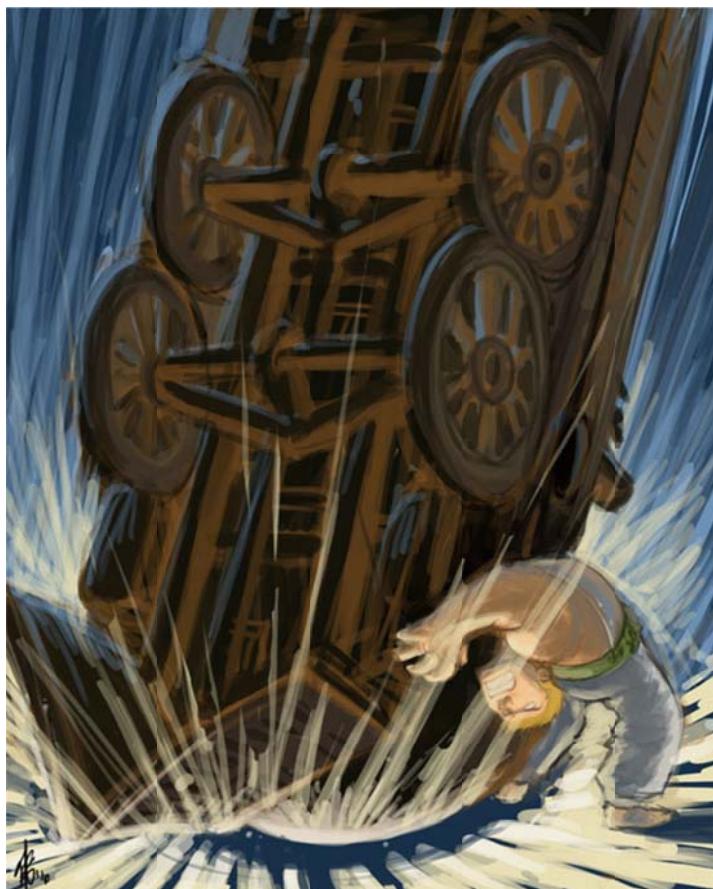
### **Worldshaker (Varies)**

Your limit break carries such fury that the ground trembles and the tides change, volcanoes explode and the wind becomes still.

For 3 points, the terrain becomes actively hostile. The air nearby becomes superheated, meteors break through the atmosphere and slam into the earth's crust nearby, the air become. The terrain deals damage to all enemies and allies at the start of each of their turns, based on your level – take a look at p.153 for the **Recurring Damage** chart regarding terrain.

For 3 points, you can also create Fire, Ice, Wind, Water, Earth, or Lightning Elemental Terrain in the current area, lasting until combat ends. For 6 points, you may create Holy or Shadow elemental terrain instead.

For 9 points, you can make the damage and detrimental effects caused by Worldshaker affect only enemies instead of all Local targets.



# ADDITIONAL CHALLENGES

*"As I grew up, everyone I knew died, one by one, until eventually it was just me. And all of their dreams fell on my shoulders. I was their' last hope'."*

- Noel Kreiss

Not every difficulty the PCs will face can be as easily defined as a horde of evil foes brandishing weapons. This section discusses traps, breaking objects, and more.

## Social Challenges

A smart group of adventurers doesn't get in a fight with every living thing they meet. Unfortunately, there are times when others block the way forward – uncooperative guards, recalcitrant informants, enemy spies, and prowling monsters will test the characters' bartering, sneaking, and role-playing skills to the limit. Unlike physical challenges, social challenges hinge on what a character says as much as how they roll. If a PC attempts to use a persuasive skill like Negotiation, the player must act out the attempt as well as simply rolling for it. Good performances might net the player a bonus or waive the roll entirely, assuming this is in character; no amount of smooth talking on the player's part can compensate for a Complication on that Negotiation roll. Here's some examples of how difficult Negotiation checks might be.

Negotiation Difficulty	Situation
Elementary (5)	Convince an admiring fan that you really are <i>just that amazing</i> .
Easy (7)	Haggle a deal with a shopkeeper in a backwater village, seduce a Gambler.
Moderate (9)	Impress a diplomat or noble with your well-reasoned arguments.
Challenging (11)	Insult an imperial soldier until he opens the prison door to come strike you.
Impressive (14)	Leave a monster trembling in fear from your intimidating stare.
Heroic (17)	Lie to an Esper or a Judge and get away with it.
Supreme (20)	Rally a small army for your cause, lie to a mind-reader and get away with it.
Godlike (25)	Have the king agree to step down and give you the throne instead.
Impossible (30)	Befriend a Tonberry.

## Submersion and Drowning

At times Final Fantasy heroes will find it necessary to travel underwater to arrive at their destination, or battle foes beneath the waves. A simple (if rather difficult to believe) rule covers such situations.

A character can **hold their breath** for a total number of full rounds equal to **(2 + half their Swimming Skill, rounded down)**, after which time they are considered to have run out of air. After this point, at the start of every round they have a flat 25% chance of being Stunned and losing 25% of their maximum HP, able to do nothing but swim toward the surface to the best of their ability.

A character who succeeds on a **Godlike** or **Impossible** swimming skill at any point in time during the game permanently gains the ability to breathe underwater and suffer none of the previously-mentioned penalties.

A character can only be killed by prolonged submersion and suffocation under extreme conditions.

## Objects and Hardness

Whether it be as complex as a suit of M-Tek Armor or as simple as a tightly-packed clay cell wall, players and characters alike will always find reasons to destroy barriers and inanimate objects. Although characters with the Destructive Strike ability are better suited to rip a path through their surroundings, anyone may destroy an object or structure if they succeed at a Force skill test. Thus, objects cannot slowly weaken under a continued assault of attacks; it's all or nothing.

The difficulty of breaking an object is the same as any other check – the character must make a successful Force roll equal to or greater than an object's difficulty value to destroy it. Consult the chart below for information on typical – and not-so-typical – materials and objects.

Equipable items – armor, shields, weapons, accessories, etc. – cannot be broken or damaged with a simple Force check.

<u>Object</u>	<u>Difficulty to Break</u>
Glass and Pottery	Elementary (5)
Wood	Easy (7)
Crystal	Moderate (9)
Flimsy Metal	Challenging (11)
Stone	Impressive (14)
Reinforced Metal / Steel	Heroic (17)
Diamond	Supreme (20)
Adamantite / Orichalcum	Godlike (25)
A Towering Skyscraper	Impossible (30)



## Elemental Field

From howling snowstorms to blistering heat, the environments that players will find themselves fighting in is nearly endless. But such conditions mean more than just running the risk of developing a case of heatstroke or the sniffles. Other chapters mention Difficult Terrain, and the suggested ruling of recurring or one-time damage, or penalties to rolls and defenses. But particularly strong weather or terrain conditions – like the inside of a volcano or in the middle of a hurricane – can warp and accumulate large concentrations of Elemental energy. Magical attacks made in an Elemental Field have their damage increased by two steps if they share the same element. For example, characters battling in the freezing tundra might discover their Ice elemental spells or Ice-Strike weapons deal additional damage.

## Traps

Traps can give a party plenty of headaches without ever straining their sword arms. They can deal damage directly, inflict statuses, sound alarms that summon or release monsters for the PCs to fight, and more.

A common trap is a ‘Monster-In-A-Box’, a creature of almost any type that lives within the dark confines of a treasure chest, bursting out to attack unsuspecting adventurers. Odds are pretty good that you can describe most

traps as an aspect of Difficult Terrain; take a look at p.155 of this book and glance at the **one-time damage** chart to see what level of injury it might be appropriate for a trap to cause.

## Alternative uses for Magic

Aside from causing direct damage, inflicting status effects and healing allies, characters may also use the power of the elements to manipulate the environment. Possible effects include:

**Earth:** Can cause tremors that can quickly damage and destroy smaller environmental features, opening up previously inaccessible sections.

**Fire:** Setting things on fire is the easiest way to make a battle a little more interesting. Structures and vegetation burn up slowly enough that they'll most probably be ablaze for the rest of the battle; combatants, however, are far less durable. Anyone caught in the middle of a fire will suffer fire elemental damage for each round spent in the blaze; consult the **Recurring Damage** chart for Difficult Terrain on p.153. Environmental features set on fire and then rigged to fall on opponents might deal physical fire damage rather than magical.

**Ice:** Ice Elemental attacks have the ability to freeze bodies of water or ice over soggy ground, turning previously traversable areas into Difficult Terrain.

**Lightning:** Capable of powering – or overloading – heavy machinery and electronic devices. The exact results of such actions depend on the device in question, but could easily range from destroying a shield generator protecting a major villain to activating an elevator to high ground.

**Water:** Can sweep smaller environmental features out of the way and soak into solid ground, turning it into muddy and Difficult Terrain. This probably causes penalty to AVD at the very least.

**Wind:** Knock things over or blow smaller objects away – a good way for retrieving things that would normally be beyond the party's reach. It may also disperse other atmospheric conditions, like snow and fog.



# CHAPTER VI: THE WORLD

*"No matter how dark the night, the morning always comes. And our journey begins anew."*  
- Balthier Mid Bunansa

One of the largest problems with the Final Fantasy series – at least where tabletop gaming is concerned – is the lack of a recurring setting. There are repeated fundamentals that appear in most games in the series, such as Chocobos, Moogles, and magical crystals tied to a heroic prophecy, but even these common elements are absent in a handful of titles.

You can base the game in any location or world you wish. More than one Final Fantasy game has seen the cast board a shuttle to the moon or descend deep into the dwarven caves beneath the earth – however, some GMs specifically wish to run their games while using one of the canon worlds as a backdrop. In this chapter we'll discuss most of the Final Fantasy game settings as briefly as possible, suggest several adventures that could take place in the world, and give suggestions on how to modify the standard rules to replicate the setting.

What you won't find, however, are plot synopsizes or descriptions of places in the games. No matter how detailed a world's description might be, we believe that distilling all the energy and fire that made a game interesting down to dry facts and descriptions is a terrible thing. (We also don't want to see this already long book get even longer.) Consider this chapter more a repository of additional/optional rules than any attempt at helping the GM build a campaign world. And speaking of optional rules...

## Optional Rule: Alternate EXP Variants

For many players – especially those who are new to the system – the rapid level gain presented in the core book is too quick. Heroes who begin and end their careers in the span of six months of regular play might be undesirable to groups who prefer their epic tales to be equally epic in length. If the presented suggestion for the rate of EXP accumulation doesn't work for you, consider one of the following fixes;

**Leveling-Up takes place during story events.** With this method, players don't worry about experience points at all and instead gain a level whenever the GM deems it to be appropriate. The benefit to this is that everyone levels-up together at the end of a session, reducing downtime during games and making sure nobody feels 'left behind' for missing a few sessions. It also allows you to pace the game to be as slow or as fast as you and your group like.

**Change the amount of EXP needed to gain a Level.** This is almost an easy fix as the above suggestion. Some players don't want to stop tracking EXP completely, and instead feel the best solution would be to increase the amount of experience needed per level from 5. Changing it to 10, for example, effectively assumes characters will still gain a level every three to four game sessions, depending on how combat-intensive your games might be.

## Distant Places

Outside of the familiar world our heroes likely inhabit, isolated dimensions and secluded realities give birth to powerful monsters and are home to cosmic wanderers, Espers, and even the souls of the dead. Below is a sample of two possible alternate dimensions that may appear in your Final Fantasy games.

## The Void

The Void refers to an actual, physical dimension that can often take a form familiar to those who traverse it, or can be reshaped at will by the current denizens thereof. Entire deserts, fortresses, forests, caverns and so forth have been birthed within the Void, interconnected through a series of passages that often seem to contradict logic. The rules of space and time do not necessarily seem to apply the same way as they do in the normal world, and time does not seem to flow at all for any inhabitants of this place. In its unchanged state, the Void is a dimension of infinite nothingness.

The Void is known to be a connective dimension, through which other realities and worlds can be reached. Due to this fascinating feature about the Void, countless numbers of power-hungry mages have sought to control it and wield the dimension as a cosmic weapon – and at times, they have come close to succeeding. The Void seems to possess the power to distort or destroy matter, consuming it utterly.

The rampant nihilistic attitude of those seeking to make use of its power is well-recorded. Often times, this starts out as a simple desire for incredible power but inevitably leads to an intense desire to reduce all of everything to a state of non-existence. Some scholars speculate that this is because The Void is an intelligent, sentient being instead of this merely being the result of gaining use of such destructive power; they speculate that the Void controls its users just as much as they influence control over it.

Entrance to the Void is as simple as stepping through a Dimensional Gate created with the Time Magic spell of the same name. However, *leaving* has always been much more difficult, which makes the Void a suitable prison...frozen in time...for the most fearsome beasts in existence. Some beings – such as Ultima Weapon and Gilgamesh – reside within the Void and use the powers of the dimension to hop between worlds.



## The Farplane

The Farplane is where the souls of the deceased reside, a peaceful afterlife that remains a mystery to all those but its permanent inhabitants. Only souls that are at rest travel here – the dead who still harbor resentment or have yet to accept their fate still wander the world, ultimately becoming Fiends suffused with the powers of hatred.

The Farplane can be visited by the living, and often images of the deceased – little more than figments – can appear to those who seek them.

## Races

Although a character's Race doesn't usually provide any mechanical benefits or detriments, GMs and players who are looking for information on a specific 'playable species' in the Final Fantasy world could do worse than browse the next section. We've compiled trivia on over half a dozen races ranging from Moogles to Humans (often called Humes or Hyur) that should help spur roleplaying quirks or even suggest possible character goals.

# HUME

Wildly diverse and infinitely tenacious, their ability to make a home in even the most inhospitable of environments has made Humes the standard against which all other races are measured. Resourceful, stubborn and proud, their goals and desires are as diverse as they are.

## Typical Height

1.6 – 1.8m (Male)  
1.5 – 1.7m (Female)

## Typical Weight

68 – 102kg (Male)  
52 – 91kg (Female)

## Hair Colors

Blond, black, brown,  
auburn, white

## Lifespan

Young is 5 -16 years old.  
Average is 17 - 59 years old.  
Old is 60 - 90 years old.

## Eye Colors

Brown, blue, green



## Society

As it develops, Hume society inevitably gravitates towards government of the masses headed by a single leader. In primitive societies, this may be an elder or high priest; in more advanced circles, a president, King, or Emperor. As a result, the aspects of a given Hume society tend to reflect in its leadership; an altruistic king begets a benevolent populace, whereas power-hungry emperors typically breed a harsh and militaristic one. Stratification is a common feature of Hume civilization, pitting rich against poor, believers against non-believers, aristocracy against peasantry, education against ignorance. This often leads to deep and powerful inequalities; 'class' can be as much of a identifying and motivating factor as a spark for conflict.

## Roleplaying

Hume personalities are largely shaped by upbringing and social backgrounds, and can be as varied and complex as the cultures that spawned them. Background, too, affects choice of profession; characters from rough-and-tumble surroundings may turn to the sword – or a life of crime – to make ends meet, while those with wealth and education seek out loftier callings. Interaction between different social strata can be fraught with tension; for rich sophisticates, the lower classes are ignorant boors, while the poor view the wealthy as arrogant and utterly detached from reality.

## Language

Humes invented the Common Tongue, with regional accents ranging from the mild to the incomprehensible; a trained ear can often pick out a speaker's nationality and education with only a handful of sentences. Hume scholars who dabble in various other languages often point out how the Common Tongue has picked up a smattering of slang, curses, and exclamations from different languages altogether and incorporated them into everyday speech.

## Jobs

Humes run the gamut from sly and crafty to noble and virtuous, and there's no distinct Job that the race favors over any other. Gamblers are more commonly Hume than any other race – perhaps this is a direct link to the carefree, chaotic lives they lead.

# ELVAAN

Though they resemble Humes, Elves are taller, slightly thinner, with more muscle definition, long necks, and oval faces. Their skins are darker than the average Hume's, ranging from light tan to a bronze or copper color. Their best-known features, however, are their pointed ears, which protrude from their heads at lengths between fifteen and twenty centimeters. Neither gender could be referred to as frail or delicate, and the Elvaan as a whole are physically powerful and independent creatures compared to many of the other races.

These proud humanoids have been involved in bitter civil wars and protracted conflicts with other races since the dawn of time, and it is only now that they have finally laid their swords to rest and allowed themselves the luxury of several generations of peace.

## Typical Height

1.8 – 2.1m (Male)  
1.7 – 2.0m (Female)

## Typical Weight

51 – 87kg (Male)  
45 – 69kg (Female)

## Hair Colors

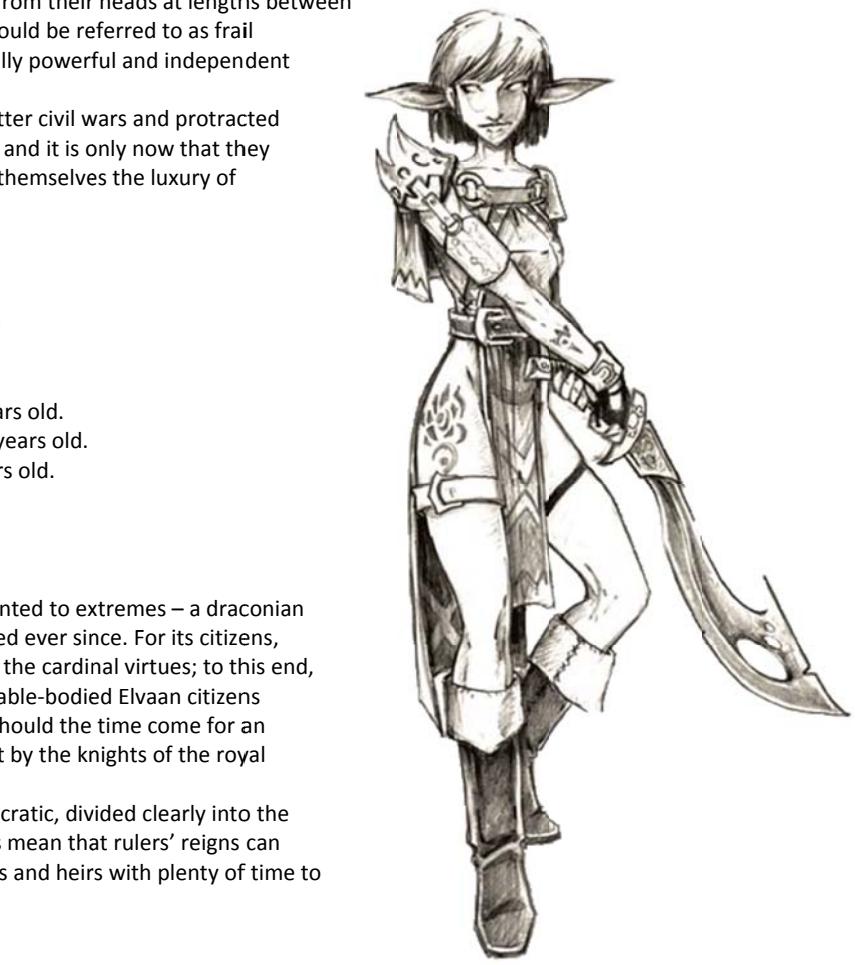
Blond, black, gray, white

## Lifespan

Young is 12 -20 years old.  
Average is 21 - 80 years old.

## Eye Colors

Gray, green, blue



## Society

Elvaan civilization is highly developed and regimented to extremes – a draconian perfection achieved centuries ago and perpetuated ever since. For its citizens, lawfulness, order, and obedience to the state are the cardinal virtues; to this end, most Elvaan nations sport an extensive army. All able-bodied Elvaan citizens receiving at least some level of training in arms; should the time come for an Elvaan nation to march to war, the line is held not by the knights of the royal families but by the citizens' militias.

Leadership within Elvaan society is strongly aristocratic, divided clearly into the Haves and Have-Nots. Prodigious Elvaan lifespans mean that rulers' reigns can stretch fifty years or more, leaving eligible regents and heirs with plenty of time to engage in courtly intrigue over the succession.

## Roleplaying

Pride is at the root of the Elvaan psyche. From early on, Elvaan are taught to be proud of their race's accomplishments, the culture and achievements in warfare that predate other races' by centuries at a time. As a result, they treat other races with a haughty condescension – one that turns to out-and-out fury should that 'Elvaan superiority' ever be challenged. Tellingly, Elvaan have just as little patience for their own kind; duels over slights and insults – both real and imagined – are a common occurrence in their society, and can set the stage for family feuds destined to last for a century or more.

## Language

Elvish is a needlessly complicated language but an oft-spoken one, though years of study are required to utter even a single word without deeply offending any Elvaan listeners.

## Jobs

Elvaan are renowned for their martial combatants – Samurai, Warriors, Monks, Dragoons, and Dark Knights primarily. Very few Elvaan choose the aesthetic life that comes with a magical upbringing – though those that do often avoid the 'pure' schools, and choose Red Magic instead.

# GALKA

The heavyset Galka are quite an interesting sight. Smooth greenish-gray skin, a rigid tail, a hint at reptilian ancestry, and expressive faces are covered with short fur. Despite this brutish outward appearance they are not stupid by any stretch of the imagination, excelling in mining, metalwork and other matters of engineering. Unlike most other races, Galka have no gender, though their manner is distinctively male.

**Typical Height**  
2.5 – 2.8m

**Typical Weight**  
160 – 220kg

**Hair Colors**  
Black, brown, gray, red

**Lifespan**  
Young is 16 -24 years old.  
Average is 25 - 50 years old.

**Eye Colors**  
Blue, green, brown

Old is 51 – 90+ years old.



## Society

The Galka may have once had a culture to call their own; if so, it has been lost to history since the race's glory days, leaving a nomadic people that makes its home in any society willing to accept them. Finding such hosts is rarely difficult; as architects, artisans or simple physical labor, Galka have the potential to easily drive an entire economy. Due to a lack of written language, the passage of history and culture is entrusted to 'Talekeepers' who act as a repository of ancestral memory. Few are aware that the Galka undergo a cycle of reincarnation; the details of this process are nebulous even to the Galka themselves. Though they visibly age, the Galka do not die of natural causes. Rather, upon reaching a certain age, a Galka simply bids his friends and fellows farewell and sets out into the wilderness. The timing of this journey is carefully calculated through consultation with the Talekeeper over a period of several weeks, during which time the leave-taker is invited to speak freely and at length of his life, his insights and achievements in the spirit of closure. Thus unburdened, the Galka departs as is never seen again. Months later a juvenile Galka will arrive to seek the Talekeeper's counsel, still innocent to the ways of the world and his people. For their part, Talekeepers seem to be possessed of almost unnatural longevity, reliably serving their purpose for generation after generation.

## Roleplaying

Though sometimes seen as slow-witted or apathetic, Galka are creatures of deep emotion and rigid self-control. From early on they are taught to bottle up negative feelings such as anger, frustration, and hatred, releasing them only in their final meeting with the Talekeeper. In this manner, Galkan wisdom goes, the race is protected from feelings that could ultimately destroy it. Faced with a potentially infinite lifespan, Galka try to adopt a detached world-view, outwaiting and outliving hardships instead of tackling them head-on. To this end, most grievances are simply swallowed and disagreements rarely voiced – a fact that encourages other races to callously exploit the uncomplaining Galka.

For the adventuring Galka who do not understand the concept of permanent death, conflict is rarely avoided and often plunged into head-first, and their self-control after a lifetime...or potentially multiple lifetimes....finally gives way to unmitigated, ragingly powerful emotions.

## Language

Though they have a complex spoken tongue, no written Galkan language exists. When living among other races Galka rarely use their own tongue; those who speak it tend to do so in a halting, awkward manner.

## Jobs

Galka are a bit of an oddity; These gentle giants are common as peaceful warrior Jobs such as Samurai and Monk as well as casters of all types – especially White Mages.

# VIERA

The Viera are an almost exclusively female race composed of slender forest-dwellers. They exhibit animalistic features such as rabbit or feline characteristics. In fact, the race is split evenly between two sub-races, each exhibiting one set of these animal-like appearances; the temperate forest-dwelling Viera sport a pair of rabbit-like ears sprouting almost a foot from their heads, where the jungle-dwelling, Amazonian Mithra are possess cat-like ears, eyes, noses, and tails. Both sub-races have bodies that are smooth-skinned and humanoid in proportion.

The Viera and Mithra are also distinguished by their deeply skewed gender ratio; out of every ten births, only one on average will be male. Centuries of evolution have left the females toned and slender, physically superior to their male counterparts in every respect. Face-paint and tattoos, marks of status and accomplishment in Viera tribes, are common among older females. Even Viera living in more 'civilized' countries generally use these decorative devices; old traditions die hard.

## Typical Height

1.6 – 1.8m (excluding ears)

## Typical Weight

49 – 66kg (Male/Female)

## Hair Colors

Universally silver or red.

## Lifespan

Young is 8-17 years old.

Average is 18-90 years old.

## Eye Colors

Silver, red, green, blue

## Old

is 91-180 years old.

## Society

Viera come together in small tribes dominated by a matriarchal government, usually in the form of a tribal Chieftainness or village wise-woman. The tribe's day-to-day affairs, too, are entirely in the hands of its females. This structure is a product of simple necessity; due to their scarcity, a tribe's males are too valuable to expose to the dangers of the world. Viera tend to be distrustful of advanced technology, particularly anything that involves the use of non-renewable resources; to them, maintaining harmony with nature is more important than fleeting comfort or convenience. In fact, their rigid laws demand that nature be treated with care and respect, and outsiders who cannot be trusted to abide by these laws are rarely welcomed. Due to their physical beauty, Viera have little trouble melting into Hume societies – though they rarely strike up relationships with other races. Many Viera believe that other races are weak, and by establishing friendship or even staying too long in the company of such creatures, they, too, will become inferior. Curious female Viera who leave their secluded homelands are considered 'troubled' by their Tribe (or Pride, in the case of the Mithra) and leaving to learn of the outside world is often a one-way journey. Viera who leave their homelands are rarely permitted to return, treated as outcasts or even publicly declared forbidden to return. Male Viera generally must leave their native soil secretly, lest a group of irritated females set out to bring their wayward man back home.



## Roleplaying

Viera are natural adventurers despite the stigmata that comes with leaving their homelands. They combine curiosity and energy with a wise, thoughtful nature that makes them amenable company on long journeys. Viera love games and stories, have an affection for dancing and the theatre, and a deep-seated respect for artisans. Though their animalistic nature may lead some to believe that Viera hate water, they are excellent, nimble swimmers.

## Language

Due to the relative simplicity of Bhasa Mithra, most Viera tend to need a running start when it comes to learning Common Tongue. Almost all Viera still speak with a thick accent even after spending years away from home.

## Jobs

Viera Geomancers tend to be the only ones that rise to positions of power within their tribes. Outcasts who find themselves forced to adapt to city life sometimes choose to follow the career of a Thief or Entertainer in order to get by, and male Viera who have fled from their tribes often choose a job that allows them to 'blend in' with society.

# LALAFELL

A diminutive race of magically active beings. The Lalafell are characterized by babyish faces, large eyes, pronounced ears and bear-like features. Their bodily proportions are equivalent to those of Hume children, with large heads atop a short-limbed body, a combination that appears utterly harmless up until the point the fireballs start flying. Some speculate the small creatures' mastery of magic is a kind of acquired survival trait; as most lack the endurance and strength to be serious warriors, they have little else to protect themselves from the dangers of the world.

## Typical Height

0.8 – 1.0m (Male / Female)

## Typical Weight

34 – 38kg (Male)

32 – 36kg (Female)

## Hair Colors

Brown, blond, red, grey, green

## Lifespan

Young is 2 -6 years old.

Average is 7 - 20 years old.

## Eye Colors

Brown, blue

Old is 21 - 40 years old.

## Society

The Lalafell live in a geniocracy, a society ruled by scientists, sages, thinkers, and other experts on worldly matters. In the eyes of the Lalafell, what one knows defines everything – prestige, social standing, and privileges. Accordingly, competition for wisdom is fierce and those in positions of authority are often usurped by younger, more knowledgeable individuals. This in turn creates enormous pressure to pursue new ideas and innovations, setting up the intellectual 'engine' that allows Lalafell society to progress.

While Lalafell scholars turn their attentions to many subjects, the study of magic is by far the most prestigious; spellcasters are the geniocracy's first line of defense, revered for their capabilities and respected for their intellectual accomplishments.

Lalafell travel mainly for social advancement, lured by the prospect of lost spells, rare alchemical ingredients, or ancient relics of legendary power.

As may be expected, magic is an everyday fact of Lalafell life; it powers mechanical constructs, enhances crops, and even protects tools and clothing from wear and tear. Though somewhat menial compared to the glamour of hurling offensive magicks in the name of the Lalafell nation, many able mages make profitable careers out of these mundane applications. Only metalworking is generally shunned; as a rule, Lalafell favor organic materials such as wood and cloth, finding such resources far easier to alter with magic than their intractable metallic counterparts.

## Roleplaying

Though childlike in body, Lalafell are highly intelligent beings, albeit ones possessed by an inexhaustible curiosity about anything and everything in life. No self-respecting Lalafell will miss the chance to obtain new knowledge – or show off the fruits of their studies whenever opportunity allows. Though they make little distinction between the trivial and the life-saving where information is concerned, the little creatures' intellectual posturing *does* come in handy.

While not as outright distrustful of advanced technology as the Viera, Lalafell do tend to be wary in the presence of non-magical machinery; to them, grinding gears, steam, and clockwork are ruthless, soul-less things, lacking the innate warmth and vitality of a magic-driven device.

## Language

Many scholars and collectors of ancient lore have dabbled in Lajargon, despite the convoluted intricacies of the language. The Lalafell themselves use it almost exclusively, finding Common to be simply too lacking in description for their purposes.

## Jobs

Magic is the Lalafell way, and accordingly, they boast an impressive array of most types of spellcasters – Time, Black, White, and Red. Geomancers are more rare, but still exist among the forest-dwelling folk.



# MOOGLE

Mogles are furry little semi-magical creatures - one-part cat, one part bear cub; a race for which the words 'disarmingly cute' are all but tailor-made. They sport tiny, bat-like wings that allow them to perpetually hover and fly for short periods of time. Wings aside, the Mogles' most distinguishing characteristic is the curious buoyant 'pom-pom' connected to the top of their heads by a small, thin stalk, referred to by the Mogles as a 'Deely-Bopper.' Its true purpose is unknown, though some speculate that it may have reproductive or telepathic properties. Moogle fur is generally white and downy, though variations exist in the world; striped, brown and purple are among the most common, but many others have arisen over the years. Some Mogles also sport a thick 'ruff' of fur around their neck; this feature tends to evolve in colder climates, and is usually accompanied by a correspondingly denser coat of fur.

## Typical Height

Varies by species

## Typical Weight

18 – 30kg (Male / Female)

## Fur Colors

White, grey, brown, purple

## Lifespan

Young is 1 -10 years old.

Average is 11 - 28 years old.

Old is 29 - 35 years old.

## Deely-Bopper Colors

Red, white, green, yellow, purple



## Society

Traditionally, Moogle tribes seclude themselves in small villages hidden away in forests or caverns, subsisting on foraged nuts and roots, their locations known only to those select outsiders who have earned the tribe's trust. Such groups number anywhere between ten and fifty; the oldest Moogle in the tribe usually acts as a nominal leader, though group consensus guides most decisions. This bucolic, carefree existence is balanced by a love of travel and adventure. Once they come of age, many Mogles leave the safety of their villages, embarking on journeys that can easily span the breadth of the globe. What happens next depends on the individual. Some find the outside world too chaotic, too confusing for their liking; disenchanted, they return to the stable familiarity of their villages. Others are captivated by the sights and opportunities of their wanderings, and settle down in the company of other races. Mogles have an innate genius for social adaptability – no matter how alien the society they find themselves in, it is only a matter of time before they learn its ins and outs, picking up all the trappings of civilization along the way. Every Moogle is given the rights to pursue its own idea of happiness, whether bliss is found in the boughs of an ancient tree or the guts of an airship. In spite of their scattered nature, Mogles still manage to maintain a close-knit social network by regularly trading news and gossip from city to city.

## Roleplaying

Though mischievous, sassy, and occasionally sarcastic, Mogles are incapable of genuine malice or cruelty – a rarity among intelligent beings. Base emotions such as hatred and violence are unheard of among the primitive Mogri - however, they *have* been known to 'get even' with anybody who tries to take advantage of their good nature.

## Language

Despite the fact that their native tongue of Mogri uses just a single word, Mogles have a superb aptitude for languages. Most know the Common Tongue, though they have a tendency to slip in the word 'Kupo' in at random intervals, a linguistic quirk that even experienced speakers can't seem to shake.

## Jobs

Entertainers make up the VAST majority of the fun-loving Moogle race, especially the sort that focuses on mystical dances or juggling. The charismatic Mogles make exceptional thieves and they boast an aptitude for Geomancy, Red, Black, and Blue magic. Quite a few Moogle Engineers have been known to exist as well.

# ANDROID

Androids and cyborgs are the result of mad experimentation between man and machine, and are empty shells fueled by a functional brain. Most have proportions similar to that of a normal Hume, though many sport obviously mechanical appendages or features, such as conduits and wires peeking through their 'skin.' Their clothes are often little more than rags, and their eyes cannot disguise their true natures; empty and often pupil-less black pools, they offer no reflection, and belie no spark of life.

#### Typical Height

Varies. Usually 1.6 – 1.9m.

#### Typical Weight

Varies. Generally 200kg+

#### Hair Colors

Any

#### Lifespan

Unknown

#### Eye Colors

Black



## Society

The origins of Androids or robots, if they exist, will likely vary wildly from campaign to campaign. Perhaps they are the result of tinkering by scientists who didn't know when they the line had been crossed, or perhaps they are a natural product of a highly technological world where many people have begun to rely more and more on cybernetics. Perhaps they are the cadavers of soldiers who had fallen in battle during some great war, reanimated, reinforced and rebuilt.

Regardless of their origins, the crude hybridization of man and machine rarely yields a happy, fulfilled individual. Many struggle with feelings of anger or have difficulty finding a purpose. Some discover joy for brief periods, but have to watch as the passage of time erodes their homes into dust and rob them of their loved ones. Because of the diverse nature of the androids, one can never really be sure how they will fit into society. Some fiercely defend the poor and the sick, while others can be found acting as hired muscle, cutting down their foes with emotionless, robotic efficiency. Some can be found working almost as slaves in major metropolitan areas, are able to handle levels of heat, pressure, and severe workloads that other races simply couldn't deal with. The death of an Android in an unsafe work environment, as well, is a little-mourned occasion.

## Roleplaying

The drives and goals of an Android are always peculiar. Some seek love, others, a place to call home. Some seek to learn more about their creation. Some have lost memories, and seek their own pasts. Some adventure simply for the thrills of doing so, to be free of monotony, no matter how briefly. To love and inevitably lose often takes its toll on the remaining psyche of an Android. Many become callous and hollow, and truly robotic. Still, some Androids possess a hope for the future; they imagine a city built by their hand or a new age of technology with their people at the helm.

## Language

Androids speak Common, but many pursue additional languages in attempts to fit in with polite society no matter where they go. The Binary language (*being little more than a series of zeroes and ones*) may be spoken by highly-trained linguists, but never as nearly as fluently as when utilized by an Android.

## Jobs

Androids make the best Engineers without question, and many of their kind pursues this job choice.

Having been forever torn from the embrace of the lifestream, Androids rarely find themselves able to utilize magic. Some Android Blue Mages have discovered that they can integrate bits and pieces of slain enemies to use monster abilities instead of merely learning them.

# BANGAA

A gruff, athletic lizard renowned for its temperament. Bangaa are burly, muscular creatures caught in a permanent stoop; hard scales cover their bodies, while their snouts are jammed with razor-sharp teeth capable of rending and tearing with terrible ease. Despite their reptilian ancestry, Bangaa tend to grow 'whiskers' or facial hair as they age; females have a prominent ruff of downy fur that covers their chests, a rare difference between the two genders.

Bangaa are excellent scouts and trackers, favoring smell and hearing over sight. As a result, it is not uncommon to see Bangaa wearing blindfolds as a fashion statement. Their long, loose-hanging ears are split in two, giving them superior directional hearing; the tips are often pierced or encased in metal. Facial and body tattoos are another common decorative device, particularly among younger Bangaa; they often denote rank or accomplishment.

Bangaa are usually all but fearless, suffering extreme injuries without shirking back or retreating. They might lose a body part or two, but eyes aren't really that essential anyway, their tails grow back, and Bangaa chicks dig scars.

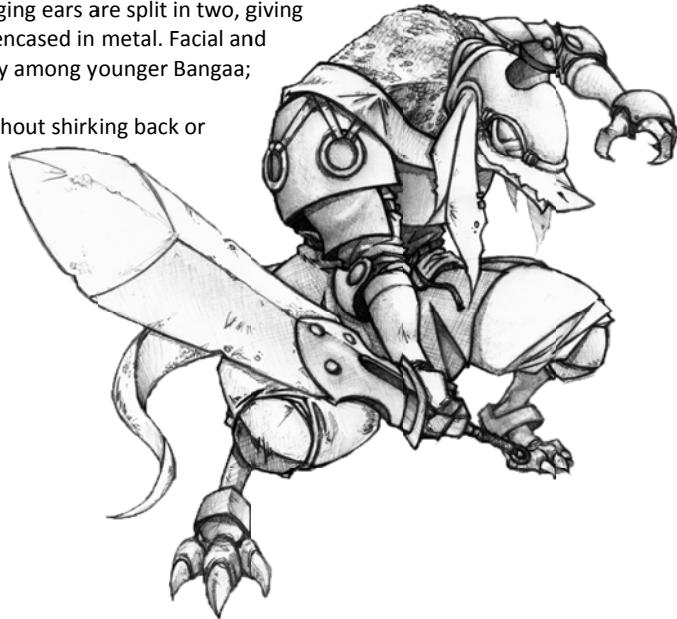
**Typical Height**  
1.6 – 1.9m

**Typical Weight**  
90 – 120kg

**Skin Colors**  
Black, ochre, brown, green, blue, white

**Lifespan**  
Young is 10 -20 years old.  
Average is 21 - 70 years old.  
Old is 71 – 80+ years old.

**Eye Colors**  
Black, Blue, Red



## Society

Since ancient times, Bangaa have used a rigid caste system. Once born into a profession or role in Bangaa society, it is nearly impossible to change one's lot in life. In recent years the younger members of this race have begun to shun this traditional hierarchy, choosing to instead become mercenaries and warriors who fight fiercely to make their own way. Thanks to their strength and tough-as-leather constitution, Bangaa choosing to live in human circles can easily find employment as soldiers, guards, gladiators, and – in the case of the more dim-witted specimens – brute physical labor.

## Roleplaying

Bangaa tend to be arrogant and boastful creatures, acting as if in the throes of a permanent ill temper. Though sometimes characterized as slow-witted or primitive, their intelligence is on par with that of humans. Furthermore, they can be extremely spiritual creatures, with a pious edge that may surprise those who think of them as barely-restrained berserkers. Unsurprisingly, 'lizard' is the most insulting thing one could call a Bangaa – on par with calling a human 'monkey,' though only the fiercest of men could match the violence of a Bangaa's reaction in this regard.

Bangaa names are always composed of two syllables, and tend to have a slightly harsh sound to them. Sample monikers include Rinok, Batahn, Eleono, Mouni, and Burrogh. In some cases, a two-letter honorific may be added before the name, separated by an apostrophe; examples of this include Ba'Gamnan and Va'Kansa. The letter 's' is almost never used in Bangaa naming.

## Language

Bangaa in human societies quickly pick up their hosts' mannerisms and gestures, resulting in body language that occasionally borders on the comical. Due to their vocal structure, Bangaa tend to speak Common Tongue in a slurring or guttural fashion.

## Jobs

Most Bangaa find their way as Warriors, putting their natural skill in battle to good use. Other have discovered that they have more in common with fearsome dragons of yore than just a scaly hide; both species share a fondness for confrontation as well as a more contemplative, introspective side. Bangaa Dragoons are thus far from uncommon.

Still others have brought a form of their tribal shamanism to an adventuring party, calling themselves 'bishops' and using White or Red magic.

# NU MOU

Bound by physical limitations, the elusive Nu Mou are a society of first-rate sages and intellectuals, channeling the energy other races put into honing their bodies into sharpening their minds. Like the Viera, the Nu Mou are composed of two entirely separate species. The most commonly-encountered Nu Mou are gray-or brown-skinned, with long, floppy ears, elephant-like hides and sunken nostrils on either side of the face. Others are smaller and lighter-skinned, with brown, button-like noses, ears like a beagle's, and prominent facial hair.

**Typical Height**  
0.8 – 1.1m

**Typical Weight**  
80 – 100kg

**Hair Colors**  
White, blonde

**Lifespan**  
Young is 8 -35 years old.  
Average is 36 - 150 years old.  
Old is 151 – 400+ years old.

**Eye Colors**  
Brown



## Society

Nu Mou civilization is based upon the foundations of education. Young members of the race leave their families at an early age and find an older, more experienced mentor, training under his tutelage until they are themselves capable of educating others. These mentors do not necessarily have to be Nu Mou themselves; almost any being of exceptional wisdom and learning can step into this role, provided they are willing to adopt the student as one of their own. The relationship between instructor and pupil is expected to be a familial one – the student is given a new name and cared for as kin, while the teacher is accorded the respect and obedience due to any parent. It is not uncommon for older Nu Mou to practice a craft or trade alongside their intellectual pursuits, making a living with alchemy, the appraising of ancient relics, or crafting enchanted items. Others may become magical mercenaries, hiring their services out to adventurers eager for added sorcerous punch on their expeditions. However, the Nu Mou are careful to keep this kind of freelancing within ethical boundaries – profit is ultimately a secondary consideration.

Not every Nu Mou is sedentary; many adults embarking on grand odysseys across the world in search of knowledge and guidance. Some choose the nomadic lifestyle for other reasons – just as a rolling stone gathers no moss, a roaming Nu Mou rarely has to worry about well-meaning apprentices begging to learn the ins and outs of sagehood.

## Roleplaying

The Nu Mou are gentle, almost dispassionate creatures. If pressed to defend themselves, they prefer magic or diplomacy, particularly through intellectual bribery. Their enormous wealth of knowledge gives them significant leverage with other races, and they do not shy away from using it if the need arises. As they grow older, Nu Mou are likely to become more concerned with the 'big picture.' Their longevity allows them to bear first-hand witness to how one seemingly innocuous event can affect the course of history, establish a great nation or bring ruin to an entire peoples. For this reason, they may take on the mantle of history's shepherds, safeguarding ancient artifacts, observing obscure rituals, and intervening – albeit discreetly – in the natural flow of events to ensure that dark powers are not allowed to gain sway. Because of this, their actions and motives often seem inscrutable to other races that lack the Nu Mou's long-term vision.

## Language

Nu Mou bear no language of their own, instead having a natural fluency for linguistics that allows them to quickly pick up the accents and dialects of the world.

## Jobs

Unsurprisingly, Nu Mou find themselves as spellcasting jobs almost exclusively, with Time Mage being the most prominent. Despite their natural penchant for White, Black, and Time magic however, most members of this obscure race find Blue Magic to be an utter abomination.

# FINAL FANTASY I

*"WARRIORS! Revive the power of the ORBS!"*

The first of the game series takes place in a world where the elemental forces of earth, fire, water and wind are governed by four magical orbs. Over the past four hundred years they have grown dark, turning the world into a nightmarish place where nothing can grow, wildfires tear across the land, and the wind is still. Just when the people have lost all hope, the sage Lukahn speaks of a prophecy that four Light Warriors will come to save the world in this time of darkness.

Events are set into motion with the appearance of the four Light Warriors, who each carry one of the darkened Orbs. In the original game, their journeys took them from the Kingdom of Dreams, Cornelia, to the ruined Temple of Fiends and beyond. They battled pirates, sailed the Aldean Sea, retrieved a stolen crystal eye for a blind witch, raised an airship from its resting place deep beneath the desert, proved their courage to the Dragon King, and restored the four orbs. At the end of the story they discovered that a long-forgotten foe, the knight Garland, has ascended to a state of godhood via the use of a time paradox, becoming the entity known as Chaos. In a last, final act of heroism, the heroes travel two thousand years into the past to end the paradox, creating a future where their heroism is unneeded and unknown.

## What is Chaos?

Most everything that takes place in this original Final Fantasy is the direct result of the entity known as Chaos, and its creation of a time paradox to ensure that it could never be permanently defeated.

Thousands of years ago, an empire waged war on the scientific utopia of Lufenia. In desperation and fear, they used the powers of The Void and the Four Crystals to create a child to be their ultimate weapon. The child was named Garland, and did indeed end the war with barely-understood powers of discord. However, Garland was betrayed by the civilization he had been birthed to protect, and in his anguish and rage, unconsciously created a rift in the fabric of the universe which pulled him through.

He wandered the Interdimensional Rift for years and his mind became twisted with bitterness, madness and hate. It is said that he met the archdragon Shinryu in his wanderings, who took interest in the hapless supersoldier and offered him power and escape from the void. In desperation, Garland agreed and inadvertently begun the cycle of evil that would leave the world in ruin.

Garland was ejected from the Interdimensional Rift and found himself in a city known as Cornelia. Without knowing what else to do, he began serving as a knight within the royal army. This would not last, however – his mind had been twisted from the infusions and years of drifting in the Void, and he kidnapped the princess and



fled to the ruined castle north of the city – the Temple of Chaos.

Garland is stopped and nearly killed in the Temple of Chaos, but the Four Fiends intercede on his behalf. By focusing their energies on a single focal point, they manage to create a hole in time and pull Garland back in time by two thousand years.

This is where the paradox begins. As Garland is pulled backwards in time, his hatred merges with the power of the four crystals as well as Shinryu's malicious energies. He himself is transformed into a new entity altogether, and creates four servants to do his bidding - the Four Fiends. Garland realizes that his life could not be saved by the Fiends unless he himself commanded them to do so; and to this end, sends his newly-created elemental minions into the future. They, in turn, funnel elemental forces to him and allow him to transmute into something far more powerful - Chaos.

Thus, the loop effectively sustains itself with Garland dying in the present, but being reborn in the past, repeating over and over and over again. He is a splinter of Chaos, capable of growing back into the whole if the need should arise.

Defeating Chaos in the past prevents him from sending the Fiends to the future. Without the fiends in the future, Garland can't be sent back to the past. This breaks the time loop, and the paradox, unable to sustain itself, reverts time back to its original state.

## **Jobs and Races**

In the original game, only six of the nineteen standard jobs made an appearance; Warrior, Monk, Thief, Black Mage, White Mage, and Red Mage. Players who wish to stay 'true' to the original could consider choosing from only this restrictive list.

Numerous different races appear in the first game, including humans, elves, dwarves, mermaids, dragons, and robots. Though humans populate most of the world, each of the other races has their own town or city where they live peacefully.

## **Adventure Ideas**

A piece of ancient Lefenish technology is discovered – a working robot. It immediately begins tilling the soil, purifying the water, and cleaning the planet. The citizens of all the nearby towns are ecstatic...so why do the heroes have such a bad feeling about this seemingly-innocent device?

A young boy from the port town of Onrac has gone missing, and a witness says mermaids pulled him underwater. The playful denizens of the underwater shrine nearby would never willingly kidnap someone, would they?

Enterprising explorers have stumbled onto an island that seems almost like a paradise amidst the rest of the world's problems; fresh water and rich soil abound, and colonists start flocking to the tropical paradise in droves. But when the island inhabitants discover that they're not alone on the island the PCs are called in to help.

The Mirage Tower, an ancient structure that lies hidden somewhere in the great desert, was made magically invisible thousands of years ago. Now that the enchantment is wearing off, the tower has a distorted, indistinct look. But the enchantment going haywire isn't something to be ignored; a nearby town is slowly being turned invisible, and unseen monsters stalk the desert and surrounding plains. How long before the entire world is lost in the mirage?

# FINAL FANTASY II

*"When the battle is over, I want to fill the world with wild roses. A world where we can overcome what we have lost, where even the rain and the wind can provide us with strength..."*

- Firion

The second story in the series revolves around the evil empire of Palamecia and its slow takeover of the known world. Spearheading the war is The Emperor, a ruthless and charismatic leader with superior technology and magic at his disposal, not to mention an army of monsters that he has summoned forth from Hell to aid him. The princess of the Fynn nation, Hilda, has established a rebel force and formed a resistance movement. The heroes will likely be members of the resistance, undertaking a variety of missions against Palamecia to defeat the Emperor.

In the original games, the heroes found themselves taking out the imperial airship known as the Dreadnought by hurling a legendary flame into its engine, befriending kings and armies of Dragoons, battling behemoths in a coliseum, and unlocking powerful magic spells. At the climax of the game The Emperor creates a powerful cyclone that destroys a handful of cities and threatens to tear the world asunder before raising his new, unassailable citadel from the depths of Hell; Castle Pandemonium.

## Who is 'The Emperor'?

Emperor Mateus is a rather enigmatic figure. So the legend goes, the once-charming Emperor of Palamecia challenged the world, promising his beautiful daughter's hand in marriage to any man who could retrieve her from the top floor of his castle. Many attempted but fell to the beasts that Mateus had added as obstacles, until one man used a hot air balloon to overcome the challenge. The Emperor was furious and embarrassed by this and in a fit of rage, killed them both. He became reclusive and dangerous, spending his days studying how to summon the dead and retrieve a soul from the bowels of Hell with magic. At first the Emperor's mages believed Mateus only wanted to save the soul of his daughter, but as the years passed the experiments and rituals became more and more dangerous.

At some point, Emperor Mateus went too far – his soul was sold to a being of hell or simply torn asunder – nobody knows. He declared war on the world, beginning his mad and arrogant conquest of mankind. Upon his inevitable death, he will assume the mantle of Emperor of Hell and will return more powerful than before.



## Jobs and Races

Players battling the empire of Palamecia should be able to choose any job they like; and unlike the first game, FFII is predominantly a human population with little to no mention of other species.

## Adventure Ideas

Minwu was a powerful and courageous white wizard known for creating more than a handful of powerful items. Most noticeably of these is the Orb of Minwu, which is said to house a fragment of his soul. With the world distrustful of such magic due to The Emperor, what will become of this artifact?

# FINAL FANTASY III

*"You're going off to save the world? What, did you get hit on the head or something?"*

Many years ago, on the Floating Continent hovering high above the surface of an unnamed planet, the technologically advanced civilization of the Lufenians once again sought to harness the power of the four elemental crystals of light. However, they failed to control these four fundamental sources of worldly energy. The power of Light would have consumed the world had the crystals not been opposed by their natural counterparts: the four dark elemental crystals. Disturbed by the sudden interruption of the careful balance of the elements, four warriors were granted the power of the dark crystals in order to re-contain the power of the light crystals. These so-called Dark Warriors succeeded in their quest, and restored harmony to the world. But their victory came too late to save the doomed civilization that had foolishly tried to harness the power of the crystals to begin with. Their once-proud culture was reduced to ruin, though their floating continent remained, a reminder of what had come before. And on that very continent, the circle of Gulgans, a race of blind soothsayers and fortune-tellers, predicted that eventually things would come full circle. Just as the power of light can be abused, so too can the power of darkness. And when that occurred, the crystals of the light would call forth their own champions to restore balance to the world.

The story of Final Fantasy II opens with an earthquake near the village of Ur on the floating continent. The rumbling opens a hidden cave wherein the first crystal of light resides. When the heroes discover this strange crystal, they receive a portion of its power and very specific instructions from a disembodied voice; go forth, restore the other crystals and bring equilibrium back to the world. Not knowing what to make of the crystal's pronouncements, but nonetheless recognizing the importance of its words, the four heroes tentatively set out.



Over the course of the game the heroes assist a clan of nomadic vikings with their angry water deity, restore the Elder Tree from the Living Woods, drink with dwarves, deal with grumpy Moogle bodyguards and a mad king, and leave the floating continent to explore the world below – discovering their tiny home pales in comparison to the size of the rest of the planet, which has been ravaged by the elemental forces of the Dark Crystals.

The primary antagonist of the game is the misguided wizard Xande, who has the rather lofty goal of stopping time to escape his own mortality. He has set up his operations in the Crystal Tower, and is the force attempting to drain the crystals of power for his own uses, though it is later revealed that he was inspired and guided by an even more malicious entity from beyond The Void...

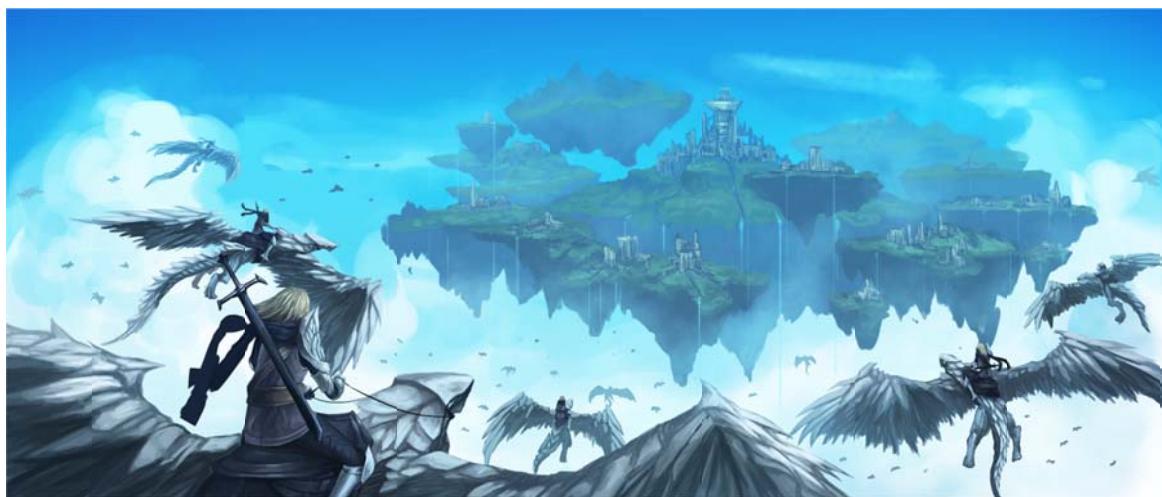
## Jobs and Races

Final Fantasy III was the first in the series to feature the full scope of the Job system, as well as features that would later become a staple of the games such as summoned creatures and special abilities for each Job. Time Mages and Geomancers especially will find themselves right at home in this campaign world.

Humans, Moogles, Dwarves all make appearances, as well as a cycloptic blind race known as the Gulgans. Natural prophets and clairvoyants, the Gulgans are believed to be distant descendants of the Lufenians.

## Optional Rule: Wandering Town

Final Fantasy games encourage the players to chat up random strangers, saunter into buildings, and poke their noses into vases, woodpiles, and anything else that might hide valuables. If you want to simulate this, give players the option of simply wandering around town for a few hours, then give them a rundown of the rumors, stories, and otherwise inconsequential information (“Aurora Castle has many guards!”) they've picked up along the way. At your discretion, you can also have wandering players roll their Inquiry, Mercantile or Awareness skill with an appropriate difficulty – if successful, the player's character has found important information, a great barter on equipment, or a few gil or a recovery Item hidden somewhere in the town. Apart from being genre-appropriate, this also allows GMs to boost recovery item stockpiles if the adventure ahead is particularly tough or demanding.



## Adventure Ideas

A band of thieves have broken into the Temple of Time and stolen Noah's Lute, an artifact capable of waking Unie, the guardian of the Dream Realm, from her eternal slumber. What are they planning and how can the heroes stop them?

The forbidden land of Eureka was once a prosperous ancient kingdom destroyed in some great disaster. Now it is little more than a necropolis, populated by restless spirits unable to depart their former home. What great secrets and treasures await anyone courageous enough to explore this dangerous place?

When the Vikings of Myraluka Cove find themselves the target of a mass *Transform* spell, their short fuses get even shorter. Knowing that the only thing worse than an angry Viking is a knee-high and fury Viking, the heroes need to find the mage responsible, and FAST, before the pint-sized pillagers start tearing and clawing their way through every magical town and academy along the coast.

# FINAL FANTASY IV

*"Some fight for law...some fight for justice. What do you fight for?"*  
- KluYa

The fourth installment of the Final Fantasy series sees the world slowly become more technologically-advanced, a trend that would continue for many more games in the series.

The story opens with the most powerful nation in the world, the Kingdom of Baron, utilizing its unparalleled air force and its legions of Dark Knights to attack peaceful nations in search of four Crystals, each corresponding to a different classical element. The story follows the leader of the air force who begins to question the king's motives. It is a story of betrayal and repentance, where the ex-general is forced to uncover the King of Baron's secret and must race to collect the crystals before they fall into the hands of a half-Lunerian sorcerer and an entity named Zemus. Zemus plans to annihilate all life on the planet with a giant walking machine known as the Giant of Babil, thus allowing the Lunerian race to populate the world instead.

The party battles the four elemental archfiends, descends deep into the underworld and the land of dwarves, and finally teleport to the moon's core in their pursuit of Zemus.

## **The Kingdom of Baron**

The kingdom of Baron is by far the largest and most powerful of the kingdoms. Long ruled by wise, powerful monarchs in succession, Baron is also perhaps the most prosperous of the kingdoms of the Earth.

Two major technological breakthroughs escalated Baron's rise to prominence around the middle of the tenth century. First, a mysterious portal between Baron and the mystical town of Mysidia was created, known as the Serpent Road. For the first time, mages were welcomed into the kingdom, and eventually would even be given limited roles within Baron's military. Second, a brilliant young engineer unveiled an amazing new device known as the steam engine, which used boiled water to generate power. This technology allowed Baron to increase the speed of their naval vessels, giving them a significant edge in trade and a clear naval superiority. Over the next eight years, this same engineer enhanced this discovery further, using these steam engines to give Baron's navy the power of flight through a concept similar to a gyroplane. The King was awestruck at the potential of such airships, and ordered most of the kingdom's navy retrofitted immediately. The result was a fleet of flying galleons that would be dubbed the Red Wings, and prove themselves to be the single most powerful military force on the planet.

Recently, dark rumors have begun surfacing within the town. The guard has been noticeably increased around the castle perimeter, and the King is often closeted with his most trusted advisors. Over the last few months, many have remarked that the King seems a changed man. Although renowned for his kindness, generosity, and honor as a knight, it is whispered that the King is preparing for war. The airship hangars resound day and night with the sounds of construction, and all the smiths in town have been closed to all non-military personnel. For the first time in its history, there is growing dissent against Baron's powerful monarchy...

## **Jobs and Races**

Most of the standard jobs appear in Final Fantasy V, and it remains one of the most traditional settings.

In addition to the standard humans and dwarves, the Lunerian race is heavily involved in the story of Final Fantasy V. They are an extra-terrestrial species that looks indistinguishable from humans. Their planet was destroyed, so

they took refuge on Earth. There, they taught the secrets of magic and basic technology to the still-evolving humans, before realizing that the still under-developed planet was not ready for them. Many went to sleep deep in the moon's core, though some still wander the planet, agelessly observing all things.

## Optional Rule: Nationalities

GMs looking for added flavor and realism could consider restricting their players to only Hume characters and using this optional ‘Nationalities’ rule set. This allows Hume characters to alter their stat lines based upon their home region, getting automatic bonuses and penalties to their attributes that allow them to start with scores higher than 10, though a character may still not begin play with a score of 0 or less in any attribute.

The regions and the associated bonuses are listed below.

**Baron:** +1 PWR, -1 DEX

**Damcyan:** +1 DEX and MND, -1 PWR and RES

**Fabul:** +2 PWR or RES, -2 MND

**Mysidia:** +2 INT, -1 PWR and DEX

**Toroia:** +2 DEX, -1 VIT and MND

**Eblana:** +1 DEX and PWR, -1 RES and MND

## Optional Rule: Fallen Paladins and Redeemed Dark Knights

Paladins and Dark Knights are the champions of the forces of Holy and Shadow; those who stray too far from their path may, at the GM’s discretion, find themselves losing their abilities but able to ‘switch sides’.

A Dark Knight who has lost sight of his own, selfish goals and instead pursues a life of altruism may be granted a free Job Change by the GM. But there’s a catch – instead of spending Destiny, the character must actually exchange their Dark Knight abilities and spells for Paladin abilities and white magic at a one-for-one ratio.

Similarly, a Paladin who loses their way may be forced to adopt the mantle of Dark Knight. As before, they trade their abilities in and gain access to Black Magic instead of White.

GM’s may allow the characters to alter Limit Breaks at this time as well to make for a more thorough and aesthetic change.

## Adventure Ideas

The only known cure for Desert Fever is a Sand Pearl, which is produced by the world’s only known Antlion. A scheming merchant realizes that by capturing the Antlion and keeping it in captivity, he’ll be able to make a fortune exploiting those in desperate need of a cure.

The Devil’s Road is a psuedo-mystical passage between Mysidia and Baron. The road is said to exact an extreme toll on those who use its portals for travel, but the precise nature of the ‘toll’ is unknown. Months after taking the Devil’s Road, the PCs begin hearing stories about a band of adventurers matching their exact description, attacking the innocent and leaving destruction in their wake...

# FINAL FANTASY V

*"The world still needs you! Warriors of the Crystal..."*  
- King Tycoon

In ages long past, an ancient evil warlock known as Exdeath was sealed away by the four Warriors of Dawn using the powers of the elemental crystals. In this day and age, however, the crystal seal is treated as a children's fantasy or even forgotten. Unfortunately, each crystal is being used to improve people's living, effectively draining them of their power and causing them to shatter.

The game is centered on a group of strangers brought together by circumstance to save the Crystals that have mysteriously begun shattering one by one. Eventually it is revealed that the villain Exdeath is behind this, as part of a plan to both release himself from his imprisonment, and to gain the power of the Void, a realm of nothingness which could bestow absolute power on one able to resist being absorbed by it.

Despite the best attempts by the heroes to prevent this inevitable destruction, all four of the elemental crystals shatter and Exdeath is released. He retakes his seat of power and begins to open an Interdimensional rift, infusing himself with the limitless but unstable power of The Void.

## Jobs and Races

Final Fantasy V is an exclusively human-populated world, save for the strange talking turtle that is Sage Ghido.

Being the first game in the series to exclusively promote the job-change system, GMs who wish to get particularly fancy might restrict certain Jobs until after the players obtain shards of a shattered crystal. For TRUE nostalgics, the following crystals could be 'tied to' the following Jobs:

**Wind:** Warrior, Dragoon, Thief, Black Mage, White Mage, Blue Mage

**Water:** Monk, Time Mage, Entertainer, Paladin

**Fire:** Ninja, Red Mage, Gambler, Dark Knight

**Earth:** Ranger, Samurai, Engineer, Geomancer

## Adventure Ideas

An endangered Wyvern has been seen encircling the ruined city of Gohn. What is it looking for in the rubble?

The Library of the Ancients is a fascinating place, home to all the world's knowledge. But the dusty volumes here are not only a draw for intellectuals, but also to many monsters capable of rudimentary spellcasting. When a curious goblin makes off with a powerful, forbidden tome, scholars scramble to track it down – and not all of them have altruistic reasons for doing so! It's a madhouse of mayhem as the magical masses struggle against one another for their chance at powerful black magic...and all they need to do is fry a few goblins!



# FINAL FANTASY VI

*"You think a minor thing like the end of the world was gonna do me in?"*  
- Sabin Rene Figaro

One thousand years ago precisely, the three gods known as the Warring Triad battled for dominance over the world. The gods created their armies by transforming humans and animals into Summons - Espers - and granting them intense magical power. The world was brought to the precipice of destruction by this War of the Magi, but the Gods realized their struggle was foolish and turned themselves to stone. With their last act, they fashioned a new dimension for the now-purposeless Espers to live peacefully away from humans to prevent their powers from ever being abused.

In the present, the world has experienced a technological revolution and magic has faded into legend. To the south, the Gestahlian Empire - lead by Emperor Gestahl - has inadvertently discovered the entrance to the Esper world and kidnapped several of the creatures. Using vile machinery, the Empire discovered a method to drain the Espers of their magical energy and imbue humans and machines with this power instead, resulting in the phenomenon known as Magitek. Using Magitek to overpower the armies of other nations, the Gestahlian Empire conquered the southern continent and began to push into the north with the ultimate aim of world conquest. Their army – fueled by the souls and raw magical energies of Espers, demigods thought to be a thing of myth – is nigh-unstoppable.

But Gestahl's goals of world domination pale in comparison to the true danger – the frightening ambition of his right-hand man, the mad mage Kefka. Will a rebel faction known as The Returners be able to make a stand in time, fighting against what they can barely understand?



## Jobs and Races

Most of the standard Jobs make an appearance in this setting, and players shouldn't feel restricted. From flamboyant, kingly engineers who build submerging castles to bestial 'wild child' Blue Mages, Final Fantasy VI is great pace for *that character concept you've always wanted to try* to make an appearance.

Humans populate most of the world of Final Fantasy VI, but we also see a community of Moogles, half-wolf pickpockets, dozens of talkative ghosts and one very disgruntled Yeti.

## Magitek

Magitek, commonly abbreviated M-Tek, refers to the fusion of magic and machinery. Perhaps most well-known is the M-Tek engine, an ingenious nuclear core which powers a line of hulking war machines. The global energy of creation is converted into a pure fuel source as potent as atomic power within the M-Tek engine.

The most common of Magitek devices are the imperial walkers utilized by Gestahl's empire, mobile weapons piloted by a single individual. They come equipped with a basic radio receiver that allows the pilots to communicate with each other and their squadron leader, a small emergency first aid kit, and an M-Tek engine that is more than capable of leveling a small town.

*The war machine resembles a squat, headless entity generally between ten and twenty feet tall. An oversized torso and stubby legs grant the device stability but not speed, and it packs a mean whallop. Where its arms should be are either large, grasping hands or energy cannons based on the model, and there may or may not be a protective cockpit to help ensure the pilot remains uninjured for as long as possible.*

*Although the M-Tek Grunt provides superior defense compared to traditional armor, and is a deadly weapon against normal townsfolk and creatures, they are by no means invincible.*

**Metal Kick:** Iron collides with flesh as the mecha slams a huge foot into a target's chest; 3 acc,  $(PWR \times \text{Half Level}) + 2d6$  damage.

**Beam Cannon\***: A beam of energy is created within the magitek's fusion engine and fired at medium range; it deals  $(PWR \times \text{Half Level}) + 2d6$  Fire, Ice, or Lightning damage of the user's choice.

**M-Tek Missiles\***: A pod opens to deliver an explosive payload of missiles. Usable only once against the entire enemy Group at Medium range; 1 ACC,  $(PWR \times \text{Half Level}) + 2d6$  damage.

**Special Abilities:** Impervious, Vehicle

**Affected By:**

**Elemental Reactions:**

**Drop:** 'Iron' Material

**Steal:** None

**Component:** None

<b>HP:</b> 196	<b>PWR:</b> 13	<b>Force:</b> 5
<b>MP:</b> 0	<b>RES:</b> 9	<b>Finesse:</b> 1
<b>AVD:</b> 8	<b>DEX:</b> 6	<b>ARM:</b> 8
<b>Destiny:</b> 0	<b>MND:</b> 0	<b>M.ARM:</b> 3



**Magitek Armor**

## Adventure Ideas

When the party's lost airship gets hijacked by an affluent swindler in Jidoor and put up for sale in the auction house, the group needs to find a way to steal it back or raise a few million gil in a hurry.

Magicite is an Esper's soul, without a body or form. Raw energy that can fuse with a human spirit or fuel a machine. But is it possible to create a new body for an Esper to inhabit, reforming a deceased Esper from that spark of life?

When someone close to the party perishes at the hands of evil, they hear about the legend of the Doom Train - an Esper, or perhaps simply a spectral manifestation that carries the souls of the deceased to their final resting place. But when a well-intentioned 'rescue' mission ends up damaging the Train, the spirits of the dead begin to walk the world once more. Can the PCs find a way to undo the damage they've caused?

# FINAL FANTASY VII

*"I know you got problems... hell, we all do. But you gotta understand that there ain't no gettin' offa this train we're on, till we get to the end of the line."*

- Barret Wallace

The world of Final Fantasy VII is a truly modern setting; cars, television, firearms, cellphones and space travel are commonplace. The planet is named 'Gaia', and it is economically, militarily, and politically dominated by a powerful conglomerate called the Shinra Electric Power Company, which profits from the use of machines known as Mako Reactors. The reactors siphon life-energy - called "Mako" - out of the Planet and convert it into a simple fossil fuel. Although most civilians are unaware of this fact, Mako energy is drawn from the Lifestream, a flow of life-force from which originates all living things. The Lifestream is the sum of all the life that has ever and will ever walk upon the planet. The process of extracting Mako energy literally drains the life of the Planet in order to generate electricity – areas where multiple reactors exist are perpetually dark, barren places.

Rufus Shinra leads his eponymous organization and is thus the world's de facto 'ruler'. Though aware of the harmful effects, Shinra Corp functions without remorse, even branching into genetic experiments that have created many of the monsters that roam Gaia's surface.

Shinra's management is concerned with the limited repositories of Mako energy available for harvesting, and fascinated with the legend of the Promised Land; a place where the land is fertile and where Mako flows abundantly. Only a race called the Cetra, or the Ancients, are, according to legend, able to find it. However, the Cetra were all but driven to extinction by the "Calamity From the Skies", an alien creature called Jenova.

Small rebels groups try to quell the various dangers toward the innocent, but the real battle will ultimately not be with a corporation.

## Jobs and Races

The world of Gaia is dominated almost exclusively by humans other than a few rare members of several nearly-extinct species, most of which are nameless. Most Jobs do just fine in the world of Final Fantasy VII, though Geomancers might find things to be a little more adversarial than they're used to.

## Adventure Ideas

'The Turks' is the unofficial nickname for the 'Investigation Sector' of the Shinra Company. They act as the company's muscle and aren't afraid to get their hands dirty with kidnappings, assassinations, or worse. When the classily-dressed Turks show up and start attempting to forcefully 'recruit' the PCs into their line of work, the heroes will have their hands full with these dangerous professionals who don't take no for an answer.

A small community has passed a law stating that all persons infused with Mako by Shinra are to be immediately taken in to one of their facilities designed to purge the Mako 'impurity' from them. Quite a few SOLDIERs aren't too keen on the idea of losing their Mako-enhanced talents. Not to mention the rumors about what *really* happens in the Mako Severing chambers.

## Optional Rule: Materia System

In some places, the spirit energy of the world is naturally strong and Materia can be found in its natural form. More often, however, Materia is created through the use of Mako Reactors. Either way, Materia appears as a sphere of light that can be merged with a weapon or suit of armor or, far more commonly, human flesh. It isn't unusual to see a warrior with glowing circles of light shining through the skin of his forearm, nor is it unusual for shopkeepers who run Materia stores to demonstrate how they can be stored like this by forcibly and casually pushing one of the spheres through an appendage.

You may equip any one Materia at a time, and it doesn't take up any of the normal equipment 'slots' such as Accessory. Having Materia equipped passively grants you two things; a small bonus to your attributes (if applicable) as well as access to the single listed spell, job ability, Esper, or other bonus effect. Materia can be removed and sold, and can even be forcibly unequipped with a Disarm action or certain job abilities if the GM rules it to be appropriate.

Having Materia equipped also provides the user with an MP score if they didn't already have one. Characters calculate their MP score the same way everyone else does, minus any bonus MP granted by their Job; ( $MND \times Level$ ).

Upon defeating a Boss with a piece of Materia equipped, the Materia actually grows in strength. You permanently gain access to the spell that the Materia teaches, and may then increase the Materia's level by one if possible and gain the new effects. For example, a warrior with a Cure Materia equipped has access to the Cure spell and gains a +1 bonus to MND. If he unequips this he loses both benefits. After defeating a boss he has access to Cure, Cura, and gains +2 MND instead...if he was to remove this Materia, he'd still have access to the Cure spell but gain no other benefits.

If the Materia can't level up any further (for example, if it is already a Level 3 piece of Materia, or if it doesn't have any levels higher than 1) the Materia instead creates a brand new Level 1 Materia of the same type. For example, defeating a boss with a Shiva Materia equipped would cause the item to split, giving the party two Shiva Materia orbs instead of one.

A semicomplete list of Materia can be found on the following page.

## Optional Rule: New Equipment Property

The following weapon/armor property might show up in games where Materia plays a large role, allowing characters who don't normally utilize magic to get the most out of multiple material.

### **Materia Socket: Tier 3 Weapon, Armor, Accessory**

The equipment was crafted with SOLDIERs in mind, and has been outfitted with a spherical slot designed to fit most standard types of Materia. One additional Materia orb may be equipped by the user.



## Materia List

<u>Category</u>	<u>Level</u>	<u>Price</u>	<u>Effect</u>	<u>Bonus</u>	<u>Rarity</u>
Cure	1	600g	<b>Cure:</b> 7mp, restores (MND x 2) + 2d6 HP to single	+1 MND	
	2	3,000g	<b>Cura:</b> 30mp, restores health to single or all	+2 MND	Common
	3	9,000g	<b>Curaja:</b> 150mp, restores (MND x 8) + 2d6 HP to all	+3 MND	
Ice	1	600g	<b>Blizzard:</b> 5mp, deals Ice damage to enemies	+1 DEX	
	2	3,000g	<b>Blizzara:</b> 20mp, deals Ice damage to enemies	+2 DEX	Common
	3	9,000g	<b>Blizzaga:</b> 40mp, deals Ice damage to all enemies	+3 DEX	
Lightning	1	600g	<b>Thunder:</b> 5mp, deals Lightning damage	+1 DEX	
	2	3,000g	<b>Thundara:</b> 20mp, deals Lightning damage	+2 DEX	Common
	3	9,000g	<b>Thundaga:</b> 40mp, deals Lightning damage	+3DEX	
Wind	1	600g	<b>Aero:</b> 8mp, deals Wind damage	+1 MND	
	2	3,000g	<b>Aerora:</b> 30mp, deals Wind damage	+2 MND	Common
	3	9,000g	<b>Aeroga:</b> 60mp, deals Wind damage	+3 MND	
Fire	1	600g	<b>Fire:</b> 5mp, deals Fire damage to enemies	+1 PWR	
	2	3,000g	<b>Fira:</b> 20mp, deals Fire damage to enemies	+2 PWR	Common
	3	9,000g	<b>Firaga:</b> 40mp, deals Fire damage to all enemies	+3 PWR	
Earth	1	600g	<b>Stone:</b> 5mp, deals Earth damage to enemies	+1 RES	
	2	3,000g	<b>Stona:</b> 20mp, deals Earth damage to enemies	+2 RES	Common
	3	9,000g	<b>Stonaga:</b> 40mp, deals Earth damage to enemies	+3 RES	
Revive	1	2,000g	<b>Life:</b> 30mp, brings a KO'd ally back to 1 hp	+1 MND	
	2	7,500g	<b>Restore:</b> 40mp, life and gain (MND x 4) + 2d6 HP	+2 MND	Uncommon
	3	25,000g	<b>Auto-Life:</b> 130mp, raises a fallen ally immediately	+3 MND	
Mystify	1	2,000g	<b>Blank Gaze:</b> 20mp, removes buffs and M.ARM	+1 MND	
	2	7,500g	<b>Confuse:</b> 30mp, befuddles an enemy's mind	+1 MND, +1 DEX	Uncommon
	3	25,000g	<b>Mystify:</b> 200mp, use any negative status effect	+2 MND, +1 DEX	
Gravity	1	2,000g	<b>Eject:</b> 15mp, launch target into the air	+1 RES	
	2	7,500g	<b>Gravity:</b> 50mp, (PWR x 3) damage each round	+1 RES, +1 PWR	Uncommon
	3	25,000g	<b>Gravija:</b> 100mp, (PWR x 5) damage/round to all	+2 RES, +1 PWR	
Destruct	1	10,000g	<b>Melt:</b> 25mp, superheats items to cause damage	+2 PWR	
	2	80,000g	<b>Degenerator:</b> 80mp, flays foe's life force away	+4 PWR	Rare
	3	200,000g	<b>Flare:</b> 100mp, deals (PWR x 12) + 2d6 damage	+6 PWR	
Barrier	1	10,000g	<b>Consecrate:</b> 10mp, blesses an area from enemies	+2 RES	
	2	80,000g	<b>Reflect:</b> 40mp, creates a wall that reflects magic	+4 RES	Rare
	3	200,000g	<b>Barrier:</b> 100mp, blocks all ranged attacks	+6 RES	
Comet	1	600g	<b>Meteorite:</b> 5mp, (PWR x 4) + 2d6 damage to one	+1 MND	
	2	3,000g	<b>Ray Bomb:</b> 25mp, (PWR x 6) + 2d6 damage to one	+2 MND	Common
	3	9,000g	<b>Comet:</b> 60mp, multiple attacks rain down on foes	+3 MND	
Blue Magic	1	2,000g	Obtain Novice blue magic with 'Learning' ability.	-	
	2	7,500g	Obtain Superior blue magic with 'Learning' ability.	-	Common
	3	25,000g	Obtain Ancient blue magic with 'Learning' ability.	-	
Sense	1	2,500g	Grants access to the 'Libra' Engineer job ability	+1 MND	Uncommon
Deathblow	1	2,500g	Grants access to the 'Haymaker' Monk job ability	+1 PWR	Uncommon
Slash-All	1	2,500g	Grants access to the 'Cyclone' Warrior job ability	+1 DEX	Uncommon
Mimic	1	2,500g	Grants access to 'Mime' Entertainer job ability	+1 RES	Uncommon
Air Strike	1	600g	Do not suffer penalty for attacking Flying targets	+1 ACC	Common
Pillage	1	2,500g	Grants access to the 'Mug' Thief job ability	+1 AVD	Uncommon
SideBySide	1	2,500g	Grants access to 'Covering Fire' Gambler ability	-	Uncommon
Elemental	1	1,500g	Weapon gains varied [Elemental-Strike] property	-	Common
AddedEffect	1	2,500g	Weapon gains varied [Status-Touch] property	-	Uncommon
HP Drain	1	2,500g	Weapon gains the HP Drain property	-	Uncommon
BlazingTotema	1	200,000g	Weapon gains the Overdrive property	-	Rare
Lucky Charm	1	200,000g	Weapon gains the Lucky property	-	Rare
Shiva	1	7,500g	Character gains Shiva as an individual Esper	-	Rare
Ifrit	1	7,500g	Character gains Ifrit as an individual Esper	-	Rare
Ramuh	1	7,500g	Character gains Ramuh as an individual Esper	-	Rare
Titan	1	7,500g	Character gains Titan as an individual Esper	-	Rare
Pandemona	1	7,500g	Character gains Pandemona as individual Esper	-	Rare
Valorous	1	300,000g	Gain the Knights of the Round as individual Esper	-	Legendary

# FINAL FANTASY VIII

*"Life and death, victory and defeat, honor and disgrace... Each of these go hand in hand. There's only one way or the other. How 'bout it? Are you still up for it?"*

- Headmaster Cid Kramer

While calm in appearance, the serenity that blankets the world is merely a curtain over the turmoil that threatens to surface at any moment. An unprovoked attack against a neighboring country, an assault by a strike team deep into enemy territory, and a declaration of war against the world plunges a previously peaceful existence into bitterness and chaos. Thrust into the ensuing madness are the military academies, locations where the best and brightest are trained to become elite mercenary units. The neighboring countries of Galbadia and Dollet grow more hostile with each passing day. And when Galbadia's irrational hostility is rumored to be linked to a woman capable of casting magic without the aid of the 'Guardian Forces' – Summoned creatures – a dangerous cold war becomes the starting point for a supernatural struggle that will transcend time itself.

## What is a SeeD?

In ages past, an individual named Cid Kramer attempted to transform a building belonging to an ancient people – known as the 'Centra' – into a glorified orphanage. He dubbed it a Garden in honor of his wife's favorite pastime, but the project was doomed to failure since it lacked financial support. As a last-ditch effort, Cid requested several of the orphans take on part-time jobs – as the children grew up, they became accustomed to working hard and took on jobs on par with adventuring work. The Garden benefited from the enormous funds flowing in, and in time it became a training facility. Years later, the Gardens tutor specialized military forces with classes in both general education as well as combat. When a Garden military cadet turn 15, they may attempt to become a 'SeeD' at an exam given every spring. Students have until the age of twenty to pass the SeeD exam before they are required to leave.

Contrary to popular belief, 'SeeD' is not an abbreviation of any four words, but rather refer to the analogy of seeds in a garden. The capitalization of the last D has no specific or significant meaning.

## Guardian Forces

In Final Fantasy VIII, Summons are mighty autonomous energy bodies which can reside within objects and living organisms. They are known as Guardian Forces, and a character with a comparable consciousness is capable of allowing the creature to manifest for a limit period of time as normal. However, unlike in other settings, the Summons draw power from the same section of the mind that stores memories. Minimal usage can cause temporary memory loss, and long-term alliances with Espers can have far more permanent effects. This memory loss is stated to be the reason the use of Guardian Forces is widely criticized, and Balamb Garden is the only academy where their use has been approved.

## Gunblades

Gunblades – edged swords with a barrel running inside the length – prove that you *can* bring a knife to a gunfight. Used primarily for slicing through enemies like a normal sword, hitting the sword's 'trigger' fires a round that sends a shockwave through the blade and into the target. Some Gunblades are even capable of firing rockets or bullets. To simulate this unique weapon, simply add the *Gemini* property to a Blade weapon to make it also function as a firearm with **Range** or give it some additional close-range oomph with **Reach**. As an added bonus, this means that Gunblades can calculate their damage with either the PWR, RES, or DEX attributes!

## Jobs and Races

The setting is another one populated predominantly by humans – however, one other race does deserve special mention. The **Shumi** are a strange genderless people of humanoid proportions. They are generally pale or white-skinned and lacking any body hair, with oversized hands used for digging and craftsmanship. However, the Shumi's appearance depends on their inner nature, and at an undisclosed period in their lives, a Shumi will evolve into a form most reflecting their personality. This fact greatly affects their cultural attitude towards themselves and other beings.

Exactly how many forms a Shumi can evolve into or whether there is an actual limit to their options of physical form is also unknown. It is known that greedy or cowardly Shumi can de-evolve into hideous rotund monstrosities, and it is believed that becoming a Human is not impossible. As their evolution depends greatly on their inherent attitude, the Shumi are, on average, tolerant and humble pacifists of good nature. They refer to individuals – both Shumi and human - other by their role in a community instead of by a given name, and are also known to appoint "Honorary Shumi", even outside of their own tribe.

When a Shumi is killed, it rapidly forms its body into an egg-like cocoon that will hatch at some point in the distance future, hinting that the species are constantly reincarnating and evolving.

Most of the traditional non-mage Jobs make an appearance in some form or another. But as magic is generally unnatural and predominantly used by monsters and Guardian Forces exclusively, players intending on playing a caster in this setting will often be shunned, feared...or even hunted.

## Adventure Ideas

An important individual is falsely accused of a crime and imprisoned in the D-District prison, a mechanized top-security prison that buries deep beneath the earth's crust. How can the heroes stage a jailbreak when the jail is thousands of tons of rock?

The 'Lunar Cry' refers to an absolutely bizarre phenomenon where creatures of the Moon - monsters – literally *fall* to the earth's surface at regular intervals. The cycle began tens of thousands of years ago; a product of gravity, the phenomenon is similar to the pull on the tides; when the moon's surface reaches saturation point with monsters, it spills and falls to the planet.



When researchers discover an upcoming Lunar Cry the world begins to panic. The damage caused would be sufficient to destroy entire nations. How can the PCs possibly hope to deal with a disaster of this magnitude...and indescribable oddity?

SeeDs are called to Fisherman's Horizon (a pacifist town built around a defunct train station) when a long-forgotten Marine Expedition Facility starts working again, seemingly of its own accord. It has begun to broadcast a strange frequency into the oceans.

# FINAL FANTASY IX

*"The only dependable thing about the future is uncertainty."*  
- Amaran Coral

In the world known as Gaia, Queen Brahne of the kingdom of Alexandria lusts for power, and is trying to increase her domain by conquering the surrounding lands. The brewing war escalates when Brahne takes the advice of a dangerous advisor named Kuja, using the devastating power of the Summons to crush any nation that would oppose her invasion plans.

The heroes could have no way of knowing that the advisor himself is part of a far greater plan, manipulating events as a harbinger of Gaia's destruction.

## Mist

A strange magic phenomena found primarily on the aptly-named Mist Continent, Mist is a low-hanging greenish cloud that has caused many of the kingdoms to retreat to higher elevations. It has been known to negatively affect the mind, causing an increase in violent tendencies, and also to distort a character's magical energies.

The people of the Mist Continent, and in particular the city of Lindblum, have developed mist-powered engines which are primarily used to power airships. However, this means airships will only function where there is mist, meaning they can't fly outside of Mist Continent. Additionally, the Aerbs Mountains are known for their mist-powered cable cars that carry tourists through the scenic vistas.

## The Crystal Core

The lifestream remains a driving force behind creation in Final Fantasy IX. So it is said, deep within the core of each planet lies a single luminescent crystal which is the source of all life. When a living thing dies, its soul and memories return to the crystal. These memories accumulate inside the planet's crystal and allow it to create ever more complex beings.

Eventually, the crystal will grow dim and will be unable to create new souls, and the cycle will slow to a halt. The planet will become barren and die and the crystal will 'move on' to a new planet. Thus, upon a planet's death, its 'soul' returns to the cosmos, bringing with it the accumulated memories of the planet and allowing the universe to grow.

Every planet's crystal has a unique glow, and Gaia's crystal glows in brilliant blue.

## Jobs and Races

Final Fantasy IX is home to a swell of new species, from half-hippos, to mole people, to man-sized magician dolls mass-produced as weapons of war, and quite a few of these are appropriate for adventuring heroes.

The genderless **Qu** are an even-tempered, relatively harmless species of rotund gourmands. They have developed a unique style of Blue Magic revolving around eating their enemies called...brace yourself...*Gastromancy*.

The perpetually-jolly **Dwarves** live in the shadow of an ancient tree, treating visitors like royalty and speaking with exaggerated Scottish accents.

Finally, the **Nezumi** often simply refer to themselves as Burmecians (after their city, Burmecia) instead of by their racial name, and are anthropomorphic rat-people who stand on two legs and are proud warriors.

## Mognet

It was two simple ideas that spurred the creation of the Moogle-made mailing service known as Mognet; the fact that they really enjoy getting letters from friends and family, and the division between their species to either settle down in one place or suffer from extreme wanderlust. Local Moogles collect satchels full of letters which they then pass off to their flighty kin, who flit from continent to continent and drop them off at the waiting 'Mognet' central stations. They bring not only the letters but news from around the world.

While some would argue that this is a rather uncertain way to send messages...especially when magic is so commonplace...others remain convinced that waking up to a perpetually-cheerful Moogle knocking at your front door, bringing good tidings from your far-off friends in exchange for a bit of breakfast is the ONLY way to do things.

## Adventure Ideas

Lord Avon is a genius playwright known for his famous works such as "*I Want to be Your Canary*", and "*Wishing Upon A Star*" and other unnamed works. But when a five-hundred year-old manuscript penned by Lord Avon is discovered and reveals him to have been a Summoner of Madain Sari, a lone scholar (who also happens to be a big fan) begins scouring his plays for veiled messages and clues to the past. The PCs can't possibly take the situation seriously at first; at least, not until the scholar barely escapes an assassination attempt. Can there actually be ancient secrets hidden in a *theater play*?

Oglops – creepy ladybug-like insects – produce an oil that remains one of the most popular medicines on the market...and in Conde Petie, seasoned oglop is considered a delicacy. So when the heroes are approached by a merchant asking to capture him a few, they think nothing of it. How could *they* know that once a year during mating season, the oily Oglops swarm in groups of tens of thousands....

The Festival of the Hunt is an age-old tradition in the city of Lindblum where vicious creatures are released in the streets and warriors from around the globe participate to clear them out. But panic begins to rise in the city when, hours after the buffet to celebrate the victor and the streets have been re-opened, they realize that one of the beasts is still unaccounted for.

The party discovered a wounded baby chocobo chick clutching a small stone tablet in one clawed foot. After the chick is nursed back to health, it lets the group take a glance at the strange tablet – which appears to be a shattered section of treasure map. The chick seems stubbornly determined to follow the ancient directions inscribed on the glyph, but once translated, it turns out that some of the directions are beyond bizarre – 'go to the bottom of the ocean,' 'climb the highest mountain,' and more. Where are this chocobo's parents, and is the ancient stone map some sort of convoluted prank or something else entirely?



# FINAL FANTASY X

*"Although I know the journey will be hard, we have lots of time. The road is ahead of us, so let's start out today. The people and the friends that we have lost, or the dreams that have faded... Never forget them."*

- Yuna

Greatly resembling a single large island, the world of Spira is a place of duality.

From verdant, lush woodlands to tropical paradises, at first glance, Spira seems to be a place of life. Heroes are commonplace – adventurers, mages, chocobo knights and warriors are welcomed with open arms wherever they travel. And it would doubtless be a paradise were it not for Sin – the ancient beast that threatens the whole world. For one thousand years Sin has roamed Spira with seemingly no purpose other than to bring destruction.

The religious teachings of an ancient scholar named Yu Yevon preach of peace and harmony, benevolence in a much diminished world - a world where only a few million people live and virtually any kind of technological and social progress has been asleep for 1000 years. Machines, once abundant, are shunned by the religious order; they preach that Sin is mankind's punishment for growing too prideful and reliant on technology. Only the Al Bhed try to regain some of the lost knowledge, and they have been permanently despised and outcast for this simple view.

The sport of Blitzball unites the whole world around a common passion, the sport that survived Sin's coming and going year after year. But beneath the surface unity of Spiran mainland, distrust and old anger still boils deep: without Sin's dreadfully pacifying presence war would certainly erupt.

The Summoners and their Guardians are tasked with defeating Sin on a journey known as a 'pilgrimage', an act which requires great sacrifice.

But only a few brief years of reprieve are granted from Sin's constant threat; Can anyone truly say a cycle of death brings hope for the future?

## Sin

One thousand years ago, a nation of technological might – Bevelle – declared war on a city of mystics – Zanarkand. Though the mages of Zanarkand were no match for the machines of their oppressor, a single man was unwilling to let his nation end in defeat. His name was Yu Yevon, and in a powerful ritual he transformed the city and all its inhabitants into a Summon; Zanarkand, the City That Never Sleeps. In order to protect himself and maintain the ritual forever, he forged a living armor made from the souls of the dead - the monster, Sin.

Yu Yevon gave this creature a set of very simple, but fanatical, instructions: destroy any machina or settlement which grew larger than a small village in order to bring technical evolution to a halt, and retaliate to all hostility with extreme prejudice. However, the strain on summoning both Sin and maintaining his beloved Dream Zanarkand proved too much, even for Yu Yevon's considerable abilities. Soon, Sin was left solely with instinct and the



instructions given to it upon creation. Sin's first act as such was to destroy the real Zanarkand. The armies of Bevelle saw this destruction and retreated, bringing the first news of the great monster.

Yu Yevon had informed his wife of this mad plan and taught her a means of calming the creature. She passed this knowledge on to the leaders of Bevelle, thus beginning the teachings of Yevon and the endless resurrection of the unstoppable beast.



## Jobs and Races

Changing Jobs frequently is common in Spira, especially due to people focusing on a selection of abilities to make them the 'star player' of a blitzball team. Blue Magic is predominantly the domain of the Ronso, and Time Magic is all but-unheard of. Engineers are rare due to the anathema regarding technology.

Among the myriad of races of Spira are the **Ronso**, powerfully-built, blue-skinned feline humanoids known for their strong sense of honor and pride who guard their sacred mountain fiercely. The **Al Bhed** are identical to humans except for their uniquely swirled pupils and stunningly green eyes, and are the only Spirian race to openly reject the teachings of Yevon and use Machina. For this reason they are often ostracized by the rest of the population, and have developed their own language that remains nearly indecipherable to the rest of the world.

## Dolls

Stuffed avatars and effigies, Dolls are foot-tall teddy bears and toys that have been animated by magic, often serving as Arcane weapons for various colors of mage. However, some characters might wish for their Dolls to be more functional outside of combat.

We suggest taking the *Animal Companion* shared ability with the following talents; Loyal, Familiarity, Talkative, and Aggressive. In this way a Doll companion can strike out with cotton-filled limbs and tiny wooden swords, but can also act as a mage's eyes and hands outside of battle. Whether posing as a regular stuffed animal to overhear conversations or running and fetching keys to a locked jail cell, these plush-stuffed companions have much to offer their creator.

## The Unsent

Being 'Unsent' is a state of being in Spira, as well as the common name for those in that state. When a person dies, the spirit of the person goes to the Farplane with the help of a Summoner performing a ritual called the Sending. If a person's spirit is not guided, or 'Sent,' to the Farplane in this way, it can remain as a ghost-like apparition capable of affecting the living world. While some Unsent can retain a corporal state and a rational mind, most are typically overcome by malice. They envy the living, which in time becomes a hatred so profound it can cause the transformation of the undeparted soul into a Fiends. An Unsent is capable of ending its own existence whenever it so chooses.

## Adventure Ideas

The Al Bhed have recently begun winning matches with a newly-formed team of quiet, masked players. Nobody knows where they come from, but the team has been dominating the blitzball championship circuit with ruthless efficiency. Some have begun to speculate foul play - could the Al Bhed be using Machina to win? And if so, for what purpose?

A scholar from Djose has proclaimed he has found an ancient sphere that teaches the process required to turn a mortal man or woman into a Fayth.

For a thousand years Sin has claimed countless lives. Each decade a single Summoner sets forth on a pilgrimage to stop Sin, bringing the Calm for ten years before the cycle of death begins anew. When a Summoner's journey ends abruptly with him giving up, the heroes – former Guardians – are faced with a choice. Can they, too, simply abandon their journey? Or will they choose to ignore the traditional teachings of Yevon, devising their own *eccentric* means of battling the great destroyer?

## Optional New System: Blitzball

Spira's most popular sport is played in a massive sphere made of water and centered in a stadium of thousands. A Blitzball game consists of two (generally six-person, though they've historically been as small as three or as large as a dozen) teams who are each attempting to kick the Blitzball (a resilient rubber ball no larger than a person's head but weighing over a hundred pounds; a necessity for an item that is designed to be launched fluidly through water) into the other team's goal. Traditionally, a game consists of two 5-minute rounds, separated by an intermission between the rounds.

Most Blitzball players are trained professionals. After all, those Blitzballs weigh much, much more than they appear, a necessity for their ability to move fluidly through the water. Despite this, heroes like the PCs can employ their own unique abilities in the sphere and prove surprisingly effective. You've never seen blitzball until you see a team of ninjas take on a geomancer and his allies, while a red mage sweet-talks the opposing team's goalie. What follows is a full set of rules to take your existing characters and drop them right into a Blitzball match without having to modify things too much; after all, a good game of Blitzball really isn't that much different than combat, when you come right down to it.

Some progressive-thinking groups have even decided to capitalize on that fact by announcing exhibition matches with wildly different rules; Difficult Terrain caused by whirling electronic whirlpools, nonlethal critters such as jellyfish being allowed into the sphere, and all sorts of other crude modifications to the otherwise simple sport.

## Positions

When forming your team, it's important to decide what sort of role your character would best fill, and choose a 'position' accordingly. Blitzball requires a balanced mix of offense and defense, and characters who can put the physical hurt on the other team are as valued as those who can score goals or get the crowds on their side.

There are three different roles that can be filled.

**Striker:** Can **Score**. The front-line men, strikers are dexterous individuals who focus on getting the three points needed to win the game. Each team needs a minimum of one Striker to be eligible for competitive play.

**Defender:** Can *Guard*. The best Defenders are characters that can take a hit and dish it out right back.

**Goalie:** Can *Inspire*. Goalies are generally quick in both mind and body. While they aren't actually required, a team can only have a maximum of 1 goalie.

## Actions During Blitzball

Once the game is underway, characters only have so many options at their disposal. All characters can move, Attack, Pass, and Intercept, and they each get one more choice from by their selected position.

**Moving:** Blitzing is very much like standard combat. You may move a Short Range (one section of the field) and perform a standard action (such as attacking or passing), or you may move from one end of the field to the other and take no other actions. By making a sufficiently impressive Swimming skill a character can move a Medium Range and perform a standard action, instead.

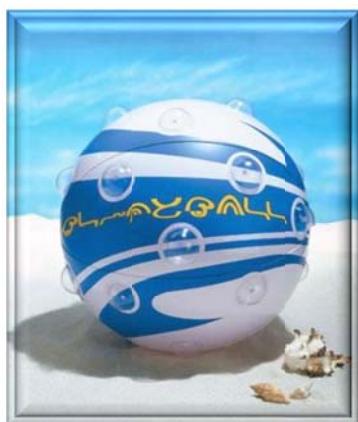
**Attacking:** The ball, if used as a weapon, deals  $(PWR \times \text{Half Level}) + 2d6$  points of damage and can target opponents at Medium Range. Unarmed attacks such as tackles remain unchanged from the normal rules, and generally should remain the purview of people with the Brawl skill.

Teamwork Attacks are the secret to winning Blitzball, however. By combining their efforts, two or more players can launch an offensive barrage that interrupts Slow actions...such as enemy players attempting to pass the ball.

**Passing:** Passing is a Slow action which allows you to toss the blitzball accurately and without failure to any Defender or Striker on the field.

**Intercept:** If you are within Short Range of the opposing team member who currently has the blitzball, you can choose to intercept them as a Standard action and attempt to wrest it away. The Intercepting character makes a Force check opposed by either a Force or Finesse check, whichever is higher. If the character is a Thief, they may use their Steal ability to roll Thievery in place of Force. If the Intercepting character wins the opposed check, they are now in possession of the ball.

**Score:** The Striker takes aim and makes his move, throwing or kicking the blitzball towards the opposing team's goal. The Striker makes a Force or Finesse check, opposed by the enemy Goalie. Scoring suffers a -2 penalty to the roll at Medium Range, and a -4 penalty at Long Range. If the total check result is painfully low, the Striker misses the goalposts completely and the ball is launched outside of the stadium. **Only Strikers may use the Score action.**



**Guard:** Guarding is an Instant action that you can perform at any time, even when it is not your turn. Whenever a character within Short Range would take damage, you may move in front of them and take the hit in their stead. Any combat damage that would be taken by an ally is applied to the Guarder instead. **Only Defenders may use the Guard action.**

**Inspire:** With very little else to do when they aren't under siege by Strikers trying to score, a Goalie often finds himself strutting and playing the crowds, or shouting out tactical suggestions to his teammates. The Goalie chooses one ally and takes a Slow action to survey the field or get the crowd chanting. On the following round, the Goalie makes a Finesse, Perform or Negotiate check (at a

varying difficulty depending on how the game has been going so far, or if they're on their home field and so on). If successful, the target ally either regains ( $MND \times \text{Half Level} + 2d6$  HP) as he finds his second wind, or receives a +2 bonus to all rolls on his next turn. The GM might rule this bonus is granted to the Goalie's entire team with a Supreme or better check result. A Goalie who is in the middle of Inspiring his allies cannot stop Strikers from scoring, however, so this powerful technique must be used with caution. **Only Goalies may use the Inspire action.**

**Faceoff:** At the start of each of the two rounds, a referee tosses the ball into the Blitzball stadium – each Striker may make a Finesse check, and the highest roller grabs the ball. Characters who have job abilities that let them act in a pre-emptive round in combat automatically succeed here (unless two or more characters have such abilities, in which case those 2+ characters roll it out as normal).

## Rules

The first team to score 3 goals is declared the victor. Alternatively, a team may be awarded a victory if there are no conscious Strikers on the opposing team. Getting knocked unconscious or being crippled with status ailments means the character is usually removed from the field by a referee, and may only re-join the match if there's a break in the action such as 'half time'.

Although it can vary in impromptu games (or illegal matches), breaking any of the following rules is an automatic penalty, and any character who does so is removed from the field immediately; casting a spell including a Summon, being outside the Blitzsphere for more than two round, using weapons or armor, attacking a Goalie, or using job abilities that don't appear in the following section or haven't been approved for use by the GM.

### Blitzball-Appropriate Abilities

Ultimately, the GM gets the final say as to what's allowed and what isn't, but below is a *suggested list* of Job Abilities that would be beneficial in a Blitzball game, but wouldn't completely destroy the delicate balance of the above rules or are simply too much fun to pass up. We didn't include abilities that are probably irrelevant, since we don't expect characters to **intentionally** break rules, need elemental immunities, invite their animal companion along, or require bonus damage when fighting dragons...but then again, you just never know....

Aerial Maneuver	Aim	Allure	Ammunition	Army of One	Assassin's Kiss
Astra	Augment	Bad Breath	Barrage	Benediction	Berserker
Black Sky	Blackout	Blessed Existence	Blink	Bonecrusher	Break Arts
Center Stage	Chakra	Chambara	Charismagic	Cheat Fate	Cover
Covering Fire	Cross-Counter	Cyclone	Darkside	Dazzling Display	Defy Gravity
Disabling Shot	Double Agent	Dragonheart	Earth's Embrace	Elemental Body	Evasion
Execution	Favored Terrain	Feint	Final Heaven	First Strike	Flawless Form
Flimflam	Force of Nature	Formless Strikes	From The Heart	Geotrance (Water)	Geowareness
Grim Reaper	Hamedo	Haymaker	Hide	Highwind	Hundred Fists
Image	Invincible	Jinx	Juggler	Jump	Killing Machine
Lancet	Last Resort	Last Stand	Leadership	Libra	Limit Breaker
Long Shot	Mad Rush	Mana Shield	Martial Arts	Master Thief	Mime
Mind over Matter	Mug	Orlandeu's Strike	Outmaneuver	Paradigm Shift	Parry
Passive Fist	Peaceful Messenger	Power Chord	Provoke	Pure Soul	Quick Hit
Reprimand	Reversal	Ride The Storm	Rippler	Sacrifice	Saint's Cross
Save The Day	Shadowbind	Shield of Light	Shockwave	Showstopper	Sidewinder
Skip Town	Skyforged	Slight of Hand	Slots	Sneak Attack	Stacked Deck
Status Resistant	Steal the Spotlight	Telekinesis	The Last Word	Third Eye	Threaten
Trauma	Trick Shot	Twin Soul	Unstoppable	Velocity	Vendetta
Victory Pose	Whirling Spear	Wildfire	Winning Streak	X-Attack	

# FINAL FANTASY XI

*"I need to be stronger."*

Twenty years ago, the Great Crystal War ravaged the land of Vana'diel. A demonic warlord united the Beastmen races of the world and led them against the five 'enlightened races' of the goddess Altana.

The nations of Vana'diel attempted to fight the Beastmen independently, only to suffer repeated losses against their enemies' vastly-superior numbers. At the pinnacle of the conflict, the nations of San d'Oria, Bastok, Jeuno, Windurst, and Tavnazia put aside their historical enmities and for the first time in history stood united. Finally, after more than two years of bloody battles, the Shadow Lord and his Beastmen forces were broken and defeated. Victory came at a high price, however — many of the city-states were in ruins, and Tavnazia was completely wiped off the map altogether. The death toll was estimated to be in the tens of thousands.

Vana'diel has drastically changed in the twenty years since the war; a period of tentative calm presides. The tentative friendship still stands between the remaining nations, and with it comes a new age. Many cities have managed to rebuild and achieve some standards of life that existed before the Great War, while trade and Airship routes between once-isolated nations now exist. The nations have not yet fully recovered from the drastic loss of personnel, and subsequently have come to rely on Adventurers. These would-be heroes and mercenaries are charged with the task of maintaining the fragile peace across the lands, even as rumors of a brooding darkness once again begin to circulate.

## Jobs and Races

The five 'Enlightened Races' of Vana'diel and their cities are as follows:

**Humes**, who are said to suffer from the sin of Apathy, built the Republic of Bastok in the wastes of a mineral-rich landscape. They are adaptable and cunning.

**Galka**, who are said to suffer from the sin of Rage, have no home city and instead settled in Bastok with the Humes. They are treated as refugees and an underclass, but manage to eke out a living with hard physical labor.

**Elvaan**, who are said to suffer from the sin of Arrogance, formed the militarily powerful city of San d'Oria. The sound of their national anthem plays throughout the streets proudly.

**Mithra**, who are said to suffer from the sin of Envy, are catlike amazonesses that have settled in the Federation of Windurst with the Tarutaru.

**Tarutaru**, who are said to suffer from the sin of cowardice, reside in the Federation of Windurst where they spend their days poring over books and advancing the development of magical knowledge.

Other than Engineers and Time Mages, all of the standard Jobs made an appearance in Final Fantasy XI. The game also introduced a concept call 'Subjobs', where each character could be a conglomerate of two different Jobs. GMs wishing to stick true to the source material could make the following rule alteration;

## Optional Rule: Subjobs

If the GM declares this option rule is in play, each player must declare one additional Job of his or her choice during character creation. They character may only expend Destiny to Job Change back and forth between the named Job and the one they started play as; however, the cost for doing so is reduced to only 1 Destiny instead of the standard 3.

## Optional Rule: Jug Pets and Automatons

A geomancer with the Beastmaster limit ability can turn fearsome foes into tentative allies, which is a strange practice just about anywhere...except on Vana'diel. Certain creatures have been domesticated over centuries of mutual dependence, and others still are simply strange or popular enough that they're for sale in curio shoppes around the world. They are known as 'Jug Pets' due to the fact that the baby creatures or even eggs are sold along with a ceramic jug to serve as the newborn's temporary home.

It is even said that far to the east on the Aradijah continent, in the warring city of Aht Urghan, such monstrous allies aren't simply found or purchased...they are made.

Jug Pets and Automatons are regular creatures with one important difference; they are always treated as being the same level as the Geomancer who has tamed them. Although these companions could theoretically accompany a Beastmaster all the way from level one to level fifteen, this isn't recommended – creatures don't scale as well as player characters do, and the usefulness of these critters will eventually taper off.

For example, a Courier Crab who belongs to a level 14 Geomancer would have 756 hit points (14 per level from its RES attribute, plus 40 per level for being an Aquan-type creature) but only deal  $70 + 2d6$  damage with Big Scissors; the crab's PWR of 10 multiplied by 7 – half of its level, thanks to the fact that it grows with its owner.

We've included three examples of such pets here, but clever GMs will undoubtedly be able to build more.

*These simple cloth-and-wood dolls were salvaged from the eerie depths of the Arrapago Reef, and scholars have spent months trying to determine if their strange sentience is due to their complex inner clockwork or magic. They have since become a common attraction in marketplaces, used by wandering Entertainers looking to bedazzle the young and carefree with slapstick antics, simple juggling routines, or more complex pantomime performances.*

*Customizable for any situation, an automaton can be a fearsome fighter battling alongside its master, deal devastating damage with elemental strikes, or mend a party's wounds as well as its own.*

**String Theory:** Extending the wires that form the Automaton's arms, it may deal  $(10 \times \text{Level}) + 2d6$  damage, with  $(2 + \text{Half Level})$  acc.

**Stormwalker:** The Automaton whirrs and chooses an element; all of its String Theory attacks now deal Fire, Ice, or Lightning damage.

**Valoredge:** String Theory now restores  $(10 \times \text{Half Level})$  HP to the Automaton and one additional ally whenever it deals damage.

**Spells:** Vox, Stop, Protect, Shell, Cura, Illusion, Analyze, Quarter, Sleep, Blind, Aspir, Ray Bomb

<b>HP:</b> 500	<b>PWR:</b> 10	<b>Force:</b> 5
<b>MP:</b> 100	<b>RES:</b> 10	<b>Finesse:</b> 5
<b>AVD:</b> 9	<b>DEX:</b> 10	<b>ARM:</b> 0
<b>Destiny:</b> 0	<b>MND:</b> 10	<b>M.ARM:</b> 0

**Lvl.5+ Construct**



**Special Abilities:** Impervious, Job Ability (Covering Fire)

**Affected By:**

**Elemental Reactions:**

**Drop:** Anything given.

**Steal:** None

**Component:** Silk

A sturdy crustacean that has been trained to ferry water across the harsh plains to small settlements. This is a task that the stubborn crabs seem to take to with surprising enthusiasm, acting almost pleased to be of service. More than one adventurer has heard a story about someone lost in the desert wastes without food or water, only to see a familiar blue speck on the horizon just before succumbing to dehydration and worse. The Courier Crabs move slowly but surely as they balance twin ceramic jugs on their humped backs, but are loyal and strong allies to any beastmaster who would fight alongside one.

**Big Scissors:** The decapod delivery-crab crushes an enemy with its pincers; 6acc, (10 x Half Level) + 2d6 damage.  
**Bubble Shower:** By releasing a cloud of bubbles at 3 acc, all enemies suffer (14 x Half Level) + 2d6 Water M.ARM damage, and their ACC score is reduced by 2 until the end of their next turn.  
**Metallic Body:** The Couriers Crab's ARM and M.ARM scores are now calculated as (Level x 5) until combat ends, and it gains Protect until the start of its next turn.

**Special Abilities:** Job Ability (Provoke), Item Use

**Affected By:** 

**Elemental Reactions:** 

**Drop:** Anything given.

**Steal:** None

**Component:** None

**HP:** 270    **PWR:** 10    **Force:** 6  
**MP:** 25    **RES:** 14    **Finesse:** 1  
**AVD:** 9    **DEX:** 2    **ARM:** 10  
**Destiny:** 0    **MND:** 3    **M.ARM:** 5

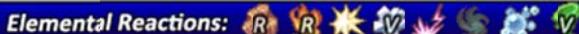


Colorful lizards that dwell across Vana'diel wherever there's enough loose sand, dirt, or mud to let them hide from larger predators. Efts are extremely long-lived, and in fact some members of the species are known to be hundreds of years old. Their slow metabolisms allow them to go up to a week between meals, allowing them to spend large portions of their time in their underground nests, caring for eggs and generally hiding from larger predators. Due to the fact that these solitary and territorial creatures are so difficult to find and capture, they fetch a high price among collectors, culinarians seeking eggs, or simply wealthy families looking for an exotic pet.

**Cyclotail:** The diminutive reptile spins its tail with enough force to send opponents tumbling; 8acc, (18 x Half Level) + 2d6 damage.  
**Numbing Noise:** This unsettling sound forces all nearby enemies to make an opposed check; failing inflicts both the Slow and Confuse statuses.  
**Toxic Spit:** The Eft spews a toxic glob at one enemy with 8 acc, dealing (DEX x Half Level) + 2d6 damage, inflicting Poison if the target fails an opposed roll (The Eft gets a +3 bonus to this check).

**Special Abilities:** Swift Strikes, Regeneration (Level x 1 HP each round)

**Affected By:** 

**Elemental Reactions:** 

**Drop:** Anything given.

**Steal:** None

**Component:** None

**HP:** 180    **PWR:** 3    **Force:** 2  
**MP:** 20    **RES:** 6    **Finesse:** 5  
**AVD:** 8    **DEX:** 18    **ARM:** 5  
**Destiny:** 0    **MND:** 2    **M.ARM:** 10



# FINAL FANTASY XII

*"We are the arbiters of our destiny."*

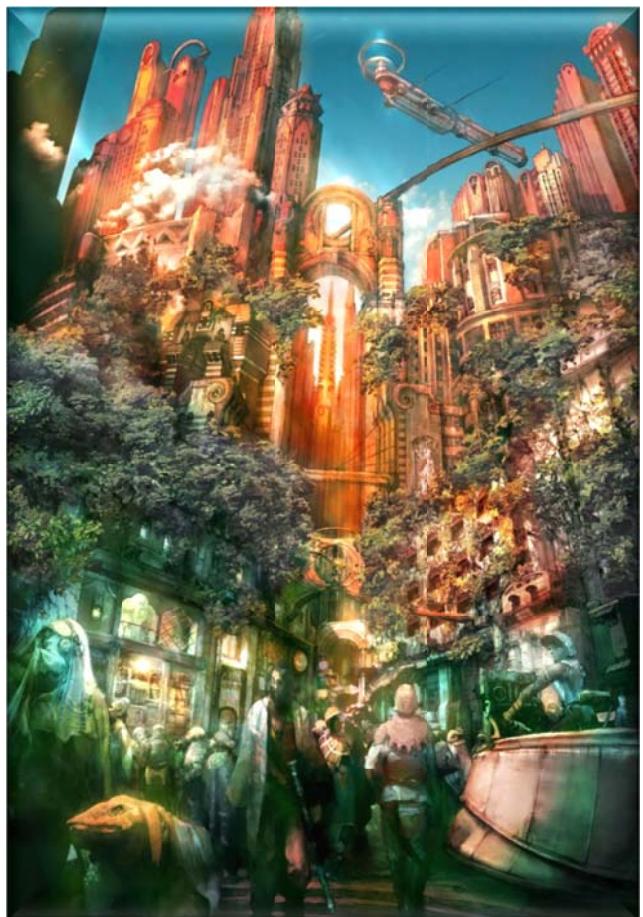
- Basch fon Ronsenburg

Svagatam, traveler.

Final Fantasy XII takes place in the Kingdom of Dalmasca, a small city-state in the world of **Ivalice**. A neutral party in the past wars between the neighboring Empires of Archadia and Rozarria, Dalmasca was ultimately conquered by Archadia and reduced to the status of an occupied state under Archadian rule when its King agreed to Imperial terms. Will this war ever see an end? And what terrible conspiracies lay behind the might of the Empire?

## Clans and Hunts

The Archadian soldiers have their hands full as it is dealing with political uprisings and the criminal underworld, and every so often a dangerous monster roams free for days or even weeks at a time until troops can be sent out to deal with the threat. Many folk began turning to independent bounty hunters and mercenaries to defeat these monsters, willing to pay out-of-pocket for peace of mind. Over time, groups of hunters began to organize themselves as Clans. The empire was quick to show their approval and sanction the work of the clans, since both groups were ultimately working toward the same goal. This means that, when pursuing a mark, registered Clan members have a great deal of legal leeway and can generally go where they please.



## Jobs and Races

All of the common Ivalician races appear here, from the forest-dwelling **Viera**, to the winged **Gria**, to the pot-bellied **Seeq**. At the start of this chapter we presented the **Nu Mou** and the **Bangaa** in an attempt to breathe some life into these commonplace denizens.

All of the standard Jobs appear in Final Fantasy XII and all are of generally equal use in this politically turbulent, adventure-filled world.

## Mist

Mist is responsible for the existence of 'Magicite', gemstones that contain magical powers due to the presence of Mist in their crystalline structure. Magicite is divided into three types; spellstones that are used in the use of magic, skystones that are installed into mechanical components that give flight to vehicles, whether small-sized bikes or large airships, and memstones that function much like recording devices. The quality of Magicite depends on the quantity of Mist and not on the size or shape of the stone. The ubiquitousness of magic and Magicite, as well as its cost-efficiency, led to it replacing

electricity and its various sources as the dominant usable energy in Ivalice.

Due to the influence of Mist, several areas of Ivalice are known as '**jagd**', areas in which Mist-laden winds and magicite-rich soil interfere with airship mechanisms. As such, jagds tend to be harsh, lawless frontiers, uncontrolled by any nation.

*GMs might wish to describe Jagd areas mechanically as Difficult Terrain, where the character must succeed at a moderately-difficult Finesse check in order to be able to successfully cast any spell, use any item powered by magic, or use an action to activate any weapon or armor property.*

Nethicite, another type of magicite, works by absorbing Mist, thus nullifying the effects of magic and storing vast amounts of power. Nethicite can be described as either deifacted or manfactured (literally, god-made or man-made). Deifacted Nethicite contains a large amount of magic, theoretically making it powerful enough to help reshape the world if used correctly...or incorrectly.

## The Occuria

The Occuria are the most powerful beings in the world of Ivalice. Though their existence is unknown to the world at large, they are apparently immortal and immoral entities willing to do whatever it takes to lead the world of Ivalice into matching 'their vision,' whatever that may be, including using phantom images of loved ones to manipulate people and sealing away insubordinate races who refused to accept the Occurian weave of fate.

The Occuria are apparently genderless, though they possess feminine voices and masculine titles. They have the ability to create and appear as ghosts and images. Their natural form is a floating specter with an ornate, armor-like appearance, and their speech resembles an archaic, poetic form of the common tongue. The Occuria have no visible faces, only glowing yellow eyes floating in an empty black void. An Occuria's physical manifestation exudes a great deal of Mist, which allows them to possess other beings and merge with them to drastically increase their Power. This is always a deadly one-way-trip for the host body.

## Adventure Ideas

Seven centuries ago, the Occuria, knowing the Garif knew much about magicite and the ways of the world, granted the peaceful people of the Jahara plains some Nethicite. However, even the wisest Garif knew not how to use the stones, and, as such, several pieces were presented as a gift to the Dynast-King instead. But it is said the Garif still know the location of one such Nethicite shards...

The sky city of Bhujerba is an island of peace in the raging storm that is Ivalice. Thanks to the Marquis' diplomacy and tact, the people of the city are protected from the empire's strong arm save for a few soldiers keeping a watchful eye on the city. But when imperial troops start vanishing in the Lhusu Mines - excavated tunnels beneath the city where dozens of workers spend each day unearthing precious Magicite – will the PCs choose to turn a blind eye? Has the empire found something of interest down in those dark tunnels...or has it found the empire?

A young, blind Seeq has been well-known to the people of Dalmasca for many years. He peddles small confectionaries wrapped lovingly in wax paper for only a single gil, and bouquets of freshly-picked wildflowers for only a few gil more. What most people don't know is that this Seeq's main source of income doesn't come from the candies or posies, but rather for the discreet messages he passes using the parchment wrapped around his flowers. One of the PCs receives one such message, and the befuddled Seeq must apologetically explain he never saw who wrote the note or knows what it said – he only remembers a wispy, feminine voice that sent chills down his spine.

# FINAL FANTASY XIII

"Since when have heroes ever needed plans?"  
- Snow Villiers

The world of Final Fantasy XIII is a story about two worlds; the floating, spherical machine city of Cocoon, and the planet below - Gran Pulse, a land of natural evolution and harsh wilderness.

Cocoon is an artificial world powered by entities known as fal'Cie, malevolent Espers responsible for running everything from the artificial sun to cultivating the land and providing water, to keeping the world of Cocoon floating within Gran Pulse's atmosphere. Over eight millions individuals populate the planetoid, living their days in the shadows of the fal'Cie and under the iron thumb of the central government, the Sanctum.

The people of Cocoon are made to believe that Pulse is a hellish place, and the people are kept in constant fear of a possible invasion. The Sanctum uses military force to quarantine, exile, or kill anyone from Cocoon who it believes has been influenced by the outside world.

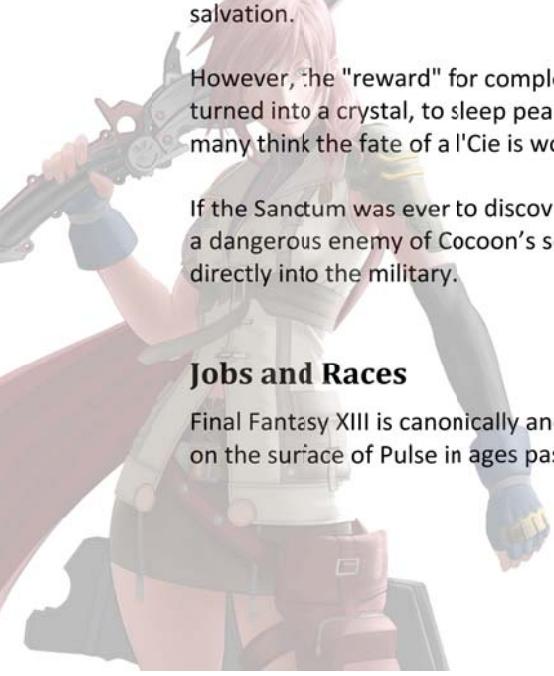
In reality, the humans who once lived on Gran Pulse are all but perished, with lingering architecture being their only living testament - the world below is now populated entirely by monsters.

Furthermore, Cocoon is secretly a sacrificial vessel of millions of innocent human lives. The fal'Cie provide the humans a "paradise", and in exchange, when the time is right, they will destroy Cocoon and all its inhabitants in order to try and summon forth their 'Maker' from the lifestream. However, the fal'Cie themselves are unable to hit the self-destruct button for Cocoon – it is contrary to their core programming and purpose - so they subtly manipulate events to gain 'help' from Pulse I'Cie.

## I'Cie

The I'Cie (pronounced "luh-see") are people branded and forced into servitude by the god-machine Espers known as fal'Cie. They gain the gift of magic, but also bear the burden of completing a task - known as a Focus - for their fal'Cie master. However, the fal'Cie will not explicitly tell the I'Cie what their Focus is. Instead, they must figure it out for themselves with the aid of various ambiguous visions.

The I'Cie is branded with a tattoo-like symbol visible somewhere on their person's body, which usually appears as an overlapping sequence of black arrows. Over time, the arrows multiply and a closed eye is revealed. When the eye of the brand opens fully, the I'Cie's time to complete their Focus has run out. Should the I'Cie fail to fulfill this Focus before his or her brand advances to its final stage, that I'Cie becomes what is known as a *Cie'th* – the soulless. Mired in eternal sorrow and regret, and robbed of all free will, Cie'th are damned to wander the world unliving and undying, until their corrupted and decomposing flesh at last can move no more. For Cie'th, there is no salvation.



However, the "reward" for completing a Focus is not much better, for the I'Cie will be granted eternal youth and turned into a crystal, to sleep peacefully until the next time the I'Cie has need of them. It is for this reason that many think the fate of a I'Cie is worse than death itself.

If the Sanctum was ever to discover a I'Cie serving an Esper from Pulse, they would surely be hunted relentlessly as a dangerous enemy of Cocoon's society. The I'Cie of Cocoon, however, are hailed as heroes and often are recruited directly into the military.

## Jobs and Races

Final Fantasy XIII is canonically another all-human game, but then again, we have no idea what sort of species lived on the surface of Pulse in ages past. It remains entirely plausible that some races still remain.

## Optional Rule: Stagger

A new combat tactic emerges in Final Fantasy XIII that allows heroes to stagger their enemies by hitting them hard and fast enough to reduce their armor values to zero.

Whenever a character rolls a critical hit, he may declare he is attempting to stagger the targeted enemy. They make an opposed Force check and, if the character succeeds, inflicts his enemies with Armor Break condition (giving them an ARM and MARM score of 0).

## Monsters

Many of the creatures that inhabit Cocoon and the ‘wasteland’ portions of Gran Pulse are mechanical, automated beasts. It’s easy enough to reflect this; simply use the normal stats for monsters, add Construct as a secondary species, and change their visual descriptions to suit your needs. Bombs may be polyhedral shapes and common beasts might be motorized bionic predators called Pantherons, but the difference is minimal at best.

## Eidolons

Within the soul of each I’Cie lies a powerful spirit known as an Eidolon – a summonable Esper. While they grant the powers of magic to their hosts, they can also manifest directly as powerful summoned creatures.

They often lie dormant until the I’Cie shows signs of weakness or despair, at which point the eidolon reveals themselves for the first time – generally to confront their failing I’Cie in combat. The character must overcome their emotional uncertainties and win the Eidolon’s allegiance, or face death. An eidolon that is defeated in battle like this serves their host unwaveringly from then on, the character having proved their worth.

In addition to their combat prowess, summons in the world of Final Fantasy XIII possess the unique ability to *Gestalt* – to transform – into vessels and vehicles, ranging from motorbikes to moving fortresses to lumbering mechanical war machines.

Upon obtaining the powers of an eidolon – an event that happens generally at the GM’s discretion – the character also automatically gains the Special Vehicle shared ability. **This**

**allows them to construct Special Vehicles that are also**

**Eidolons!** All Special Vehicle Eidolons should have the *Magic Touch* talent, and cannot take *Good Night’s Sleep* or *Smuggler’s Hold*.

*When deciding which summon your newly-created character will take as their Eidolon, you still remain restricted by the standard levels. For example, a character who chooses Carbuncle to be their Eidolon will gain access to the summon at very early levels, whereas a character who settles on Bahamut won’t see much use of the Eidolon until much, much later in the game.*

Eidolons in Final Fantasy XIII do not possess Devotions, and thus do not grant Destiny to the character. They do, however, gain the additional ability:

**Gestalt Attack:** The Eidolon shifts down into a vehicular form, granting the character temporary control over its vast array of mechanical powers. Gestalt attack deals (Vehicles Skill x Twice Level) + 2d6 points of Non-Elemental M.ARM damage to all enemies.



# FINAL FANTASY TACTICS

*"Never shame your name... never tolerate injustice... living true to your heart is the warrior's way."*  
- Balbanes Beouvre

Ivalice is a kingdom divided by war and class segregation, where heroes must rise to rise among the masses. Lords, nobles and aristocrats wield much of the real power of the country, living luxuriously while plotting against one another.

Many legends revolve around the Zodiac Brave Story, which deals with twelve knights who used the power of Zodiac Stones—magicite shards engraved with symbols of the twelve Zodiac constellations—to fight against a demon summoned by an ambitious king to control Ivalice.

Many of these legends have been preserved in powerful tomes. It has been said that some of these books are so powerful they are capable of opening rifts in the dimensions, sending any who may be reading of Ivalician legends back through time to *live* the stories described within.

## Clans

The major driving force in the world of Ivalice is the Clans, organizations of like-minded warriors and hunters dedicated to assisting the paying customer, no matter what. Clans allows enterprising individuals to 'lease' their employees for various uses, and in return, provide their members with a handful of benefits such as guaranteed allies and a steady flow of gil. They are subject to an ever-changing membership as new members are hired and discarded daily.

A well-to-do Clan hall might boast dormitories, a training hall, a medical center, a library, and a hero's hall; part museum, part hall of fame, and part shrine to the departed. On the other hand, a new Clan might have all of their meetings out of the local pub.

*Officially*, Clans have a plethora of rules and regulations, though everyone summarily ignores 99% of them. Only one rule is constantly enforced and abided with absolute dedication: *Your fellow clan members are your family. To turn your back on a member in need is to find yourself out on your ass.*

In addition to the above, the clan also has no use for members who accept payment for an incomplete job. What the customer pays for, the customer gets. Come hell or high water. Though, if the customer decides to backstab the Clan, the members are free to return the favor.



## Optional Rule: Grid-Based Combat

For GMs looking to replicate the combat found in the Final Fantasy Tactics series of games, they'll need a few more supplies than a few six-sided dice, paper and pencils. The system revolves around a combat 'grid', where vast fields and cramped dungeons are represented by one-inch squares. Players will need to use a grid map simply to visualize the complexities of battle, using small miniature figures or tokens to represent themselves and their enemies.

Each square can only ever be occupied by one character or creature at a time.

### Movement

Instead of being able to automatically move a Short Range each round, or a Medium Range as a standard action, characters are now restricted to a set number of squares they can move each turn.

Once each turn, a character may move a number of squares equal to **1 + Their Finesse score** as an **Instant action**. This movement may be taken at the start of their turn, the end, or anywhere in-between, but they can't move, attack, and then move again. Characters can move diagonally.

### Range

Now that the Final Fantasy d6 has shifted towards a more specific set of range increments than vague measurements, you'll need to know how to read spells and abilities so they make sense on a grid.

A **Short Range** refers to **one square in any direction from the character**. Or, to put it another way, immediately adjacent. Thus, characters cannot make Short Range melee attacks unless they are directly next to their target.

A **Medium Range** refers to **six squares** away from the character. This is most often used for Abilities and Ranged weapons such as guns or bows.

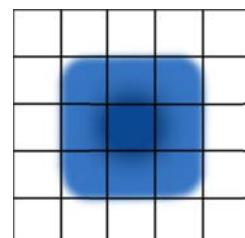
A **Long Range** refers to **any square or target** on the grid, and **Local** spells continue to hit every possible target on the battlefield regardless of distance.

Characters cannot target spaces of figures they do not have a direct line of sight to – ducking behind a tree is a good way to avoid enemy fire for a round, for example.

### Magic and Range

Magic receives a fairly significant overhaul when playing in a Final Fantasy Tactics game. Spells no longer differentiate between enemy and ally, and instead affect a number of individual 'combat squares' based on the normal size of the spell. Since most spells are Medium Range, they can only strike a target 6 squares away or less.

Although '**Self**' and '**Single**' target spells don't change, '**Group**' target spells no longer affect all allies or enemies within a certain distance. Instead, they, too, are targeted spells. They must choose a single square that serves as their primary target, and it affects all other enemies or allies adjacent to that primary square.



## Adventures

Though it isn't always the norm, adventures in the recent Final Fantasy Tactics Games have been far more lighthearted romps, everything from using Bug-B-Gone to defeat insects preying on Gysahl green crops, to a Moogle's 'adorable' pet Adamantoise or Malboro getting loose and wrecking havoc.

In the original, missions still retained a tongue-in-cheek attitude despite the deadly serious political plot that occupied the main story.

## Judges and the Law

The heavily-armored, quasi-magical enforcers of the law known as Judges are a special order of knights under Imperial control. As independent nations and territories flourished over Ivalice, a rise in crime and regional conflicts quickly began throwing smaller communities into chaos. To reduce the amount of time required by judicial process, a military court was established - the Order of Judges. They are the supreme enforcers of law in the world of Ivalice, wielding extraordinary power in their own right over lower-ranked citizens. The higher ranking Judge Magisters function as chief arbiters and enforcers of Ivalician law.

Almost all judges have the supernatural ability to instantly determine the truthfulness of any statement, making them nearly impossible to lie to.

A sample Judge is presented below.

*Despite their array of powers, Judges are in no way omnipotent. They do not possess any sort of precognition, and they lack the capacity to magically sniff out and track down lawbreakers. They are limited to mundane methods of pursuing the guilty, aided with a vast network of tentative allies.*

*While a disturbing concept, corrupted Judges do exist, allowing their unconditional and nearly omnipotent form of impartial justice to be swayed by money and power. Corrupt judges are tried, given the same treatment as any common lawbreaker, and tried by a jury of their peers. A corrupt Judge is almost always sentenced to immediate execution.*

<p><b>Arbiter's Smash:</b> A heavily-armored bodycheck; 8acc, 84 + 2d6 damage. <b>Justicar Blade*</b>: The Judge brings his or her heavy weapon down hard, sundering through any resistance it encounters. Make an opposed check; on a failed roll, Justicar's Blade destroys your equipped Weapon.</p> <p><b>Imprison:</b> Only usable on a target that has broken the law, Imprison forces the enemy to make an opposed roll; if they fail, they are inflicted with Stop until the Judge is defeated or ends the effect.</p>	<p><b>HP:</b> 820    <b>PWR:</b> 14    <b>Force:</b> 7 <b>MP:</b> 130    <b>RES:</b> 16    <b>Finesse:</b> 3 <b>AVD:</b> 12    <b>DEX:</b> 7    <b>ARM:</b> 60 <b>Destiny:</b> 2    <b>MND:</b> 8    <b>M.ARM:</b> 37</p>
<b>Lvl:10 Humanoid/Arcana</b> <b>NOTORIOUS</b>	
	
Neutral	
<b>Judge</b>	

# CHAPTER VII: MAGIC

“..... You can DO that?”  
-Tseng, FFVII

Magic is a fundamental and natural part of the world, manifesting in all things animate and inanimate. The flow of magical energies is, as a whole, essential to the planet's well-being; only so long as the power of the elements is unchecked can the wind continue to blow, the earth continue to be fertile, the cycle of life and death remain unhindered. All of the world's inhabitants, whether conscious of it or not, have some small part of this force inside them; with training, it can be turned into a weapon more powerful than mere blade or brawn, more devastating than all the world's technologies.

Crystalline items and formations have been found to be curiously sympathetic to the flow of magic, able to focus, store and even amplify natural elemental forces. The most renowned of these are the Elemental Crystals, whose powerful magical reservoirs can raise and destroy nations with equal ease. Lesser crystals, most merely a conduit of the natural magic that flows through the planet, are in steady supply. Such items can be used for any number of purposes, from powering machinery to providing the raw ingredients for a wide range of equipment and recovery items.

Most magically-empowered gear is constructed by binding the rush of energy freed by the destruction of crystals into the item during the creation process. More powerful arms and armor may be made of pure crystal capable of absorbing and channel significant amounts of magical power.

Raw magic can also temporarily be captured, often upon the death of a creature. Such 'frozen' magic is the reason behind items spontaneously being 'created' upon a monster's death, especially those of arcane origin such as Bombs; virtually any fragment of their bodies can be used to unleash a small spark of offensive fire spellcasting.

Even as it sustains life, magic in turn creates its own ecology, ranging in scale from the animal-like Kami spirits – who travel the streams of magic like so many schools of fish – to the primitive elementals, a creature 'birthed' by large, concentrated masses of elemental energy coming together in one location. Top of the proverbial totem pole are the Espers, known by a million and one names throughout the universe; such creatures were birthed on a plane of pure power, connected to a world by only the most tenuous of links, drawn into material existence by the persuasive talents of summoners or their own wanderlust.

The environment, too, interacts with raw flows of magic, resonating where the elements are most sympathetic. The heat of a volcano, for instance, can tie together many streams of Fire Elemental energy, creating a reservoir of power favorable to arcane creatures and spellcasters alike. Similarly, a lightning-strike during a ferocious thunderstorm attracts Lightning Elemental energy; a torrential rainfall leads to the accumulation of Water elemental power. For those who rely on the might of the elements, careful consideration of one's surroundings is an



important factor in effectively shaping these energies. These ‘Elemental Fields’ have been the deciding factor in more than one battle.

Active wielders of magical power vary wildly in shape and scope. With sufficient training or natural talent, many people can channel elemental flows into their lives in tiny ways, from making the garden grow just a little larger, to knowing when to fold in a game of cards. Such people are rarely aware of their own talents.

However, a true Mage's talent lies in their ability to actively twist and focus raw flows of magic into physical, visible forms; dark mists, freezing gales, howling storms and scorching waves of fire, and far more impressive feats. Paladins and Dark Knights are unique casters – instead of channeling the elemental energies from the world around them, they contain a reservoir of spiritually-aligned magic within; sheer potential.

## The Elements of Magic

The compartmentalization and classification of magic in its many and diverse forms has occupied scholars for centuries; even to this day, the finer details of magical taxonomy can be fuel for considerable debate. Certain aspects, however, are considered to be universally agreed on. Among them is the fact that energy is the basic building-block of magic; though further diversified and refined, raw energy itself can be used to drive a wide variety of helpful and harmful effects. From here, all magic can be broadly broken up into nine elemental subtypes.

The most common of these are four basic elements – **Earth** – the essence of soil and rock, **Fire** – the essence of heat and flames, **Wind** – the essence of sky and movement, and **Water** – the essence of liquid and the oceans – which in turn combine to form the distinctive **Lightning** (electricity and energy) and **Ice** (cold and frost). The collective grouping of these six elements are inextricably tied to natural phenomena.

**Holy, Shadow, and Nonelemental** magic completes the pantheon. though inclusion of this last is a bone of contention for those who see magic as supernatural forces than mundane forces. In some quarters ‘nonelemental’ is simply not considered proper magic at all, and simply excised from the reckoning.

Without any doubt, Holy is the dominating force in the magical world, and in experimental conditions, advanced practitioners of the arcane have come to the conclusion that the name itself is actually a bit of a misnomer - Holy, visually seen as a bright flash of white light, is actually pure magical energy from the core of Creation itself, untainted by the color spectrum of fire, earth, wind, and the like. Shadow, on the other hand, is Holy magic that has become tainted or corrupted through various means.

**Holy and Shadow magic are far more rare than the other venues of magical means, and are often treated with an intrinsic level of respect.**



## Rules for easy reference.

When you cast a spell, the MP is only used when the spell is successfully cast. If the spell is interrupted by a critical hit, the *Seal* status condition, a limit break or a Knockback, no MP is spent – although Job abilities may have been wasted. All magic has a Medium Range unless noted differently, and never misses even the most evasive of foes. No attack roll is needed unless specified otherwise, and magic can never critically hit.

## Elemental Affinities

Most creatures, weapons, and relics have an affinity to a particular element. This means that they draw strength from that element.

Sometimes, a monster is so strongly aligned with a particular element that it is impervious to harm from that element, or even grows stronger from exposure to it. On the other hand, such a monster is often at the mercy of the opposing element. Certain accessories, equipment properties, and even job abilities can also grant elemental affinities to player characters. There are five levels of elemental affinities.

**Weakness** means the target takes double damage from attacks of that element.

**Vulnerable** means the target takes an additional 50% damage from that element.

**Resistance** means the target takes only half damage from attacks of that element.

**Immunity** means the target takes no damage or effects from attacks of that element.

**Absorb** means the target takes no damage from attacks of that element, and instead regains an amount of HP equal to half the damage rolled.



## Intuitive Magic

A Red Mage stands on the crown of a hill, his crimson hat rippling in the wind as the sky overhead slowly clouds over. Below, the village watches the skies with awe as the season's drought draws to a dramatic conclusion. Many miles away, a Black Mage bends over the pile of twigs and kindling, starting the party campfire with a word and the slightest effort of will. Meanwhile, in the depths of a sunken library long lost to mortal man, a Blue Mage pores tirelessly over volume after volume of forgotten lore, the force of her magic gently turning pages that would crumble to dust under the pressure of her fingers. Elsewhere, a Paladin spends many weeks cleansing an evil artifact, infusing it with the powers of Holy, never needing to rest or sleep.

Intuitive Magic is exactly that; magic used outside of combat to perform mundane (and not-so-mundane) tasks. The usefulness of Intuitive Magic is limited by the creativity of the player and the allowances by the GM. Intuitive magic performed by extremely high-level characters should be likewise powerful. A White Mage could dam a river with a magical wall, or a Dark Knight could corrupt the same river, making it poisonous to drink.

## How to Read a Spell Entry

Magic is laid out in the following format:

### Spell Name (- MP)

Target: *Single, Group, Self, Local, Global*

Type: *Elemental, Non-elemental, Skill, Status, Effect, Recovery*

*Reflectable, Resistible*

Description

The target should be self-explanatory, where the Type has no in-game impact – it merely allows players to read the entries better at a glance. If a spell includes the phrase ‘Reflectable’ this denotes that the spell can be bounced around by the status effect *Reflect*. ‘Resistible’ denotes that the spell contains a status effect, which can be nullified if the target of the spell succeeds at an opposed resistance check – as always, both the caster and the target make either a Force or a Finesse check, whichever is deemed appropriate by the GM (and in many cases, *argued* is appropriate by the player!) The description of the spell contains its damage and a rough idea of how the spell looks when cast. The latter can vary from character to character, as some mages have made stylistic choices about how their spells appear.

# Black Magic

## NOVICE

### **Blizzard** (5 MP)

Target: Single or Group

Type: Elemental (Ice)

*Reflectable*

A flurry of high-speed ice particles are launched at the target, inflicting  $(\text{PWR} \times 3) + 2d6$  points of Ice damage to a single target, or  $(\text{PWR} \times 1) + 2d6$  points of Ice damage to all enemies.

### **Elemental Spikes** (9 MP)

Target: Single

Type: Elemental (Varies)

The character is surrounded by globes of elemental energy. Declare which of five elements the Spikes will be tied to – Fire, Ice, Water, Wind, or Lightning – when casting this Spell. Anyone striking someone protected by Elemental Spikes will take  $(\text{RES} \times 1)$  points of elemental damage. This damage is not reduced by M.ARM or Shell.

Job abilities can be used to increase the damage steps of elemental spells, and Elemental Spikes last until the end of combat.

### **Twilight** (2 MP)

Target: Local

Type: Effect

Torches and lanterns wink out, and a strange darkness creeps outwards, reducing the illumination in the area and turning the battlefield into Difficult Terrain. Bright, direct sunlight becomes shadowy and causes a -2 penalty to attack rolls for both enemies and allies alike. If the spell is cast in an environment that is already dark, the area becomes pitch black and all combatants are affected by the negative status effect *Blind*, which cannot be removed by other spells or items.

The effects of the Twilight spell last for several turns.

### **Fire** (5 MP)

Target: Single or Group

Type: Elemental (Fire)

*Reflectable*

A burning sphere of fire rushes towards a chosen point, exploding on impact. Fire inflicts  $(\text{PWR} \times 3) + 2d6$  points of Fire damage to the target, or  $(\text{PWR} \times 1) + 2d6$  points of Fire damage to all enemies.

### **Sleep** (5 MP)

Target: Single

Type: Status

*Reflectable, Resistible*

Clouds of light mist play around the target as an apparition of the moon appears overhead. If the target doesn't resist the calming influence of the starlight softly showered over it, it becomes inflicted with the *Sleep* status ailment.

Although Sleep ends if the target takes damage, this spell remains a powerful method of temporarily taking one foe out of the fight.

### **Thunder** (5 MP)

Target: Single or Group

Type: Elemental (Lightning)

*Reflectable*

A brilliant bolt tears down from the sky, striking its mark with barely-contained energy. Thunder inflicts  $(\text{PWR} \times 3) + 2d6$  points of Lightning damage to the target, or  $(\text{DEX} \times 2) + 2d6$  points of Lightning damage to all enemies.

### **Stone** (5 MP)

Target: Single or Group

Type: Elemental (Earth)

*Reflectable*

Several large chunks of earth rise from the ground at the caster's feet, then hurl themselves at a nearby foe with surprising force. Stone inflicts  $(\text{PWR} \times 3) + 2d6$  points of Earth damage to the target, or  $(\text{PWR} \times 2) + 2d6$  points of Earth damage to all enemies.

### **Water** (5 MP)

Target: Single or Group

Type: Elemental (Water)

*Reflectable*

Water begins to filter out of the air, forming a solid ball around the target that lifts it off the ground before bursting in a shower of liquid. Water inflicts  $(\text{PWR} \times 3) + 2d6$  points of Water damage to the target, or  $(\text{PWR} \times 1) + 2d6$  points of Water damage to all enemies.

### **Poison** (6 MP)

Target: Single

Type: Status

*Reflectable, Resistible*

A frothing cloud of sickly violet bubbles pour over the target with suffocating force, dealing  $(\text{PWR} \times 1)$  points of Shadow damage and inflicting them with *Poison* if they fail their resistance roll.

### **Hex** (8 MP)

Target: Special

Type: Elemental (Shadow)

*Resistible*

By casting this loathsome spell the mage can induce natural illness or weakness. Normally this spell targets only a single character, but by casting it on a city's food or water supply it can affect multiple targets. It can cause a healthy individual to become bed-ridden with a hacking cough, or a target already suffering a serious illness to suddenly worsen or even die. In combat, a Humanoid who fights with Hex suffers various penalties.

In the first round the target is afflicted with Hex, they suffer a -1 penalty to their ACC and AVD scores.

In the second round, this penalty remains and they also have a 25% chance to fall unconscious whenever they make a Slow action.

In the third round and onward, the chance to fall unconscious occurs whenever they make a Standard action as well.

Hex can only be removed with the Healing skill or white magic.

## INTERMEDIATE

### **Blizzara** (20 MP)

Target: Single or Group  
Type: Elemental (Ice)

*Reflectable*

The air around the target condenses to freezing point in an instant, encasing it in a towering spire of ice. Blizzara inflicts (PWR x 5) + 2d6 points of Ice damage to the target, or (PWR x 3) + 2d6 points of Ice damage to all enemies.

### **Bio** (35 MP)

Target: Single  
Type: Status

*Reflectable, Resistible*

Virulent green orbs begin to bubble out of the ground, quickly overwhelming the area with a deadly puddle of toxins. Bio inflicts (PWR x 3) + 2d6 points of Non-Elemental damage to the target and inflicts the negative status effect *Poison* if they fail their resistance roll. Unlike normal Poison, this does not wear off after several rounds and must be cured with a spell or item.

### **Aspir** (1 MP)

Target: Single  
Type: Elemental (Shadow)

Orbs of blinding pink energy form around the target, growing larger and more luminous as they draw magical energies from the target; once full, the orbs return to the caster, transferring the stolen energy upon contact. Aspir destroys (PWR x 1) + 2d6 points of the target's MP, and the caster regains a number of Magic Points equal to the amount lost by the target.

### **Thundara** (20 MP)

Target: Single or Group  
Type: Elemental (Lightning)

*Reflectable*

An electric-blue thunderbolt crashes into the ground, creating a deadly array of ball lightning to encircle the target. Thundara inflicts (PWR x 5) + 2d6 points of Lightning damage to the target, or (DEX x 4) + 2d6 points of Lightning damage to all enemies.

### **Stona** (20 MP)

Target: Single or Group  
Type: Elemental (Earth)

*Reflectable*

Fingers of stone burst forth from the ground, snatching shut around the target in a shower of flying stones and dirt before shattering. Stona inflicts (PWR x 5) + 2d6 points of Earth damage to the target, or (PWR x 4) + 2d6 points of Earth damage to all enemies.

### **Watera** (20 MP)

Target: Single or Group  
Type: Elemental (Water)

*Reflectable*

The ground buckles and cracks as a column of water erupts, violently immersing an enemy before dispersing again. Watera inflicts (PWR x 5) + 2d6 points of Water damage to the target, or (PWR x 3) + 2d6 points of Water damage to all enemies.

### **Fira** (20 MP)

Target: Single or Group  
Type: Elemental (Fire)

*Reflectable*

A furious explosion tears through the air as a column of incandescent fire erupts under the target. Fira inflicts (PWR x 5) + 2d6 points of Fire damage to the target, or (PWR x 3) + 2d6 points of Fire damage to all enemies.

### **Drain** (25 MP)

Target: Single  
Type: Elemental (Shadow)

Blood-red orbs circle the target, growing larger and more livid as they draw out the very essence of the target's life; once full, the orbs return to the caster, releasing their payload of stolen vitality on contact. Drain inflicts (PWR x 3) + 2d6 points of Shadow damage to the target, and the caster regains a number of Hit Points equal to the amount lost by the target.

### **Melt** (25 MP)

Target: Single  
Type: Effect

*Reflectable*

This powerful and unique spell allows the caster to channel white-hot heat into an inanimate object – usually armor – and render it twisted and worthless until the magick ends. If cast on a weapon or other held object, Melt deals (PWR x 2) + 2d6 points of Fire damage to the item's holder every round until the spell ends, or until the item is dropped. If cast on armor, in addition to the damage taken each round, the target's ARM score is reduced to zero as fabrics ignite and metal becomes fragile.

Melt lasts for a total of three rounds, and is therefore incredibly useful to neutralize foes with high physical defenses.

Regardless if the spell is effective – or even if it is reflected or otherwise negated – the caster of Melt deals themselves (PWR x 2) + 2d6 points of Fire damage due to the incredible heat channeled by this spell.

Melt cannot be re-cast on the same target until the effects have worn off.

### **Zombie** (20 MP)

Target: Single  
Type: Status

*Reflectable, Resistible*

The target is swallowed by a wave of miasmic green smoke – when the haze clears, their eyes are dead and their words are slurred. This spell applies the negative status effect *Zombie* to the target and reduces their M.ARM score to zero until the status effect is removed.

## EXPERT

### Blizzaga (40 MP)

Target: Group  
Type: Elemental (Ice)  
*Reflectable*

Particles of frost and snow accelerate towards the target, rapidly sealing it in layer after layer of solid ice before the entire edifice shatters. Blizzaga inflicts (PWR x 6) + 2d6 points of Ice damage to all enemies.

### Firaga (40 MP)

Target: Group  
Type: Elemental (Fire)  
*Reflectable*

A colossal sphere of white-hot fire crashes onto the target, sparking a furious explosion that engulfs it in a cloud of ash and cinders. Firaga inflicts (PWR x 6) + 2d6 points of Fire damage to all enemies.

### Stonaga (40 MP)

Target: Group  
Type: Elemental (Earth)  
*Reflectable*

An enormous stalagmite rips through the ground beneath the feet of the foes, impaling them on razor-sharp blades of rock. Stonaga inflicts (PWR x 7) + 2d6 points of Earth damage to all enemies.

### Thundaga (40 MP)

Target: Group  
Type: Elemental (Lightning)  
*Reflectable*

A deafening peal of thunder rolls across the battlefield as lightning bolt after lightning bolt crashes to earth, trapping all targets in a sizzling sphere of electrical energy before dissipating again. Thundaga inflicts (PWR x 6) + 2d6 or (DEX x 8) + 2d6 points of Lightning damage to all enemies.

### Wateraga (40 MP)

Target: Group  
Type: Elemental (Water)  
*Reflectable*

Winding streams of airborne water race towards all targets, quickly enclosing them in an immense liquid dome before dissolving into a foaming tidal wave. Wateraga inflicts (PWR x 6) + 2d6 points of Water damage to all enemies.

### Rasp (Special)

Target: Single  
Type: Elemental (Shadow)  
*Reflectable, Resistible*

Inexorably drawn by the lure of magical power, translucent spheres of violet energy spiral in towards the target, sapping the target's energies before rushing away. The target's MP is reduced by the same amount used to cast the spell.

### Curse (40 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

A sinister black circle materializes under the target, streaming multi-colored lights and gasses before winking shut. The negative status effect Curse is applied to the target.

### Arise (30 MP)

Target: Single  
Type: Effect

This spell is shunned by white mages and many other individuals as one of the darker Black Magicks. The caster is capable of raising a recently-deceased creature of any size or race as a loyal undead servant of equal level as the caster. The creature does not retain any of their old attributes, skill, abilities or the like except for the Large monster property, if they had it, and instead uses the a default monster stat block found in the end of this book. The monster raised is normally a Skeleton, but level 10+ casters might get a Varuna instead. The undead lacks all free will and memories of their old life, and if not given specific orders, prefer to attempt to use Teamwork Attacks with the caster that raised them.

Creatures without bones (such as Cactuar, flans, and beings composed entirely of magic) cannot be raised with this ability.

### Sleepaga (40 MP)

Target: Group  
Type: Status  
*Reflectable, Resistible*

The air is suddenly filled with a strange fragrance, compelling entire groups of otherwise vicious foes to let their guard down, and rest a moment....

All targets in the enemy Group are affected by the negative status effect Sleep.

### Death (100 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

A decaying, hooded figure emerges from the ground in a cloud of dark smoke, raising a massive scythe to cleave the target's life force in twain before fading away with a blood-curdling laugh. The target's HP is reduced to zero. This spell does not work on bosses.

If the spell is resisted or otherwise has no effect, the target instead suffers (PWR x 8) + 2d6 points of Shadow damage.

### Berserk (40 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

The caster fills their target's mind with thoughts of hatred and fury, attempting to release the beast within.

The target is affected by the negative status effects Berserk. This spell cannot be resisted if the target is already showing signs of anger.

## SUPERIOR

### X-Zone (40 MP)

Target: Single, Special  
Type: Effect

Even as Summoners seek to unite the lifestream and overlap the magical realms with our own, Black Mages angrily confront the very notion. At least one mage's intense dislike for the powerful beings known as Espers was enough that a spell was crafted with no purpose other than to banish the 'abominations' of summoned creatures back to their home plane.

The target of X-Zone – who must be an Esper or a being from the Farplane or Void - is instantly reduced to 0 hit points and removed from the current combat. Effects that the target may possess – such as Auto-Life or Indestructible – will not allow the Esper or creature to remain in combat after X-Zone is used, or summoned again in the same game session.

X-Zone can be cast at a Long Range and has no effect against bosses.

### Scourge (100 MP)

Target: Group  
Type: Elemental (Shadow)

A long shadow creeps over the ground, darkening the area as wicked spikes of unholy energy burst through to skewer all targets. Scourge inflicts (PWR x 9) + 2d6 points of Shadow damage to all enemies; for each enemy this spell deals damage to, the caster also suffers (PWR x 1) points of Shadow damage that ignores M.ARM.

### Freeze (80 MP)

Target: Single  
Type: Elemental (Ice)  
*Reflectable*

Chilly vapors float over the battlefield as fragments of blue ice cascade down on the target, forming a jagged, glacial prison to imprison it entirely. Freeze inflicts (PWR x 11) + 2d6 points of Ice damage to a single enemy and automatically inflicts the *Stop* status with no opposed roll if the target suffers damage.

### Malediction (150 MP)

Target: Local  
Type: Status

Malediction inflicts a terrible curse over all living things in a vast area, such as a town. Spend one point of Destiny and choose one status effect upon casting this spell - *Charm*, *Petrify*, *Sleep*, *Stop*, *Stun* and *Zombie* are all popular choices – and designate one area on the world within a Long Range to suffer the effects of this wicked magick. All harmless inhabitants of that area are immediately afflicted by your chosen status effect with no opposed resistance roll, and the status effect has no fixed duration – it can last up to decades.

The effects of Malediction can only be broken in one of three ways; First, any individual suffering from its effects may break free from the status by spending a point of Destiny, though this is rarely a solution for innocent villagers. Secondly, the caster of Malediction can reverse its effects at any time, or finally, the death of the caster lifts the spell.

### Nuke (80 MP)

Target: Single  
Type: Elemental (Fire)  
*Reflectable*

Fueled by the caster's desperation, spheres of flame are hurled towards the target – the foe is engulfed in an ever-growing explosion with the heat and fury of a newborn star. Nuke inflicts (PWR x 8) + 2d6 points of Fire damage to a single enemy. Nuke's damage is increased by four steps if the caster has 50% or less of their maximum MP.

### Flare (100 MP)

Target: Single  
Type: Non-elemental  
*Reflectable*

Globes of pure magical energy blast into the target in a relentless stream, setting off one chaotic explosion after another before rushing out again. Flare inflicts (PWR x 12) + 2d6 points of Non-Elemental damage to a single enemy. Flare can be cast at a Long Range.

### Quake (80 MP)

Target: Local  
Type: Elemental (Earth)

A violent tremor tears through the length of the battlefield, breaking up the ground into shuddering, crumbling fragments and yawning crevasses. Quake inflicts (PWR x 12) + 2d6 points of Earth damage to all enemies and allies.

### Doomsday (80 MP)

Target: Group  
Type: Status

#### *Supreme Resist (20)*

The sky darkens and black clouds roil above, and silently-screaming faces protrude from the sky like boils on creation. There is no initial effect – however, in three rounds, the HP of all affected enemies is reduced to zero, regardless of current Hit Points, ARM, or M.ARM. If the spell is resisted or ineffective due to the target being a Boss or similar, in three rounds the targets instead suffer (PWR x 8) + 2d6 or (MND x 8) + 2d6 points of Shadow damage.

### Virus (70 MP)

Target: Single  
Type: Status

#### *Supreme Resist (20)*

The caster infects his target with a sinister disease, filling the enemy's bloodstream with a living, deadly bacteria. Enemies afflicted with this plague are unable to recover their HP or MP scores or receive healing of any kind, whether from limit breaks, attacks, abilities, spells or items. Virus wears off in four rounds as normal, but is not a true status effect. It can, however, be removed with Esuna.

### Thunderstorm (150 MP)

Target: Group  
Type: Elemental  
*Reflectable*

The skies churn with black clouds before a torrent of rain drenches all combatants, gust-caught leaves signaling the arrival of a dangerous storm.

Thunderstorm deals (PWR x 7) + 2d6 or (DEX x 8) + 2d6 points of Lightning or Water damage, whichever is more effective, to all enemies.

Using Thunderstorm transforms the current area into an Elemental Field – either Lightning or Water, of the caster's choice – and any Elemental (Lightning) or Elemental (Water) spell may be cast as a Standard action instead of a Slow action as long as the elemental field persists.

## ANCIENT

### Meltdown (250 MP)

Target: Single

Type: Elemental (Fire)

*Reflectable*

A high-speed stream of heat and energy assails all enemies, immersing them in furious, bone-searing temperatures.

Meltdown inflicts  $(PWR \times 18) + 2d6$  points of Fire or non-elemental damage (whichever is more effective) to an entire Group, and is unaffected by M.ARM and Shell.

### Ultima (Special rules)

Target: Group

Type: Non-elemental

An eerie calm falls over the battlefield as the sky grows dark, shading the combatants in blue and black. Only one sound breaks the silence; a single note, gaining in pitch as a dome of purest blue energy forms in the sky above the caster, growing outwards in an unstoppable, destructive rush that engulfs the area whole. The Black Mage becomes a conduit for the power of Ultima, the catastrophic spell radiating outwards from him. The sound reaches ear-splitting frequencies, and all of existence within the sphere begins to implode on itself. Every molecule, every atom within the reach of Ultima detonates at the speed of light, before Ultima finally flickers out of existence and leaves the shattered landscape still once more. This is a spell spoken of in hushed whispers. It is a power capable of destroying continents, of shattering stars. It is not to be used lightly.

The casting of Ultima requires the Black Mage to have maximum MP, all of which is spent upon casting this spell. It also requests the expenditure of 3 additional points of Destiny – though this is not strictly REQUIRED, choosing not to pay the 3 Destiny for this spell will cause it to become a Local instead of Group spell, and thus deal damage not only to the enemy group, but also to the caster, all allies, and every creature and structure for hundreds of miles.

Ultima deals  $(PWR \times 50) + 2d6$  points of Non-Elemental damage to all foes. Heat beyond description rips through living entities, disintegrating flesh and bone instantly. Death caused in this way is painless and instantaneous.

If used as a Local spell, the damage is dealt to all structures, terrain, and living creatures in a 500-mile radius. This is damage enough to destroy entire cities, and leave the ground barren and lifeless for decades, if not centuries, to follow. The devastation caused by an uncontrolled Ultima is unrivaled and globally feared.

### Break (150 MP)

Target: Single

Type: Elemental (Earth)

*Reflectable, Resistible*

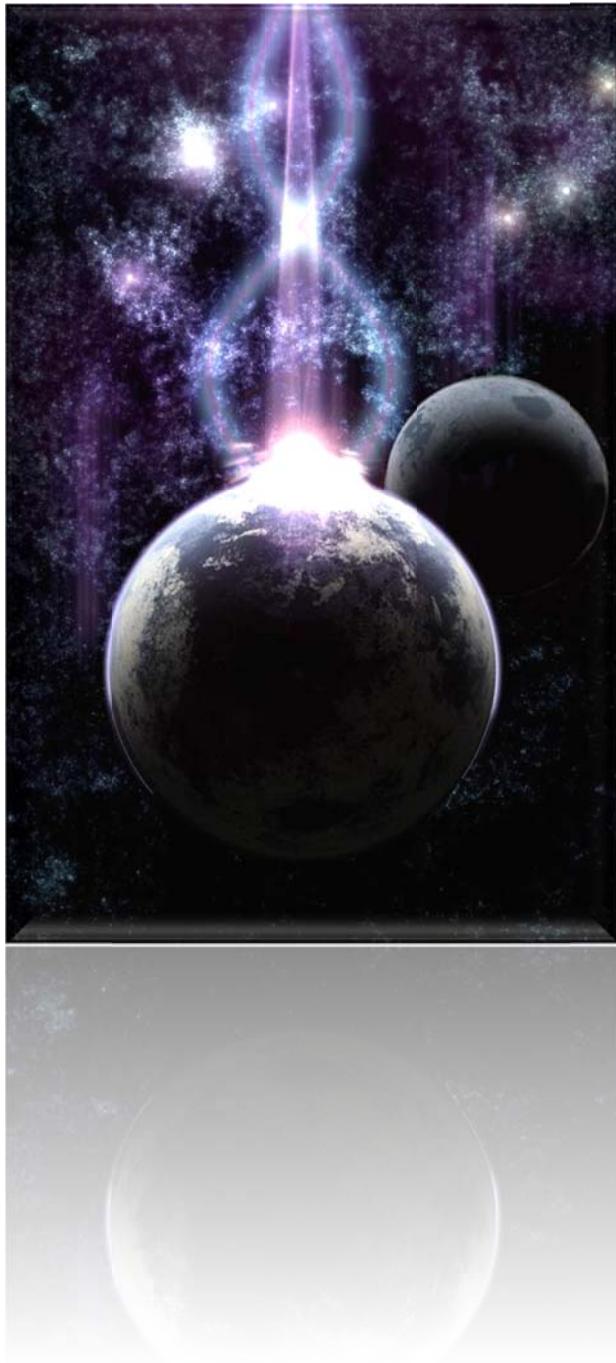
The ground beneath the target explodes in a seismic nightmare of dust, soil and rocky spires. The target takes  $(PWR \times 18) + 2d6$  points of Earth damage. Then, if the spell was not resisted, the negative status effect *Petrify* is applied to the target – and finally, there's a 50% chance that the violent shaking will have shattered the now-stone combatant, reducing the target to 0 HP instantly if they are not Immune to *Petrify*.

### Scathe (150 MP)

Target: Single

Type: Elemental (Shadow)

An agglomeration of shadowy energy flashes into existence above the battlefield, gathering into the shape of an enormous spike before beginning its descent to earth. Scathe crackles with malevolent energy as it crashes down, inflicting  $(PWR \times 24) + 2d6$  points of Shadow damage to one enemy.



# White Magic

## NOVICE

### Banish (10 MP)

Target: Single

Type: Elemental (Holy)

Beams of white light radiate from the caster's outstretched hands, basking the area in a flickering white light. Banish inflicts (PWR x 5) + 2d6 points of Holy damage to an Undead target – all other foes do not take damage. In addition, casting this spell on an Undead removes their Undying ability until the start of that creature's next turn. This creates a small window of opportunity where, if the normally-immortal corpse is reduced to 0 hit points, it is destroyed utterly and permanently.

### Cure (7 MP)

Target: Single

Type: Recovery

Reflectable

Small, glittering particles of light twinkle down upon the target, filling their lungs and bathing their wounds in white. Cure restores (MND x 2) + 2d6 points of HP to any conscious target.

### Dia (7 MP)

Target: Single

Type: Elemental, Holy

Reflectable

Pinpricks of white light circle the target rapidly, blasting away with tiny beams of light for a moment before dissipating. Dia inflicts (PWR x 2) + 2d6 points of Holy damage, and removes magically-granted *Invisibility* and natural Stealth from the enemy, as it is now dimly outlined with a white glow. Foes who have taken damage from the Dia spell cannot successfully make Stealth rolls until the end of combat.

### Stop (4 MP)

Target: Single

Type: Status

Reflectable, Resistible

The joints of the target bend and lock suddenly, leaving the target unable to move. While definitely uncomfortable, the paralyzing effects of this spell are completely painless and cause no lasting damage. The target is affected by the negative status effect *Stop*.

### Poisona (3 MP)

Target: Single

Type: Recovery

By concentrating for a moment, the caster is able to neutralize the poisons and venoms within the body. The target is no longer affected by the negative status effect *Poison*. Although some truly potent poisons are unaffected by this spell, it remains a tried-and-true favorite amongst adventurers everywhere. It's also great for getting rid of hangovers.

### Ruse (4 MP)

Target: Self

Type: Status

The caster's outline shimmers and blurs, making it difficult to determine their exact location. The caster of Ruse gains a +2 bonus to AVD until combat ends.

If the character is at 50% HP or less when this spell is cast, the bonus granted by Ruse is increased to +4 instead.

### Aero (8 MP)

Target: Single or Group

Type: Elemental (Wind)

Reflectable

Gale-force winds slam into the target, the first of a very unique set of offensive White Magic spells. Aero inflicts (PWR x 3) + 2d6 points of Wind damage to the target, or (PWR x 1) + 2d6 points of Wind damage to all enemies.

### Vox (3 MP)

Target: Single

Type: Recovery

Reflectable

There are few things more vulnerable than a mage unable to cast – this simple (if oddly-named) spell prevents that. The target is no longer affected by the negative status effect *Seal* and *Curse* and gains an immunity to those status effects for the remainder of combat.

### Chivalry (1 MP)

Target: Party

Type: Effect

The caster of Chivalry is the last line of defense for her allies, holding even the most vicious and vile foes at bay while her comrades escape.

Upon casting Chivalry, all willing party members and allies other than the caster are instantly removed from combat and returned to the nearest safe location, as if they performed an Escape action successfully. They may not re-engage in the same encounter.

If the caster of Chivalry defeats the remaining opponents, all party members – even those who did not participate in the encounter – gain experience points, items and gil as normal.

### Faith (15 MP)

Target: Single

Type: Effect

Proving once and for all that faith in one's own abilities is the key to success, the caster's unwavering belief in her comrades allows them to instill one friend with self-confidence and conviction.

The target of Faith receives an automatic +2 bonus to his next skill check, opposed roll, or attack. You may only have the Faith spell active on one party member at any given time.

### Blessing (10 MP)

Target: Special

Type: Status

You bestow your strengths upon another. Casting Blessing causes the character to lose the benefit of one positive status effect they currently possess and instead grant that same status effect to two allies of their choice.

Blessing fails if the status effect in question is granted by an Auto-status, such as Auto-Haste.

## INTERMEDIATE

### Escape (10 MP)

Target: Party  
Type: Effect

Acting as a short-range teleport, this spell allows the party to exit dungeons with convenient swiftness. The spell returns all party members to the last safe location on or near the surface. This magick also doubles as a way to safely flee dangerous combat, as casting will instantly end combat and return the likely-wounded characters to the nearest safe resting location.

### Wall (20 MP)

Target: Single  
Type: Effect

The user of this spell is capable of forming a shimmering barrier of magical force, strong enough to deflect and absorb most projectile attacks.

All attacks made against the target of a Wall spell from a Medium Range or Long Range away are negated. Short Range attacks are unaffected, and the spell ends if the Walled character is ever the target of a Critical Hit or Limit Break, regardless of distance.

This spell is not a status effect and cannot be removed with Dispel or similar methods.

### Cura (30 MP)

Target: Single or Party  
Type: Recovery  
*Reflectable*

Droplets of astral light seem to fall from the skies, mending injuries and closing wounds instantly. Cura restores  $(MND \times 5) + 2d6$  points of HP to any conscious target, or  $(MND \times 2) + 2d6$  points of HP to all conscious allies.

### Seal (30 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

Near-invisible bands of force clasp around the target's limbs and mouth, making it impossible to use abilities or spells. The target is affected with the negative status effect Seal.

### Consecrate (10 MP)

Target: Local  
Type: Effect

Consecrated ground, blessed with holy energy, naturally repels monsters and other hostile individuals for short periods of time. Though some foes are unaffected by Consecrate, lesser enemies will find it difficult to pass onto the sacred ground, and it will become possible for a party to rest there undisturbed until the spell ceases with little fear of random monster attacks in the night.

The effects of this spell last until the caster leaves the consecrated ground, and do not repel Notorious Monsters, Bosses, or creatures with a resistance (or better) to Holy.

### Protect (40 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

A barricade of blue light explodes into existence in front of an ally, gleaming brightly. Protect bestows the effects of the positive status Protect on one target. All physical damage they take (after ARM is calculated) is halved. This effect lasts until combat ends.

### Aerora (30 MP)

Target: Single or Group  
Type: Elemental (Wind)  
*Reflectable*

A tempest storm throws foes around, buffeting their bodies with nonlethal force. Aerora inflicts  $(PWR \times 5) + 2d6$  points of Wind damage to one target, or  $(PWR \times 3) + 2d6$  points of Wind damage to all enemies.

### Shell (40 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

A semi-translucent, multifaceted sphere of pale light encases an ally, protecting them from the brunt of hostile magical attacks. Shell bestows the effects of the positive status Shell on one target. All magical damage they take (after M.ARM is calculated) is halved. This effect lasts until combat ends.

### Life (30 MP)

Target: Single  
Type: Recovery

A smiling cherubim descends from the heavens and basks an unconscious ally in a golden glow – no matter how close to their demise the target may have been, they find themselves whisked safely from the brink of death. This spell may only be cast on Short Range allies with 0 HP or less, and it returns them to 1 HP.

### Temper (15 MP)

Target: Single  
Type: Status

Temper empowers an ally's attacks with barely-contained magic. Runes appear down the length of their weapon, and dull metal and wood equipment begins to shimmer with a celestial light. The target of this spell deals an additional damage step with all physical attacks until the end of combat.

### Resonance (25 MP)

Target: Self  
Type: Status

A recursive ring of light swirls about your body that lets out a low, echoing note whenever an enemy wounds you. Whenever the caster of Resonance takes damage from a enemy's physical attack, their attacker suffers  $(RES \times 2)$  points of M.ARM damage and the character regains  $(MND \times 2)$  points of health as Regeneration. The next time the character is struck, these values are both increased by one step; for example, the fifth time that Resonance activates in a single encounter, the attacker would suffer  $(RES \times 6)$  damage and the character would regain  $(MND \times 6)$  HP. These damage and healing step values may not exceed the character's level, and Resonance fades at the end of combat.

## EXPERT

### **Curaga** (60 MP)

Target: Single or Party  
Type: Recovery  
*Reflectable*

Twelve pearls of softly-glowing silver light enclose allies in twinned hexagons, restoring  $(MND \times 8) + 2d6$  points of HP to any conscious target, or  $(MND \times 5) + 2d6$  points of HP to all conscious allies.

### **Aeroga** (60 MP)

Target: Group  
Type: Elemental (Wind)  
*Reflectable*

A hurricane-like blast of air is launched from the outstretched hands of the caster, quickly turning into a cyclone that sweeps through the area. Aeroga inflicts  $(PWR \times 6) + 2d6$  points of Wind damage to all enemies.

### **Brave** (30 MP)

Target: Party  
Type: Status

The caster fills her allies' hearts with hope, rendering them Immune to the negative status effect *Fear* until combat ends.

### **Addle** (30 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

Another attempt by White Mages at combat aggressiveness, Addle affects both the body and mind of an enemy in order to cause them to react slower to attacks. Upon casting Addle, one target's AVD score suffers a stackable -2 penalty. A foe's Avoid score can never drop to less than 0, and the effects of Addle last until the end of combat.

If a target is reduced to 0 AVD or less by this spell, they also take  $(RES \times 15) + 2d6$  points of Non-Elemental damage as their joints stiffen and muscles seize up.

### **Restore** (100 MP)

Target: Single  
Type: Recovery  
*Reflectable*

A pillar of faint holy energy illuminates the ground around the fallen friend, helping them to return to their feet as if carried aloft by invisible hands.

One unconscious target recovers  $(MND \times 4) + 2d6$  points of HP and may battle alongside his companions once more.

### **Reflect** (40 MP)

Target: Single  
Type: Status

*Reflectable, Heroic Resist (17)*

A shower of green light splashes over the target, solidifying into layer after layer of shimmering magical protection. This powerful spell creates an anti-magic barrier around a target and grants them the effects of Reflect until combat ends.

### **Transform** (10 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

The caster of Transform can physically alter the appearance of her enemies or allies, temporarily forcing them into bodies unfamiliar to them. It might help the party Thief sneak past the palace guards by transforming them into a nimble squirrel, or shrink down even the most colossal of creatures to the size of an enraged pig. A single target is either cured of, or afflicted with, the *Transform* status. Transformed targets deal only half damage with physical attacks, and take an additional 50% damage for the duration, but gain a +2 bonus to skill checks in which their new form might be useful. Inanimate objects cannot be affected by this spell.

### **Freedom** (10 MP)

Target: Single  
Type: Recovery

This simple and intuitive spell is able to restore someone who has been turned to stone or otherwise unable to move. The target is no longer affected by the negative status effects *Petrify*, *Stop*, or *Stun*.

### **Regen** (50 MP)

Target: Single  
Type: Recovery  
*Reflectable, Resistible*

Wounds mend, injuries knit, and bones re-set extremely rapidly with this powerful spell. The target receives the positive status effect *Regen*, recovering 20% of their max hit points at the end of each of their turns. This spell has no effect on Unconscious targets.

### **Teleport** (100 MP)

Target: Party  
Type: Effect

Much like Escape, Teleport can take the entire party great distances in the blink of an eye.

This is subject to a few important restrictions.

First, the party cannot be in combat when this spell is cast. Second, the location can be anywhere in the world, so long as the caster has been there within the last several months and is familiar with the location.

Third, the spell will fail if the location is extremely dangerous, such as submerged under lava or overrun by monsters.

Finally, Teleport can only transport the party to geographical locations, never to an object or person.

### **Confuse** (30 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

This spell allows the caster to blur the mental line between friend and foe – a single target is afflicted with the *Confuse* status.

# SUPERIOR

## **Curaja** (150 MP)

Target: Single

Type: Recovery

*Reflectable*

The most powerful of the standard curative spells, invoking this magic surrounds the group with globes of sapphire iridescence that mend even the most grievous of wounds. Curaja restores  $(MND \times 8) + 2d6$  points of HP to all conscious allies.

## **Tornado** (70 MP)

Target: Group

Type: Elemental (Wind)

*Reflectable*

A maelstrom of hurricane-force winds touch down, convalescing into a vortex of localized destruction. While some magic is notable for collateral damage, Tornado is surprising and unique in this fashion. Despite the massive injuries it can cause to foes, the windstorm doesn't even uproot a single blade of grass or concern a single creature other than its intended targets. Tornado inflicts  $(PWR \times 8) + 2d6$  points of Wind damage to all foes.

## **Auto-Life** (130 MP)

Target: Single

Type: Recovery

*Reflectable, Resistible*

White magic teaches not only to mend wounds, but also to begin the healing process even before the injuries are inflicted. The target receives the positive status effect Auto-Life, returning them to 1 HP Instantly as soon as a spell or effect would reduce them to 0 or less.

If Auto-Life is cast on an Undead or Zombied foe, they are immediately reduced to 0 HP instead of the usual effect with a successful resistance check.

## **Dispel** (80 MP)

Target: Single

Type: Status

*Resistible*

A shimmering blue mist engulfs the target, its power tearing away beneficial enchantments in an instant. With a successful opposed roll, Dispel removes all the following effects from a single target; *Protect, Shell, Haste, Auto-Life, Reflect, Invisible, Regen, and Flight*.

## **Diaga** (80 MP)

Target: Group

Type: Elemental, Holy

*Reflectable*

Thousands of iridescent sparks launch into the enemy group like enraged fireflies, leaving behind a shimmering silver glow. Diaga deals  $(PWR \times 7) + 2d6$  points of Holy damage to all enemies and removes magically-granted *Invisibility* and natural *Stealth* from all affected enemies. Foes who have taken damage from the Diaga spell cannot successfully make *Stealth* rolls or gain the effects of the *Invisible* status until the end of combat.

## **Haste** (90 MP)

Target: Single

Type: Status

*Reflectable, Heroic Resist (17)*

A six-faceted crystal of pure energy appears around the target, shattering in a brilliant confusion of mirror images. The target moves faster than he ever has before thanks to this spell and receives the effects of *Haste* until combat ends.

## **Barrier** (100 MP)

Target: Group

Type: Effect

A stronger version of the Wall spell, evoking the magic of Barrier creates an impenetrable shield of light around the user and all allies.

Barrier negates all damage and effects from all Medium Range and Long Range attacks against the party. A Critical Hit or Limit Break will end a Barrier spell before damage is calculated, but the spell is not a status effect and cannot be Dispersed or removed with similar methods.

## **Aura** (150 MP)

Target: Single

Type: Recovery

*Reflectable, Heroic Resist (17)*

Spheres of white light surround and imbue the target, filling them with strength and granting the ability to stand against even the most powerful of fiends.

The target regains 20% of their maximum hit points every round as a Regeneration effect. Though this spell has no effect on Unconscious targets, it can be used in conjunction with the *Regen* status effect to cause a target to regain 40% of their maximum health each round instead.

Aura lasts until combat ends, and cannot be removed with *Dispel* as it is not considered to be a status effect.

## **Armistice** (70 MP)

Target: Single

Type: Effect

*Resistible*

With little more than a touch, even the most wicked of venom-dripping blades and twisted armaments of evil become utterly harmless, forcefully infused with enough white magic that they could serve as a child's toy. The weapon sparkles with snowy light, its bladed edges dull until they're rounded, and even seems to emanate a peaceful aura. Casting this spell on a target permanently grants all of their equipped weapons the *Therapeutic* property and cause such weapons to deal damage as though they were Tier 1 instead.

## **Tetra** (40 MP)

Target: Single

Type: Effect

Choose four common elements from the following list; Fire, Ice, Wind, Water, Lightning, and Earth. The target of the Tetra spell gains a Resistance to those elements until the end of combat.

## ANCIENT

### Full-Life (300 MP)

Target: Party

Type: Recovery

All living allies – even characters with 0 or less HP – are returned to maximum health upon the casting of this spell. Though Full-Life does not remove detrimental status effects, it is nonetheless one of the most powerful spells in any healer's arsenal.

### Lux (150 MP)

Target: Group

Type: Status

*Reflectable*

Lux combines three of the most powerful White Magic spells, granting all allies the positive status effects *Regen*, *Protect* and *Shell*. These statuses last until the end of the game session.

### Holy (200 MP)

Target: Single

Type: Elemental (Holy)

*Reflectable*

Spheres of white energy descend from the heavens before spinning around the foe quickly. These pearls of light encapsulate the target in light, humming slowly and musically. Then the heavens part and a brilliant blast of energy sears into them, burning their retinas with pure Holy energy and evaporating sinful flesh and bone.

Holy deals  $(MND \times 28) + 2d6$  points of Holy damage to a single foe.



# Blue Magic

## NOVICE

### Goblin Bomb (3 MP)

Target: Single

Type: Non-elemental

The caster conjures forth a black metallic sphere topped with a lit fuse. It explodes instantly, dealing  $(PWR \times 4) + 2d6$  points of M.ARM Fire damage unless the target is of a lower level than the caster. In such a situation, the attack inflicts  $(PWR \times 8) + 2d6$  damage instead. There is a 25% chance that Goblin Bomb will explode prematurely, dealing damage to the caster of this spell as well as the intended target.

### Web Armor (10 MP)

Target: Self

Type: Status

Strands of thin, translucent material wrap themselves around the caster's arms and legs, giving the caster *Protect* and *Stop* for as many rounds as the Blue Mage chooses to keep the spell active. If the *Stop* status effect is removed or the target is Immune to *Stop*, the *Protect* also fades.

### Self-Destruct (1 MP)

Target: Single

Type: Non-elemental

The caster instantly converts their life force into explosive energy, creating a cataclysmic blast that rips through the enemy for a number of points of M.ARM Fire damage equal to 25% of the caster's maximum Hit Points. After damage has been resolved, the Caster is automatically reduced to 0 HP and cannot be revived until combat ends.

### Choco Ball (4 MP)

Target: Single

Type: Non-elemental

*Reflectable*

A crackling sphere of yellow energy is launched at the target with a single, high-pitched note of *kweeeeeeeeeh*, inflicting  $(MND \times \text{Half Level}) + 2d6$  points of non-elemental damage. The caster and one ally of their choice each regain HP equal to the total amount of damage dealt by Choco Ball.

### Homing Laser (7 MP)

Target: Single

Type: Non-elemental

*Reflectable, Resistible*

A salvo of searing laser beams arcs out of the caster's body and blasts the target in a spectacular series of explosions. Homing Laser deals  $(PWR \times 3) + 2d6$  Non-Elemental damage and causes the *Confusion* status with a successful opposed roll if the target has 50% or fewer HP remaining.

### Frog Song (20 MP)

Target: Single

Type: Status

*Resistible*

The Blue Mage hums, sings or *ribbits* a haunting melody, a song with its roots in the oldest of curses. Frog Song afflicts a Humanoid or Beast listener with the negative status effects *Transform* and *Seal*, transmuting them into a harmless green amphibian no more than a few inches tall.

### Pollen (5 MP)

Target: Single

Type: Recovery

A light dust drifts around the group, which is inhaled to leave the target slightly refreshed. Pollen restores  $(MND \times \text{Half Level}) + 2d6$  HP and MP to one target, but cannot be used on the caster.

### Seed Cannon (8 MP)

Target: Single

Type: Elemental (Earth)

The caster tenses up before firing a heavy seed pod, pummeling the target. (Where the seed *comes from* is up for dispute by sages everywhere. Seed Cannon inflicts  $(PWR \times 4) + 2d6$  points of Earth damage.

### Blank Gaze (20 MP)

Target: Single

Type: Status

The target stares into his target's soul, eliminating magical protection with the power of the Evil Eye. Blank Gaze automatically removes one random beneficial magic effect from an enemy with no resistance roll, and their M.ARM score is reduced to zero until the end of the caster's turn.

### Laser Eyes (25 MP)

Target: Single

Type: Non-elemental

*Reflectable*

Brilliant beams of energy pulse from the caster's eyes, slashing into the target for  $(PWR \times 5) + 2d6$  points of Non-Elemental damage. Monsters that have the Unusual Defense ability do not reduce this damage.

### Revenge (30 MP)

Target: Single

Type: Non-elemental

A wave of invisible force crashes into the target. For every 2 points of HP the Blue Mage is missing from their maximum health, the target takes 1 point of damage. This is not reduced by M.ARM or Shell.

### Flash (7 MP)

Target: Single

Type: Non-elemental

*Resistible*

The caster creates a sudden explosion of searing phosphorescent light, inflicting  $(DEX \times 3) + 2d6$  damage to one enemy and inflicting the target with the negative status effect *Blind* for one round with a successful opposed roll.

### Poison Breath (6 MP)

Target: Single

Type: Status

*Resistible*

A morass of multicolored toxins is exhaled in a sickly plume. The target is affected by *Poison*, and the caster gains a +2 bonus on the opposed resist roll to apply this status effect.

# SUPERIOR

## Ultrawaves (30 MP)

Target: Single  
Type: Non-elemental

Purple waves of ultrasonic energy ripple from the caster's body, inflicting  $(MND \times 8) + 2d6$  damage. Then make a resistance check to see if the enemy is also *Confused*. The caster may choose to also be afflicted by *Confuse* to gain a +4 bonus to this roll.

## Condemned (50 MP)

Target: Single  
Type: Non-elemental  
*Reflectable*

A cackling red skull appears over the target before slowly fading away. The foe receives the effects of the negative status effect *Curse*. This spell cannot be resisted.

## Electrocute (60 MP)

Target: Single  
Type: Elemental (Lightning)  
*Reflectable*

The caster hovers in mid-air, acting as a living conduit as green bolts of electrical energy blast through the air to devastating effect. Each round until combat ends or the caster chooses to end the spell, the user of Electrocute and one target of his choice are struck for  $(DEX \times 7) + 2d6$  Lightning damage. If Electrocute is ever made into Group spell, it affects all enemies and allies instead.

## Drill Shot (40 MP)

Target: Single  
Type: Non-elemental

The caster of Drill Shot may immediately make a manly attack as an Instant action, which ignores ARM, Protect, and all other forms of damage reduction, calculates damage with PWR or RES, and can target opponents up to a Medium Range away.

## Lv.? Doom (80 MP)

Target: Single  
Type: Status  
*Reflectable*

Ghostly, fog-colored skulls materialize above the enemy, letting out a haunting laugh before fading out. When you cast this spell, roll 1d6. Lv.? Doom only affects targets whose Level is a multiple of the number you rolled, though rolling a 1 therefore means that all targets are affected.

There is no initial effect – however, in 3 rounds, the HP of a target affected by Lv.? Doom is reduced to zero, regardless of current Hit Points, ARM, or M.ARM. If the target is immune to instant death, in 3 rounds they suffer  $(PWR \times 20) + 2d6$  points of Shadow or non-elemental damage instead, whichever is more effective.

## Aqua Rake (30 MP)

Target: Single  
Type: Elemental (Water)  
*Reflectable*

The Blue Mage releases a blast of hurricane force wind that engulfs their a foe as it carries with it a barrage of water bubbles that explode upon touching anything, damaging one enemy for  $(PWR \times 4) + 2d6$  Water damage and  $(PWR \times 4) + 2d6$  Wind damage.

## Thrust Kick (80 MP)

Target: Single  
Type: Non-elemental  
*Resistible*

The caster launches into an athletic flying kick, surrounded by a faint nimbus of energy as they slam into their target with a sound barrier-breaking crash. Thrust Kick deals  $(PWR \times 5) + 2d6$  points of Non-Elemental damage – then, the caster and the target make an opposed Force check. If the caster is successful, the target is knocked back a Medium Range – directly upwards. In addition to effectively removing the target from combat for one round as if the target was afflicted by *Stun*, characters that are not immune to falling damage (from the *Defy Gravity* ability or *Flight*, for example) lose 50% of their maximum HP upon colliding with the ground again on the following turn.

## 1,000 Needles (100 MP)

Target: Single  
Type: Non-elemental

One thousand stinging cactus thorns are shot from the caster's body, turning one unfortunate target into a panicking pincushion. Roll 2d6 when this spell is cast; on any result other than a critical success, 1,000 Needles inflicts 100 Non-Elemental points of damage to the target; Shell, Unusual Defense, and M. ARM and ARM have no effect on this damage. If the attack roll results in a critical success instead (a roll of 12 on the 2d6), 1,000 damage is inflicted instead of the normal 100. This spell cannot reduce a target lower than 1 HP and may break the standard damage cap per round of 999.

## Flamethrower (20 MP)

Target: Single  
Type: Elemental (Fire)  
*Reflectable*

The caster releases a blistering stream of fire from their mouth or fingers, scorching their intended target for  $(PWR \times 7) + 2d6$  Fire damage.

## Angel Snack (40 MP)

Target: Single  
Type: Status

A cascade of sparkling blue stars showers down, negating all the magical protectives of a single target. Angel's Snack dispels all Status Conditions, beneficial or otherwise. Further, the target takes  $(MND \times 4) + 2d6$  points of Non-Elemental damage for every status effect removed in this fashion.

## Degenerator (80 MP)

Target: Single  
Type: Effect  
*Reflectable, Resistible*

The caster emits a single burst of black energy that all but rips the life energy of out its target. Each time the target casts a spell they lose 10% of their maximum MP, and each time they attack they lose 10% of their maximum HP. The effects of this dreadful spell last until the end of the game session.

# ANCIENT

## **Wall Change** (50 MP)

Target: Single

Type: Effect

A shimmering globe of energy encloses the target, cycling through a series of colors and hues before vanishing. Wall Change makes the target Resistant to all elements with the exception of one; roll 1d6 and consult the table below to determine which one.

The combatant is Weak to the chosen element. Roll again every round.

This effect lasts until the end of the current combat, or until the target is unconscious. The target does not get an opposed roll to resist the effects of Wall Change.

<b>Roll</b>	<b>Immunity</b>
1	Earth
2	Fire
3	Water
4	Wind
5	Ice
6	Lightning

## **Force Field** (80 MP)

Target: Single

Type: Effect

The caster is enveloped by a prismatic glow, creating a rapidly expanding field which summons a flash of white light to engulf them, gradually spreading out to cover their allies before fading. Force Field bestows an Immunity to random elements. This spell lasts until the end of combat and may be cast multiple times on the same target(s).

<b>Roll</b>	<b>Immunity</b>
1	Earth and Fire
2	Water and Wind
3	Ice and Lightning
4	Shadow
5	Holy
6	Target's Choice

## **Roulette** (150 MP)

Target: Local

Type: Effect

All natural light suddenly ceases as a single spotlight begins to spin across the battlefield, drawing in tighter and tighter circles around the combatants until it stops on a single target, defeating it instantly. In order to determine the 'lucky winner' of this grisly fate, all active combatants should make a 2d6 roll once Roulette is cast. The lowest rolling combatant is immediately killed, regardless of their current HP score. This ability works on all Notorious Monsters and Bosses, even if they are normally immune to instant death-inducing attacks. The random outcome of Roulette cannot be altered by any means, though death caused in this way can be avoided by the usual destiny expenditure.

## **Stone Breath** (120 MP)

Target: Single

Type: Elemental (Earth)

*Resistible*

The caster exhales a cloud of creeping gray vapors that slowly drift to settle over the target. Stone Breath deals  $(RES \times 12) + 2d6$  points of Earth damage. If the target fails their resistance roll they also suffer the negative status effect *Petrify*, with no maximum duration. Targets turned to stone in this fashion may remain statues for eons.

## **Supernova** (200 MP)

Target: Single

Type: Non-elemental

*Reflectable*

Pure white light floods the area, turning all combatants into stark black shadows; a second later, a swarm of dark particles homes in on the spell's target, blasting them for  $(PWR \times 25) + 2d6$  or  $(RES \times 25) + 2d6$  points of non-elemental damage – caster's choice.

Supernova can be cast at a Long Range.

## **Mighty Guard** (100 MP)

Target: Single

Type: Status

Brilliant green globes of energy form around the caster and their allies, fading into thin air a second later. Mighty Guard adds the Status Conditions *Haste*, *Flight*, *Protect*, and *Shell* to one target.

## **White Wind** (100 MP)

Target: Single

Type: Elemental (Holy)

A dazzling constellation of pearls hovers around the caster, radiating waves of bright light to restore (Caster's Current HP) HP to one ally of his choice. If combined with the Blue Mage ability 'Diffusion', the 25% HP is subtracted before the caster and all allies recover health.

## **Trine** (250 MP)

Target: Special

Type: Non-Elemental

Three quicksilver spheres spiral out from the caster, launching out in rapid succession and dealing a flat  $(DEX \times 8)$  points of Non-Elemental M.ARM damage to the target, three times. Then, these same orbs solidify and expand into the shape of cruel spikes before boomeranging back to the caster, passing through either the same target or a second enemy of the caster's choice, dealing  $(MND \times 8)$  points of ARM damage per spear on the return trip.

# Time Magic

## NOVICE

### Burn Ray (5 MP)

Target: Single  
Type: Non-Elemental  
*Reflectable*

The air around all one enemy condenses, compressing into a tight ball until it explodes. Burn Ray inflicts  $(\text{PWR} \times 4) + 2d6$  points of Non-Elemental damage to one enemy.

### Meteorite (8 MP)

Target: Group  
Type: Non-Elemental

The caster tears a small meteorite free from its path across the cosmos, pulling it down to earth where it crashes into all enemies. Meteorite inflicts  $(\text{PWR} \times 3) + 2d6$  points of Non-Elemental damage to all enemies.

### Eject (15 MP)

Target: Single  
Type: Effect

The character reverses gravity around one enemy and sends him hurtling skyward. The target and the caster make an opposed Force check; if the caster is successful, the target is caught in the negative gravity zone and thrown a Medium Range into the air and suspended there. The caster may choose to reverse the spell as an instant action at any time, smashing the target back into the ground when gravity re-establishes itself. Thus, if successful, Eject can cause any targets vulnerable to falling damage (creatures without Flight or Defy Gravity, for example) to lose 50% of their maximum HP upon collision with the ground.

Large creatures are immune to the Eject spell. Attempting this spell in an enclosed location may cause Eject to fail as the target merely finds themselves thrown toward a low-hanging roof, at the GM's discretion.

### Enervate (5 MP)

Target: Single  
Type: Effect

The Time Mage creates a localized pocket of accelerated time around a small nonorganic object, causing it to age hundreds of years in an instant. Some materials disintegrate in seconds. Steel, iron, and certain other metals can rust or become brittle due to 'prolonged' exposure to the humid air, and when making a Force check to destroy an object affected by Enervate, the difficulty should be reduced significantly. Enervate deals  $(\text{PWR} \times 6) + 2d6$  points of Non-Elemental damage if used on a Construct enemy.

### Quickening (2 MP)

Target: Self  
Type: Status

The Time Mage speeds up the atoms that compose his body, moving more rapidly than any person should ever be able to. Upon successfully casting this spell, and at the start of each of his subsequent turns, the Time Mage loses 25% of his maximum HP. However, while the spell lasts, the character gains the effects of the *Haste* status. The Time Mage may choose to end the effects of this spell at the end of each of his turns as an instant action.

### Analyze (10 MP)

Target: Single  
Type: Effect

The user is capable of determining the exact properties and Tier (if applicable) of any magical item. This ranges from weapons and armor to accessories and unmarked potions; even things like magical paintings and nondescript crystal fragments. For this reason, many shifty bazaar owners loudly declare that this spell's authenticity is suspect, and that the mundane goods they're trying to peddle truly are lost, powerful artifacts. Legendary equipment cannot be 'read' with this spell, and extremely evil items can cause a magical backlash and cause the caster of Analyze physical harm.

### Illusion (6 MP)

Target: Local  
Type: Effect

The character can create a realistic, moving visual image that others can see. The spell does not make real, solid objects, instead conjuring only magical figments and trickeries. They can move and make noises as long as the caster is within a Short Range of his illusion, and they vanish utterly if he ever goes more than a Medium Range away. Illusion cannot create false textures or temperatures, and viewers are under no compulsion to believe the authenticity of what they see; no more than usual, anyway. Illusion cannot be used to change someone's appearance flawlessly, nor can the spell's effects occupy more than several meters of space. Viewers can make a heroic Awareness check to see through the effects of *Illusion*.

### Magnetite Cloud (12 MP)

Target: Local  
Type: Effect  
*Resistible*

By forming a magnetic photon field, the caster is able to restrict the movement of anyone relying on burdensome metal armor or protection. When Magnetite Cloud is used, the caster rolls their Force attribute...then, the current area becomes Difficult Terrain, causing all enemies primarily made of metal, individuals who are using Heavy Armor, or armor composed of magnetic metals (such as iron and steel, but not, say, Adamantite) to make a resistance roll against the Time Mage's force check. Any target who fails is inflicted with the negative status effect *Stop*. In addition, all magnetic objects in the area are sent crashing to the ground. Though Magnetite Cloud cannot directly cause metal-wielding foes to be Disarmed, trying to lift a metallic object while in this difficult terrain requires a Force check against the difficulty of the roll initially made by the caster. Which materials and opponents are magnetic is ultimately up to the GM.

### Sprint (5 MP)

Target: Single  
Type: Status

A series of red rings materialize around the target's legs or equivalent anatomy, glowing with suffused power before fading away again. The target's movement speed is doubled for several minutes – they can now travel a Medium range distance instead of a Short range each round.

## INTERMEDIATE

### Quick (30 MP)

Target: Self

Type: Status

A translucent clock encases the caster, creating a pocket of localized time. Quick grants the positive status effect *Haste* to the caster.

### Ray Bomb (25 MP)

Target: Single

Type: Non-Elemental

*Reflectable*

Brilliant spheres of energy appear before the caster, joining together into a single searing burst of destruction. Ray Bomb inflicts (PWR x 6) + 2d6 points of Non-Elemental damage.

### Quarter (30 MP)

Target: Single

Type: Status

*Reflectable, Resistible*

Spheres of black and violet surge out to enclose one opponent, crackling with audible force as the gravity inside the bubbles increases a hundredfold. Quarter reduces a target's HP by 25% of its maximum.

### Time Slip (30 MP)

Target: Single

Type: Status

*Reflectable, Resistible*

A current of time swirls around the target, stirring up dust and decay as it pushes the unfortunate forward into old age and disability – or renders them youthful and strong, but inexperienced.

Upon casting Time Slip, the target's age will change rapidly; whether the character will grow Old or Young is determined randomly. Time Slip lasts for two rounds before it automatically reverts.

**Old:** The target is affected with *Power Break* and *Speed Break*, causing them to deal half damage with all physical attacks and suffer from halved Force, Finesse, ACC and AVD scores. However, all offensive and healing spells have their effects increased by two steps.

**Young:** The target is affected with *Magic Break* and *Armor Break*, causing them to deal half damage with all magical effects and suffer from 0 ARM and M.ARM. However, all physical attacks deal an additional two damage steps for the duration.

### Invisible (30 MP)

Target: Single

Type: Status

*Reflectable, Resistible*

Invisible makes an ally translucent, nearly impossible to target with melee attacks and granting them the status of the same name. The target gains a +3 bonus to Stealth skill checks, their AVD score, and checks to Run Away in combat. The effects of Invisible last until the character sustains any damage, uses a job ability, or combat ends.

### Escape (10 MP)

Target: Party

Type: Effect

Acting as a short-range teleport, this spell allows the party to exit dungeons with convenient swiftness. The spell returns all party members to the last safe location on or near the surface.

This magick also doubles as a way to safely flee dangerous combat, as casting will instantly end combat and return the likely-wounded characters to the nearest safe resting location.

### Gravity (50 MP)

Target: Single

Type: Non-Elemental

*Reflectable*

The caster launches a dark bubble of energy, wholly enclosing the target before subjecting it to crushing gravitational force from all directions for a significant period of time.

Gravity deals (PWR x 3) points of Non-Elemental damage to the target at the start of each of their rounds until combat ends.

Furthermore, while Gravity lasts the target finds it difficult to move or be moved. They are Immune to knockback effects and non-Large enemies can never physically move themselves more than a Short Range in a single round (*though things like Teleport and Escape spells can bypass this*).

### Hyperdrive (60 MP)

Target: Local

Type: Effect

A hazy clock face shimmers into existence across the battlefield, hands shuddering as they begin to slow, eventually stopping dead. For a moment, the second hand wavers, almost seeming to move backwards before the clock explodes in a shower of fragments.

All enemies and allies other than the caster may immediately take a standard action. These actions are presumed to happen simultaneously.

### Dimensional Gate (50 MP)

Target: Local

Type: Effect

The fabric of reality ripples and twists, finally creating a tear in time and space itself that appears as a black portal through which an infinite expanse of stars can be seen, captured moments continually flicker and replay across the rippling surface of the gate.

Willingly or unwillingly entering the Dimensional Gate transports any sentient creature to either the Void or the Farplane, depending on the caster's wishes when the spell is cast. (See p.175 for more information on these locations.)

The Dimensional Gate closes several hours after being cast – trapping anyone who has not yet returned on the other side, perhaps permanently.

## EXPERT

### Comet (60 MP)

Target: Group  
Type: Non-Elemental

The caster reaches towards the heavens, pulling cosmic debris from its orbit to crash down in a shower of fire and molten rock. Comet causes 2d6 meteors to damage foes; each strike inflicts (PWR x 3) + 2d6 Non-Elemental damage to all enemies.

### Demi (100 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

An opaque gray sphere encloses the target; seconds later, crushing gravitational forces compress, releasing the target only once the sphere has shrunk to a speck of its former self. Gravity reduces a target's HP by 50%, not modified for ARM or M.ARM. Demi still cannot exceed the normal damage limitation of 999.

### Shockwave Pulsar (60 MP)

Target: Single  
Type: Non-Elemental  
*Reflectable*

Gravity suddenly ceases to function as glowing sphere of stellar energy and gases materializes above the battlefield, drawing an adversary into its embrace before exploding in a violent burst of light and heat. Shockwave Pulsar inflicts (PWR x 9) + 2d6 damage to one enemy.

### Temporal Shift (70 MP)

Target: Local  
Type: Status

In an instant, the caster is surrounded by ring after ring of translucent clocks, circling in a slow pattern before speeding up and shattering. The glittering debris hovers in mid-air for a moment, drawing the lines of an ethereal clock face before winking out of existence.

Temporal Shift creates Difficult Terrain in the area. Everyone standing in the temporal terrain loses the status effects *Stop*, *Stun*, *Slow*, and *Haste*, and may not become affected by any of those status effects for the remainder of combat.

### Brainstorm (80 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

Hazy lights encircle the target as it wavers and fades, body suddenly out of sync with time around it – then the caster assaults the foe's mind with waves of energy, robbing the target of wits and reasoning.

One enemy target is afflicted with the *Confuse* status. The enemy does not get an opposed roll to resist the effects of Brainstorm if they are already afflicted with *Stop*, *Slow*, or *Stun*.

### Teleport (100 MP)

Target: Party  
Type: Effect  
Much like Escape, Teleport can take the entire party great distances in the blink of an eye.

This is subject to a few important restrictions.  
First, the party cannot be in combat when this spell is cast.  
Second, the location can be anywhere in the world, so long as the caster has been there within the last several months and is familiar with the location.  
Third, the spell will fail if the location is extremely dangerous, such as submerged under lava or overrun by monsters.  
Finally, Teleport can only transport the party to geographical locations, never to an object or person.

### Disable (70 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*  
The target is encased in a bubble of turquoise light, freezing time and preventing the target from participating in combat for one round.  
The target is affected by the negative status effect *Stun* for one round.

### Haste (90 MP)

Target: Single  
Type: Status  
*Reflectable*  
The Time Mage slows the entire world with the exception of one target – thus making it seem as though they possess incredible speed. The target receives the effects of *Haste* until combat ends.

### Slow (100 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*  
With a metaphysical shove the target is pushed outside of the normal flow of time, their movements becoming predictable and sluggish.  
The target is afflicted with the negative status effect *Slow*.

### Advanced Illusion (30 MP)

Target: Local  
Type: Effect  
This spell is similar to the *Illusion* magick, but with the following changes. First, the caster needs not be anywhere near the spell for it to function, and the spell now also includes thermal, and olfactory trickeries as well – other than being nonsolid and incapable of causing damage, the illusion it is completely lifelike in every way. Viewers can make a supreme Awareness check to realize that the image is abnormal, unless the Advanced Illusion has been cast around an individual to change his appearance, in which case opposed rolls are more appropriate.

# SUPERIOR

## Flight (60 MP)

Target: Party  
Type: Status  
*Resistible*

Gravity frees its grip upon the Time Mage and her allies, allowing them to drift freely. All allies receive the ability to fly until the game session ends. Targets with *Flight* can be immune to falling damage, Earth damage, and short-ranged weapons suffer a -4 penalty to hit them (in addition to the obvious movement bonuses a soaring character would obtain).

## Reset (50 MP)

Target: Local  
Type: Effect

A glittering hourglass appears hovering beside the caster, filled with the sands of barely-suppressed temporal energy. After *Reset* is cast, the Time Mage can declare any enemy or ally must re-roll any one attack or check – the hourglass shatters on command, sending everyone back a few precious seconds in the time stream.

After the *Reset* spell is cast, the Time Mage can force this reroll at any time until combat ends, even when it isn't his turn. *Reset* lasts until a reroll is caused in this method, then the spell ends – casting the *Reset* spell a second time while the first is still active has no additional effect.

## Gravija (100 MP)

Target: Group  
Type: Non-Elemental  
*Reflectable*

The caster releases a black sphere of pure gravitational energy, causing thousands of tones of force to press upon and pulverize his enemies.

*Gravija* deals (PWR x 5) points of Non-Elemental damage to each enemy target at the start of each of their rounds until combat ends.

Furthermore, while *Gravija* lasts enemies find it difficult to move or be moved. They are Immune to knockback effects and non-Large creatures can never physically move themselves more than a Short Range in a single round (*though things like Teleport and Escape spells can bypass this*).

## Quasar (120 MP)

Target: Group  
Type: Non-Elemental

The skies part, drawing down a searing shower of celestial debris and radiation to bombard the battlefield. *Quasar* inflicts (PWR x 12) + 2d6 points of Non-Elemental damage to all enemies.

## Mystify (200 MP)

Target: Single  
Type: Status  
*Reflectable, Resistible*

Make an opposed roll against your target with a -4 penalty. Success despite these odds means that you caster of *Mystify* learns the complete list of status effects their target can be affected by. They caster may then choose one negative status and automatically apply it.

## Time Stop (130 MP)

Target: Special  
Type: Status  
*Resistible*

The Time Mage creates a localized pocket of space around one target, freezing it and everything nearby in time for a moment. *Time Stop* attempts to cause the negative status effects *Stun* and *Stop* to one target, as well as all other enemies and allies within a Short Range of that target.

## Vanish (100 MP)

Target: Group  
Type: Status

*Vanish* turns the entire party completely translucent, allowing them to move without detection and become nearly impossible to strike in combat. All party members gain the effects of *Invisible*, increasing their AVD, Stealth, and checks to Run Away in combat by +4.

## Black Hole (200 MP)

Target: Group  
Type: Status  
*Resistible*

A spinning vortex of gravitational energy forms above the battlefield, crackling as it begins to direct crushing pressure on all enemies. If unresisted, *Black Hole* reduces all foes to 25% of their maximum HP, not modified for ARM or M.ARM. *Black Hole* fails if this would reduce a target's health by more than 999 points regardless if the caster has Break Damage Limit.

## X-Zone (60 MP)

Target: Single, Special  
Type: Effect

The fabric of reality splits open in a flash of white light, revealing the alien stars beyond for brief instant. Otherworldly creatures such as *Esper*s are forced back to their own reality by the casting of this spell.

The target of *X-Zone* – who must be an *Esper* or a being from the Farplane or Void – is instantly reduced to 0 hit points and removed from the current combat. Effects that the target may possess – such as Auto-Life or Indestructible – will not allow the *Esper* or creature to remain in combat after *X-Zone* is used, or summoned again in the same game session.

*X-Zone* can be cast at a Long Range and has no effect against bosses.

## Hastaga (150 MP)

Target: Party  
Type: Status  
*Reflectable*

A glowing red clock materializes below the caster's allies, hands spinning at normal speed but increasing by the second before it fades in a flash, bestowing the Status Condition *Haste* on all allies until the end of combat.

## ANCIENT

### **Warp** (180 MP)

Target: Self

Type: Effect

The Time Mage has attained the pinnacle of his craft, and can now choose to exist apart from time as we perceive it. He is little more than a blur on the battlefield, phasing in and out of reality as he wills it.

After casting this spell, whenever the Time Mage is targeted by an attack but before accuracy/damage is rolled, the character may opt to expend 25% of his maximum MP to negate any damage or effects he would take from the assault. He does not evade the attack, nor does this prevent Group magic from harming his allies – the Time Mage is simply not *there*.

Furthermore, while Warp persists the Time Mage is immune to any damage or effects caused by Difficult Terrain, but cannot regain MP through any means.

The effects of Warp end when the Time Mage is reduced to 0 MP or HP, or the end of combat.

### **Flare Star** (250 MP)

Target: Single

Type: Elemental

*Reflectable*

Drawing on the forces of the cosmos, the caster bathes the battlefield in the light of a dying star, searing a single foe with pure stellar energy.

Flare Star deals (PWR x 15) + 2d6 points of Fire damage, (PWR x 15) + 2d6 points of Shadow damage, and (PWR x 15) + 2d6 points of Holy damage to one enemy.

### **Meteo** (200 MP)

Target: Group

Type: Non-Elemental

With a single motion, the caster splits the skies above the battlefield to reveal the stars and planets beyond – and a single fiery meteor hurtling towards the battlefield below, crashing down in a shower of rock and flame. Meteo deals (PWR x 25) + 2d6 points of Non-Elemental damage to all enemies.

### **Slowaga** (240 MP)

Target: Group

Type: Status

*Reflectable, Resistible*

A giant, hazy silver clock appears over the battlefield, spinning lazily as it slows down by the second. Slowaga afflicts all foes with the negative status effect *Slow*.



# Summoning

Summons are powerful entities that watch over the heroes of the world. Though they normally exist outside of reality as we can perceive it, spending Destiny can cause a group's Summoned ally to manifest. Following is a complete list of Summons, their combat capabilities and their driving goals.

## Bismarck

### (Rank 1)

*The haunting melody of a whale song fills the area as Bismarck, the great white humpback whale, swims through the air and dives into a pool of water that appears on the battlefield. Once submerged, he surfaces and sprays a mist from his blowhole.*

### Abilities

**Breach:** The Great Whale slams his enormous bulk into one foe, doing (PWR x 3) or (RES x 4) + 2d6 points of physical damage.

**Geyser:** Bismarck dives beneath the surface, gathering water into his great mouth. The ground beneath the target ripples as the whale surfaces underneath it, with his blowhole situated beneath the target's feet. With a mighty blow, Bismarck fires a stream of water up at the foe, sending it flying into the air with a Medium-Range knockback. As always, targets without Flight or an immunity to falling damage lose 50% of their maximum HP when they re-collide with the ground.

**Spells:** Bismarck cast Water and Vox.

**Astral Flow, Sea Song:** Bismarck's whale song fills the area as the entire battlefield is flooded with water. Without warning, he swims rapidly through the field, pulling a current of water with him and doing (RES x 6) + 2d6 Water elemental damage to all enemies.

### Special

Resistant to Water, Vulnerable to Lightning, Resistance to Fire

### Devotion

Bismarck's goal is to protect the oceans and its defenseless inhabitants from some great catastrophe it foresees looming on the horizon; if its summoner prevents this tragedy, Bismarck will no longer cost Destiny to summon and grants his Pact Gift.

### Pact Gift

The Summoner(s) may now breathe water as easily as they do air, and cannot drown under any circumstances.



## Carbuncle

### (Rank 1)

*The summoner takes a small ruby out of her pocket and tosses it almost casually into the air. As the sun catches the ruby, a brilliant flash of light occurs. When the light clears, the ruby is clearly lodged in the forehead of a small, turquoise animal. Carbuncle does a little somersault in the air, glad to be of service.*

### Abilities

**Searing Light:** The tiny gem within Carbuncle's forehead sears a foe with ruby energy, doing (RES x 1) or (MND x 2) + 2d6 points of non-elemental magical damage that ignores the effects of Shell and Unusual Defense.

**Ruby Light:** Carbuncle raises its head, causing the light of the sun to reflect off of its ruby brightly. The reflected light seems to coat one of the Summoner's party members. As the light dies, the affected party member feels lighter in spirit, as though the light is protecting him. The target gains the positive status effect *Reflect* for several rounds.

**Spells:** Carbuncle can cast Dia, Wall, and Meteorite.

**Astral Flow, Shielding Light:** Carbuncle rears up onto its hind legs, staring at the sun. Suddenly, it launches itself into the air, spinning around quickly. Once it is several feet off the ground, it seems to pause, floating in midair as it collects the solar rays. Finally, it releases its accumulated light over the Summoner's party, coating each in a divine light and granting each party member with *Reflect* and *Shell* for several rounds, and restoring (MND x 3) MP to all party members.

### Special

**Unusual Defense:** Physical (Takes 200% damage from all physical sources and half from all magical), Auto-Regen, Auto-Reflect

### Devotion

The Esper of glee has no driving goals, content to watch the party/character do what they like so long as it does not interrupt Carbuncle's naptime. Carbuncle never costs Destiny to summon, and always grants his Pact Gift automatically.

### Pact Gift

Simply by picking up any discarded chunk of earth and concentrating, Carbuncle's Summoner may grant the stone the *Glowing* property. This Glowstone emits enough light to help the party find their way even in pitch blackness, but loses all magical properties and reverts back to a regular rock the moment it leaves the Summoner's grasp.

## **Chocobo** **(Rank 1)**

*A loud and familiar 'Kweh!' alerts your attention to the horizon, where a cloud of dust announces the arrival of your Summon. Chocobo rushes into the fray at top speed, wings outstretched and feathers blowing in the breeze.*

### **Abilities**

**Chocobop:** By battering an enemy with an irritated combination of pecks and kicks, Chocobo can inflict (PWR x 3) or (DEX x 4) + 2d6 points of physical damage.

**Choco Esuna:** The Esper is able to heal abnormal statuses merely by flapping its purifying wings. Choco Esuna removes one negative status effect from one character, and the target gains a +4 bonus on resistance checks whenever they would be inflicted with a new negative status effect. This additional benefit lasts until the character takes damage.

**Choco Barrier:** A golden barrier forms in midair, granting the effects of *Protect* and *Shell* to one character.

**Spells:** Chocobo is capable of using Choco Ball, Fire, and Meteorite.

**Astral Flow, Chocobo Rush:** The Chocobo lets out a loud 'K-KWEHHH!' and charges forward, and literally dozens of other creatures follow suit. Chocobos of all colors suddenly appear, along with leafers, cactuars, and all sorts of natural critters. This impromptu stampede deals (DEX x 7) + 2d6 points of damage to all enemies.

### **Devotion**

Chocobo is the spirit of adventure and travel, and encourages any individuals that it has taken under its wing to go out and explore. If the summoner ever travels to a distant and unexplored land without the aid of machines or magic, Chocobo will no longer require Destiny to summon.

### **Pact Gift**

Fittingly, the Summoner now has a special bond with the natural Chocobos of the world, and may call one from miles and miles away just by whistling. Such Chocobos will even venture into dangerous territory such as an erupting volcano or a military encampment to aid the Summoner, though there are some places in the world where these friendly avians don't naturally live.

In addition, the Esper allows itself to be ridden without complaint, and gives a +4 bonus to Nature checks for difficult riding maneuvers when acting as a mount.



## **Salamander** **(Rank 1)**

*The summoner opens her palm to reveal a beautiful flower made of brilliant flame, which she lays on the ground. Out of this flower crawls a small scarlet lizard with brilliant beads of crimson fire for eyes. Crawling along the ground in front of the Summoner, it leaves tiny lizard-prints melted into every surface it touches. Though less than a foot long, this tiny lizard possesses unimaginable power; it is the living manifestation of fire. It is Salamander.*

### **Abilities**

**Cough Drop:** The tiny lizard belches forth a sphere of flame, dealing (PWR x 3) + 2d6 points of Fire damage to one target and removing any Resistance to Fire the target may have possessed until combat ends.

**Fire Breath:** Salamander opens its mouth and hisses at one poor hapless foe, bathing in it in a stream of pure elemental Fire and dealing (PWR x 5) + 2d6 points of Fire damage. Unfortunately, as Salamander draws closer to being banished, less and less flame is produced. If Salamander is at 50% health or less, Fire Breath's damage is reduced by two steps.

**The Bigger They Are:** The Esper makes itself comfortable on an enemy, crawling underneath clothing or on top of much larger creatures. Its smoldering footsteps deal (DEX x 2) + 2d6 points of Fire damage to the target and are more than a little distracting. Until the end of the enemy's next turn, they suffer a -2 penalty to attack rolls if it targets a creature other than Salamander. And if any enemy targets Salamander before his next round, and misses due to the nimble creature's AVD, their attack then targets the creature Salamander is scurrying upon instead.

**Spells:** Salamander can cast Fire and Elemental Spikes (Fire).

**Astral Flow, Crimson Roar:** Salamander unleashes a massive torrent of pure flame, smothering all enemies in a sea of burning agony - dealing (PWR x 8) + 2d6 points of Fire damage.

However, if Salamander is injured – below 50% of his maximum health – then Crimson Roar's damage is reduced by four steps and deals only (PWR x 4) + 2d6 instead.

### **Special**

Immune to Fire, Weakness to Water

### **Devotion**

Salamander has a soft spot for public displays of spectacular, fiery and extravagant destruction, and will no longer cost Destiny after their summoner has solved a long-standing problem in such a manner – while still remaining a paragon of heroism.

### **Pact Gift**

The Summoner has mastered fire and is treated as being under the effect of *Fire Ward* at all times, gaining a permanent Resistance to all forms of heat and flame. Meanwhile, Salamander gains a +4 bonus to his AVD score.

## Siren

(Rank 1)

*Soft harp music permeates the area, catching the attention of all present. Waves lap against the ground as a woman of unimaginable beauty strides out from the foam, wearing little more than a few strips of fabric and short boots. Her golden hair flows freely, wafting in even the slightest breeze. Although the harp is a peaceful instrument, something about Siren's face seems wild and untamed.*

### Abilities

**Lunatic Voice:** Siren plays her harp and sings a wordless song, her eyes locking on a single target. The target takes (MND x 4) + 2d6 points of damage and must make an opposed finesse roll against the controller of the Summon lest they become *Berserk*, growing angry at the prospect of not possessing her.

**Kiss:** Siren brings her hand to her lips and plants a kiss there, then extends her palm outward and blows softly toward one enemy. The target must succeed at an opposed Finesse roll or become *Charmed* for one round. If the target *does* succeed, they instead gain a cumulative +2 bonus on all opposed rolls against Siren.

**Spells:** The Esper is familiar with the Water and Vox spells.

**Astral Flow, Siren Song:** With a coy smile, Siren coos a strange song, backed up by her harp. The entire enemy group takes (MND x 5) + 2d6 damage, and each one must make a successful Finesse roll or be smitten with love and become *Confused* as they fight friend and foe alike for the rights to Siren's attention.

### Special

Resistance to Water, Counterattack (50%), Magical Counterattack (50%)

### Devotion

Siren coaxes her protégés to manipulate their foes instead of fighting them. Siren no longer requires Destiny to call if her summoner ever manages to turn a dangerous enemy into an ally with deception, flirtation, or honeyed words.

### Pact Gift

Whenever the Summoner spends Destiny to increase the results of a Negotiation roll, they gain two bonus dice per point of Destiny spent instead of just one.



## Sylph

(Rank 1)

*A light breeze gusts through the battlefield, carrying sounds of young girls giggling. A small group of mischievous sprites appears, flitting about in front of the Summoner and leaving showers of pink pixie dust in their wake. It's never easy to discern just how many are there, as the Sylphs dart to and fro in a mindless dance around their summoner.*

### Abilities

**Sylvan Touch:** A single Sylph separates from the group, flying toward an enemy. With a mischievous giggle, she taps it lightly on the nose, drawing forth both health and magic. Wings fluttering, she flies back to the party and swoops around them, distributing the stolen energy in a shower of sparkling pink motes. Sylvan Touch drains (RES x 2) or (DEX x 3) + 2d6 points of HP and MP from the target, then grants herself and all party members the same amount of HP and MP.

**Wild Samba:** The Sylphs join hands and prance about, giggling madly. If the target of Wild Samba does not possess any Destiny this attack has no effect. Otherwise, the target is forced to choose to either lose one point of Destiny or suffer (MND x 5) + 2d6 points of damage.

**Spells:** Sylphs are capable of casting both Dia and Illusion.

**Astral Flow, Sylvan Dance:** Instead of a single sprite flying out, the entire cloud of Sylphs swarms the battlefield, dancing wildly around each of the enemies. After their twirl with the targets, the Sylphs return to the party and dance around them as well, distributing the health and magic that their first dance had drained. Sylvan Dance drains both (DEX x 5) + 2d6 points of HP and MP from all targets, then grants all party members the same amount of HP and MP.

### Special

Resistance to Wind, Resistance to Holy, Flight, Weak to Shadow

### Devotion

The Sylphs might be mischievous tricksters, but they are supernaturally bound to the planet's forests. By protecting a woodland from its enemies without upsetting the delicate balance of nature in the process, the Sylph's Devotion will be satisfied and they will no longer require Destiny to summon.

### Pact Gift

The Sylphs have taught their summoner the secrets of their mystical and beautiful dance, which can cause emotions to run wild. By performing this dance, the Summoner can force all who see it to make Acting skill checks with a -2 penalty, opposed by her Perform skill check. If the viewers of the dance fail this check, they are forced to verbally reveal any hidden sentiments; this often includes declarations of love, snarls of hatred, and best of all, confessions of deceit.

## Valefor (Rank 1)

*Descending from the sky on leathery wings, Valefor drifts slowly downwards and hovers in front of the Summoner, protecting them from those who wish to do her master harm.*

*Valefor is a large avian creature that vaguely resembles a humanoid bird, with a plumage of red and purple downy feathers. As she hovers and awaits commands, she emits soft comforting cries from her silvery, steel-like beak.*

### Abilities

**Vertical Dive:** Valefor swoops in, slashing at the target with hooked claws and her hard-as-steel beak. The attack deals (PWR x 4) or (DEX x 4) + 2d6 points of damage.

**Sonic Wings:** Valefor's wings beat slower and slower, seeming to slow time down for a moment. Gusts of wind caused by this movement blow towards the target, blasting them with (PWR x 3) + 2d6 points of Wind damage and hindering their attacks. Your enemy makes an opposed Force check with a +4 bonus; if they still fail, they become affected by the negative status effect *Stun* for one turn.

**Spells:** Valefor is familiar with all the basic elemental magicks, and can cast Aero, Blizzard, Fire, Thunder, Water, Dia, and Chivalry.

**Astral Flow, Energy Blast:** Soaring high above the battlefield, Valefor collects energy in her beak. With a burst of intense light the energy is released amidst the enemy group, scorching them for (PWR x 6) + 2d6 points of non-elemental damage. Then, your enemies make a resistance check with a +4 bonus; failure means they become afflicted by Armor Break.

### Special

Flight

### Devotion

Valefor honors those who demonstrate bravery in the face of danger, or are willing to sacrifice their own goals for the greater good. At the GM's discretion, an act of extreme altruism can permanently reduce Valefor's destiny cost to 0.

### Pact Gift

The loyal avian never strays far. You may now Summon Valefor as an Instant action even when it isn't your turn, and Valefor gains the benefits of Imperil.



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## Catoblepas (Rank 2)

*A thundering of hooves announces the arrival of the Great Boar, though he seems much less impressive and much more intimidating up close. Catoblepas charges onto the battlefield from afar, legs flailing as he runs and casting great clouds of earth up in his wake. The large green-furred beast skids to a halt in front of the summoner, great head hanging low to the ground despite a very long neck. He snorts, his head very pig-like save for the mane and the single glowing eye.*

### Abilities

**Cycloptic Tackle:** The Esper overruns a single target, attempting to trample them with his many hooves. The attack deals (RES x 5) or (PWR x 4) + 2d6 points of damage

**Medusa's Eye:** Catoblepas lowers his head to the ground and stares intently at the target, his eye glowing a dull orange. The target's eyes are drawn to the gaze and fixed with terror... then the beast blinks and lifts his head away from the ground, the look having shocked the system of the target to inflict (RES x 3) + 2d6 points of damage and, with a successful opposed roll, *Petrifies* the target for one round.

**Unblinking Stare:** Catoblepas affixes his gaze to a single target, stripping away their magical fortifications. Until combat ends, that foe suffers a -1 penalty on opposed rolls to resist negative status effects, and the effect is cumulative.

**Spells:** Catoblepas can channel the effects of Ray Bomb, Melt, and Blank Gaze from his unblinking eye.

**Astral Flow, Devil's Eye:** Catoblepas lowers his head and stares across the battlefield, his single eye glowing a bright red. Visions of lifeless stones and statues float around his head, and all the targets attempt to break away from the beast's intent stare. When he finally closes his eye, all enemies must make a successful resistance check to avoid being afflicted with the negative status effect *Petrify*.

### Special

Resistance to Earth, Beast Killer

### Devotion

This Esper is a slothful being that knows the value in waiting for the right time to strike, felling its opponents with a single glance. If the party ever duplicates this method and defeats a group of similar-level foes in a Pre-Emptive combat round, Catoblepas will forever after only require 1 point of Destiny to call forth.

### Pact Gift

After Catoblepas gets over his initial shock that a summoner would take the time to form a bond with one as grotesque as he, he happily serves his partner with a far more stubborn tenacity than before.

Catoblepas now calculates his HP as (Summoner's Max HP x 5) instead of only double the value. Furthermore, he also gains a Resistance to Shadow.

## Ifrit (Rank 2)

*The ground rumbles and shakes as a fountain of magma erupts from the earth, carrying a giant muscular beast. The magma cools and hardens as Ifrit lands with a loud thud, his massive horns reflecting the ambient light. Flame erupts from his canine maw as he throws back his head and bellows.*

### Abilities

**Fiery Strike:** Ifrit leaps towards one target, tearing into them with wickedly-curved claws. The attack deals (PWR x 5) or (RES x 4) + 2d6 points of damage.

**Meteor Drive:** Ifrit lets out a roar as his claws are engulfed in flames, then leaps toward his victim with insane speed and pounds upon it with his burning fists. This barrage deals (PWR x 8) + 2d6 points of ARM Fire damage – however, Ifrit may no longer use an Astral Flow before being dismissed.

**Spells:** Unsurprisingly, Ifrit specializes in the Fire, Fira, and Temper spells.

**Astral Flow, Hellfire:** Ifrit grabs his victim and hurls it into the sky, then claws out a huge rock from the ground. The rock is engulfed in fire and even begins to melt from the incredible heat. With a powerful roar and a final burst of flames, Ifrit launches the ball of molten rock at the target to inflict a tremendous amount of Fire damage and a short-range knockback. Hellfire deals (PWR x 10) + 2d6 points of ARM damage to a single target.

### Special

Immunity to Fire, Weakness to Ice, Vulnerability to Water

### Devotion

Ifrit grants his boon to heroes who can demonstrate their dominance over other, lesser mortals. This Devotion is fulfilled when the Summoner uses raw force to simply take what they want without repercussion.

### Pact Gift

Ifrit's gift of wrath permanently increases his Summoner's PWR attribute by four points.

## Leviathan (Rank 2)

*A briny smell is in the air as the ground before the summoner turns to water. Suddenly, the pool of water is disturbed as the sinuous form of Leviathan, lord of the depths, breaches the surface and rises into the air.*

### Abilities

**Azure Crash:** Leviathan collides with a target, moving with superior agility to inflict as much damage as possible with its sinuous body. The attack deals (DEX x 5) or (PWR x 4) + 2d6 points of damage.

**Crushing Coils:** Leviathan wraps himself around an inanimate object and squeezes, using brute force to splinter and destroy ships and other large objects. Leviathan can make a Force check (using the summoner's attributes, as always) to destroy an object with a +8 bonus to the roll.

**Jet:** Leviathan unleashes a powerful keen as a wave becomes visible surging towards the enemies. The wave quickly reaches the monsters, washing over them to inflict (DEX x 8) + 2d6 Water damage to all foes – however, Leviathan may no longer use an Astral Flow before being dismissed.

**Spells:** Though not known for his magical might, the king of all seas can cast Water and Watera.

**Astral Flow, Tidal Wave:** Again Leviathan keen, but this time, water is suddenly visible on all sides of the monsters. With a thunderous crash the oceans of the world slam into his opponents, simultaneously drowning and crushing them. All monsters on the battlefield take grievous amounts of Water damage and are knocked back a Short Range; Tidal Wave deals (DEX x 10) + 2d6 points in all and even affects enemies who are Large or otherwise Immune to knockback.

### Special

Immunity to Water, Weakness to Lightning, Resistant to Fire, Resistant to Ice

### Devotion

The lord of the oceans is a noble and regal Esper who, perhaps surprisingly, values law and political hierarchy above all else. Leviathan's Devotion is realized if the Summoner carries out a dangerous task for a politically powerful individual with efficiency and humility.

### Pact Gift

Although not fully material, Leviathan may rise from the depths of the sea, beckoning the party to climb aboard his serpentine neck before travelling through hidden underwater pathways. When near a large enough body of water, the Summoner with this gift may cast the Teleport spell to travel to any coastal city or location.



## **Pandemona**

**(Rank 2)**

*Winds begin to whip up the battlefield, quickly condensing into a howling tornado. What looms over the enemy when all has dispersed looks like something out of a fever dream: a faceless giant, purple skin dappled and mottled with splashes of pink and white, sizing the field up with an eyeless gaze. As three long tubes slung over one shoulder start drawing in the surrounding air, what at first appeared to be a tail begins to grow in size, swelling until it is almost spherical and creaking with tension. Pandemona, the Wind Devil, is ready to strike.*

### **Abilities**

**Cyclonic:** The Esper swirls through the battlefield, leaving destruction in its wake. The attack deals (DEX x 5) or (PWR x 4) + 2d6 points of damage to two different enemies.

**Aerial Blast:** Pandemona releases the accumulated contents of his wind-bag in a single violent torrent that all but blasts the target out of the battle. Aerial Blast inflicts (DEX x 5) + 2d6 points of Wind Elemental damage to one enemy. The damage from this attack cannot be reduced with M.ARM or Shell. However, any foe defeated with Aerial Blast does not drop money or items, nor can they be Scavenged, having been blown away in the storm.

**Spells:** Pandemona is only able to cast the Aero, Aerora, and Thrust Kick spells.

**Astral Flow, Tornado Zone:** The 'mouths' of Pandemona's air-tubes flare wide, unleashing three screaming torrents of wind that twist and intertwine as they surge towards the enemy. Wind Blade inflicts (DEX x 10) + 2d6 points of Wind Elemental damage to all enemies and causes a Medium Range knockback. The damage from this attack cannot be reduced with M.ARM or Shell. However, any foe defeated with Wind Blade does not drop money or items, nor are they an eligible target for the Scavenge skill.

### **Special**

Immunity to Wind, Resistant to Lightning, Flight, Aerial Killer

### **Devotion**

Pandemona is as chaotic the wind itself, and finds great amusement in situations where *everything* seems to go wrong. He will cost one fewer points of Destiny to call forth after the Summoner suffers a Complication – a natural roll of 2 – on an Elementary or Easy skill and fails the follow-up roll.

### **Pact Gift**

Pandemona gains the following new ability;

**Shearing Wind:** Make an opposed Force check against one target; if successful, Shearing Wind causes a Short Range knockback. This attack then deals (DEX x 10) + 2d6 points of Wind damage if this knockback interrupts an enemy's Slow action

## **Ramuh**

**(Rank 2)**

*Storm clouds gather overhead and the rumble of thunder can be heard in the distance, and bolts of lightning burst from the clouds and strike the ground in front of the Summoner. When the flash of light and peal of thunder have faded, the Summoner is accompanied by a wizened man with a long grey beard, dressed in loose green robes and carrying a gnarled old staff. Despite his age, not a flicker of weakness or infirmity passes over Ramuh's face; his expression is hard, eyes shining with a terrible majesty.*

### **Abilities**

**Shock Strike:** Ramuh lifts his staff high, allowing it to be struck by an errant bolt of lightning from the clouds. Whirling the rod once over his head, he points it at the target and the electrical charge leaps towards it, shocking it with (MND x 5) + 2d6 points of Lightning damage. This is followed by a resistance roll – a failure means the enemy loses one beneficial status effect of the summoner's choice.

**Silencing Rain:** By parting the heavens with a sudden downpour, Ramuh can muffle the sounds needed for spellcasting and make warriors struggle to battle. Silencing Rain creates the effects of Difficult Terrain in the current location, and all targets (enemies and allies both) are affected by Seal.

**Silencing Rain:** Ramuh's large repertoire of magic includes Thunder, Thundara, Elemental Spikes (Lightning), Resonance, Transform, Flash, Seal, Wall, Dimensional Gate, and Vox.

**Astral Flow, Judgment Bolt:** Ramuh chants in an arcane language, and the sky grows dark from gathering clouds. The clouds swirl and twist above the targets, the winds howling and the sound of thunder growing louder with each second. Suddenly a volley of lightning crashes into the ground amidst the targets, electricity arcing between their bodies and jolting them all with Lightning damage; (MND x 9) + 2d6 points total. In addition, Judgment Bolt automatically removes all positive status effects from the target without an opposed roll.

### **Special**

Immunity to Lightning, Vulnerable to Water, Flight

### **Devotion**

Ramuh has been known by many names over his ageless existence; some logical, some unusual. He has been the Justicar, the Archon of Storms, the Master of Creation. He has watched religions form in worship of him, and he has watched centuries come as little more than an old man smoking a pipe. This Devotion is satisfied when the Summoner permanently changes the world by outsmarting a long-standing problem.

Ramuh is pleased when he sees legacies based on good, common sense.

### **Pact Gift**

Ramuh's gift of wisdom permanently increases his Summoner's MND attribute by four points.

## **Shiva**

**(Rank 2)**

*As the Summoner completes the final motions of the summoning ritual, man-sized fragments of ice come crashing down on the battlefield to create a jagged tower of polished, glistening cold. Yet this spectacular structure is only the beginning; instantly, a soft shaft of light falls down upon it, illuminating the gentle fall of snowflakes as a lithe female figure descends from above, landing in the midst of the ice. For a moment, only her reflection is visible: delicate blue skin covered in strange, inhuman markings, scant scraps of clothing protecting only her modesty from the elements, multiplied into infinity by countless facets of ice. Then her eyes snap open, shattering the frozen carapace.*

### **Abilities**

**Slap:** The Esper sashays forward before striking one foe surprisingly hard with an ice-cold palm. The attack deals (RES x 5) or (DEX x 4) + 2d6 points of damage to one enemy.

**Glacial Shards:** The ice goddess calls forth frozen winds to sweep the battlefield, creating Difficult Terrain. Whenever a target takes Ice-based damage they are also automatically affected by the Slow status for their next turn. Creatures with a Resistance or better to Ice magic are unaffected.

**Heavenly Strike:** Shiva regards her target with a cool, disdainful gaze. Judging the foe unworthy of effort, she waves her hand and freezes the air above the target into an enormous block of ice. The block drops and inflicts (DEX x 8) + 2d6 points of crushing Ice damage – however, Shiva may no longer use an Astral Flow before being dismissed.

**Heavenly Strike:** Blizzard, Blizzara, Elemental Spikes (Ice) and Wall are all tricks this Esper possesses.

**Astral Flow, Diamond Dust:** Shifting her stance for stability, Shiva gathers moisture from the air and concentrates it into a dense ball of ice. When the ball bursts it unleashes a blast of pure frigid might, encasing her enemies in a tomb of frozen walls. With the snap of her fingers the ice prison shatters, leaving the enemies of Shiva shivering on the ground and suffering from a great deal of Ice damage; (DEX x 9) + 2d6 points in all. Furthermore, all enemies damaged by this attack also receive a Weakness to Ice for the remainder of combat.

### **Special**

Absorbs Ice, Weakness to Fire

### **Devotion**

The Ice Queen who holds a deep respect for those who value family and friendship. Cold is this Esper's anger and swift her vengeance to those who would lay a hand on someone incapable of defending themselves. Her Devotion is fulfilled if the Summoner protects an innocent or a child from the harsh truth and cruelties of the world.

### **Pact Gift**

Shiva's gift of grace permanently increases her Summoner's DEX attribute by four points.



## **Titan** **(Rank 2)**

*A deep rumbling is felt in the earth and the battleground is covered with a web of cracks and fissures. An immense muscular humanoid bursts out, covered with primitive tattoos and clad only with a loincloth. As dust and grit cascade off his body, Titan bellows with rage and glowers at those who would dare be foul the sanctity of the land.*

### **Abilities**

**Geocrush:** The Esper marches across the battlefield before slamming its boulder-sized fists into a foe. The attack deals (RES x 5) or (PWR x 4) + 2d6 points of damage.

**Debris Shower:** Titan raises both arms, causing the earth itself to explode upward in a pillar of boulders and stone. Debris Shower deals (RES x 9) + 2d6 points of ARM damage to any enemy with *Flight*.

**Megalith Throw:** The earthen giant picks up one or more willing allies in the palm of his massive rocky hand, draws back, and hurls them far into the distance. Megalith Throw moves that character a Long Range – the number of turns the character finds themselves in mid-air is ultimately up to the GM, and although the hurled hero is considered to have the *Flight* status for the duration, Megalith Throw does not prevent the massive damage the character will undoubtedly suffer when they crash-land.

**Guardian Golem:** The Esper stabilizes its massive bulk and steps in front of one of the Summoner's allies, ready to protect them from harm.

Until the start of Titan's next turn, all physical damage that would be taken by the ally is instead applied to the Esper instead - without modifying for ARM and M.ARM as normal.

**Spells:** Though not much of a spellcaster, Titan can nevertheless use Chivalry, Stone, Stona, and Magnetite Cloud

**Astral Flow, Earthen Fury:** Titan plunges his powerful fists deep into the surface and, with a deep snarling grunt, rips loose a large slab of rock. Growling and bellowing to express his rage, Titan slams the slab upon the targets, inflicting tremendous Earth damage to all the Summoner's foes; (RES x 10) + 2d6 points worth. Earthen Fury also causes a short-range knockback.

### **Special**

Immunity to Earth, Resistant to Lightning, Resistant to Wind, Vulnerable to Water, Regeneration 20

### **Devotion**

As one might expect, the ponderous Titan is the guardian of the earth and is single-minded in his ceaseless goal of protecting and reshaping the world. If the Summoner ever averts or causes a natural disaster without the aid of magic, Titan will be pleased and allows himself to be summoned for only one point of Destiny.

### **Pact Gift**

Titan's gift of tenacity permanently increases his Summoner's RES attribute by four points.

## **Asura** **(Rank 3)**

*A woman floats serenely down from the heavens, bringing with her a sense of peace and balance. It becomes apparent that Asura is actually three bodies and three faces sharing a single head, all sitting in the lotus position back to back. The first is that of a lovely blonde woman, another is a woman with red skin and hair and a dark scowl on her face, and the final body is a woman with blue skin and light yellow hair, a vacant smile on her face as she playfully tosses a dagger from one hand to the other.*

### **Abilities**

**Miracle:** Roll a 1d6. A roll of 1-2 causes the Face of Yang effect. A roll of 3-4 causes the Face of Yin effect. A roll of 5-6 causes the Face of Asura effect.

**Face of Yang:** The red-skinned woman scowls at the party. A warrior by nature, she points her sword at them and urges them to defeat their enemies. The magic from this gift causes the party to deal one additional damage step with all spells and attacks until Asura uses her *Miracle* or *Blessings of the Deity* ability.

**Face of Yin:** Asura spins, and the blue-skinned woman with the vacant smile faces the party. She gestures toward them with her dagger, granting a feeling of peace and happiness. Along with the serenity comes (RES x 8) + 2d6 healing to all party members.

**Face of Asura:** The face of the blonde woman looks gracefully upon the party. With a vague nod of her head, fallen comrades find new hope. Asura casts Life upon all Unconscious allies – and has a 50% chance to cast Life on all defeated foes, as well.

**Spells:** Asura can cast Aspir, Seal, Freedom, Regen, Addle, Confuse, Invisible, Vox, Stop, Wall, and Time Slip.

**Astral Flow, Blessings of the Deity:** The goddess of both peace and war offers her aid to the greatest combatant on the field, all three faces aligning in perfect harmony for only a moment. All enemies and allies make a Force check and a Finesse check. If the same character rolled higher than all other participants on both checks, they recover 100% of their HP and MP instantly, gain *Auto-Haste*, *Impervious*, and *Peerless* until combat ends.

### **Special**

Weakness to Holy, Weakness to Shadow, Controlled Defense

### **Devotion**

The Esper Asura is the gatekeeper and queen of their land, challenging all who would seek the aid of the Summons. In time, she has learned to grow fond of those heroes with enough wit to overcome her in battle. Her Destiny cost is permanently reduced when the Summoner turns a major adversary's own strengths against it in order to defeat it.

### **Pact Gift**

Whenever the summoner uses a Teamwork Attack, they may roll three dice instead of two and discard one.

## **Cerberus**

**(Rank 3)**

*A terrific howling is heard from the core of the earth. A gaping fissure opens in the ground, from which a tremendous three-headed dog leaps with a hideous snarl. Cerberus lands in front of the party, his three sets of fangs bared in a snarl.*

### **Abilities**

**Poison Fang:** Cerberus tears into a foe with sharp teeth, dealing (DEX x 4) or (PWR x 3) + 2d6 points of Shadow damage and *Poisoning* the target with a successful opposed roll.

**Ragdoll:** Cerberus grabs one foe and hurls him into another as he rushes, causing chaos in the enemy ranks. This attack can only be used if at least two enemies exist on the field – the first target takes (DEX x 7) + 2d6 points of damage and is knocked back a Short Range. The second target takes (DEX x 5) + 2d6 points of damage and automatically receives the negative status effect *Stop* for one round.

**Flames of Acheron:** All three mouths spew forth a gushing blast of magma, dealing (MND x 5) + 2d6 points of Fire damage to one enemy and all other targets within a Short Range of it.

**Sonic Drive:** All three of Cerberus' heads look towards the same foe. A hideous barking emerges from all three throats – the sound is so horrendous that the monster suffers from a sudden case of shaky knees. Make an opposed resistance check – success means the enemy suffers a penalty of -3 to his ACC and AVD scores until the end of their next turn.

**Spells:** Cerberus has Temper, Thundara, Slow and Demi at his disposal.

**Astral Flow, Counter Rockets:** Cerberus grants all party members one final boon – the ability to ‘bite back’ as he does. Until combat ends, each character may make one (possibly additional) Counterattack as though they were using a Brawl type weapon.

### **Special**

Arcana Killer, Counterattack (100%), Magical Counterattack (50%)

### **Devotion**

Cerberus is the watchdog of the underworld, fiercely guarding the gates to the land of the dead without pause in this ceaseless duty. He grudgingly respects those who have aided him in this thankless task, and has a reduced summoned cost for any character that has permanently defeated an enemy with the *Undying* monster property.

### **Pact Boon**

The summoner no longer needs to eat, drink, or sleep in their eternal vigil, and Cerberus gains the following attack, which he may use in place of the Counter Rockets astral flow if the summoner so requests it;

**Astral Flow; Triple Fang:** All three heads rip into a single enemy, dealing (PWR x 5) Fire damage, (MND x 5) Shadow damage, and (DEX x 5) Thunder damage.

## **Fenrir**

**(Rank 3)**

*Dark clouds gather over the battlefield, turning day to night as a towering column of rock bursts forth from the ground. Suddenly, a howl rings out from on high. There atop the great rock face stands a majestic horned wolf, violet fur broken up by whorled tufts of white and gold that almost look like wings by what little light remains. Rearing his head back, Fenrir gives another howl and prepares to enter the fray.*

### **Abilities**

**Crescent Fang:** Fenrir charges down a foe, dealing (PWR x 7) + 2d6 points of damage.

**Howling Moon:** The dark clouds part and allow a pale moon to shimmer into existence over the battlefield. Beams of light begin pouring down and envelope a single foe in their glow. Howling Moon deals (MND x 12) + 2d6 points of damage to any foe who is afflicted by the negative status effect *Sleep*.

**Eclipse Bite:** Eclipse Bite deals (PWR x 6) + 2d6 points of damage, and with a successful opposed roll, the target receives a Weakness to Shadow and a Resistance to Holy until combat ends. If the target already has a Weakness to Shadow, they get a weakness to Holy instead and a Resistance to Shadow instead.

**Millennial Decay:** One target suddenly finds their memories and abilities siphoning away. With a successful opposed Finesse rolls, the foe loses access to one spell or attack of the character's choice for one round.

**Censure:** Fenrir roars with an utter authority, turning a single Beast-type enemy into a mewling coward with his rebuke. Until combat ends, the target is treated as being level 1 (though their attributes and derived stats do not change), suffers a -4 penalty to opposed rolls, and must reroll the higher-value dice on every physical attack roll made.

**Spells:** Magnetite Field, Sprint, and Disable

**Astral Flow, Eclipse:** With a fierce howl, Fenrir leaps from his perch and rockets towards the Summoner's foes at such speeds that his very form begins to blur into a comet of green energy. The wolf's body seems to separate into five ghostly images that whirl around the battlefield. Eclipse inflicts (PWR x 12) or (DEX x 12) + 2d6 points of damage to all enemies. Furthermore, once Fenrir is dismissed after using this ability, the summoner(s) gains the effects of *Haste* for several rounds.

### **Special**

Resistant to Lightning, Resistant to Shadow, Beast Slayer

### **Devotion**

The powerfully-built Fenrir, father of all beasts, is willing to cooperate with those who have proven themselves to be the Alphas in their respective societies. Fenrir's Destiny cost is lowered for a Summoner who has fought for and obtain a position of power in society, such as becoming the leader of a clan or taking the throne.

### **Pact Boon**

You permanently gain the *Beast Killer* property.

## **Phantom** **(Rank 3)**

An eerie stillness fills the air. Seemingly from nothing, a figure engulfed in dark mist appears and then disappears, fading in and out of existence. When Phantom can be seen, a translucent cloak covers its entire body, save for two glowing eyes. Phantom has no fear of Holy energies however, being the long-dead spirit of a great force of good.

### **Abilities**

**Pearl Light:** Phantom's cloak pulls back slightly from its face and a brilliant white light shines from its eyes. Whomever Phantom stares at with this pure light suffers ( $MND \times 6$ ) or ( $RES \times 6$ ) + 2d6 points of Holy damage.

**Silver Mist:** Phantom creates a shining silver fog throughout the battlefield, the effects of which deal constant damage to unholy enemies. Silver Mist is difficult terrain that causes all Fiend and Undead-type creatures lose 20% of their maximum HP at the start of each of their turns with a failed resistance roll. Undead destroyed in this method cannot resurrect as normal.

**Spells:** Seal, Invisible, Barrier, Dia, Banish, X-Zone, Teleport, Faith, and Life.

**Astral Flow, Eternal Shroud:** Phantom's cloak spreads out to cover the entire party, granting them the same ghostly essence that it enjoys. Phantom's essence invigorates the party like a chill breeze, granting all allies the *Flight* and *Invisible* statuses until the end of combat.

### **Special**

Resistant to Holy, Resistant to Shadow, Undead Killer, Flight,  
Final Attack: Pearl Light

### **Devotion**

The hallowed spirit holds no love for other undead, and urges his summoners to seek out and destroy such abominations wherever they may dwell. Phantom will more willingly aid those Summoners who have permanently defeated a powerful Undead Notorious Monster or Boss.

### **Pact Boon**

Phantom teaches his summoner how to walk toward the Farplane, to partially leave this world and enter an ethereal realm. All of the bonuses granted by the *Invisible* status increase to +5 instead of +3. Phantom also gains the following attack;

**Possession:** Phantom makes an opposed resistance roll and, if he succeeds, flows into the body of a non-Boss enemy target and inflicts them with the *Charm* status, even if they would normally be immune to it. While in this state, Phantom cannot be targeted or take damage from any attack. Continuing to maintain Possession is a standard action, meaning that the Esper may not use other spells or attacks while he inhabits another's body. Possession ends when Phantom would use an Astral Flow or be dismissed, as normal.

## **Seraph** **(Rank 3)**

The summoner bows her head and closes her eyes, imparting a prayer for assistance to the fates. As she does so, a golden beam of light shines down from above, and a winged woman wearing a rainbow-colored robe descends from the sky to gently touch down before the summoner.

### **Abilities**

**Lament:** Seraph fires beams of multicolored light from somewhere beneath her rainbow robes, dealing ( $Finesse \times 6$ ) + 2d6 points of damage unless an ally is unconscious, in which case it deals ( $Force \times 15$ ) + 2d6 points instead. Lament ignores M.ARM.

**Healing Rain:** Seraph gazes hopefully upwards and sings a single note. Light shines from the heavens and bathes a single party member in warmth, healing them of wounds. The target ally recovers ( $RES \times 6$ ) + 2d6 points of HP and also receives the effects of *Regen*.

**Angel Feathers:** The Seraph floats over to one character, whispering words of power and stroking their hair. The target gains a Resistance to Holy and gains *Flight* until they suffer a critical hit, limit break, or are knocked unconscious. The effects of Angel Feathers can last for multiple game sessions.

**Spells:** Seraph can easily cast *Regen*, *Restore*, *Freedom*, *Dia*, *Escape*, and *Brave*.

**Astral Flow, Angelic Anthem:** Seraph spreads her wings and flies high into the air as an angelic chorus is heard from above. As her wings flap, feathers begin to slowly fall, showering the party. The feathers disappear as soon as they touch each party member, providing healing for the entire group. All members regain ( $MND \times 10$ ) + 2d6 points of HP, receive the effects of *Regen* until combat ends, and are simultaneously cleansed of negative status effects as per the White Mage spell 'Esuna.'

### **Special**

Immunity to Holy, Weakness to Shadow, Flight, Regeneration  
40

### **Devotion**

Seraph is a simple entity, urging her altruistic summoners to find happiness in whatever way they like. Seraph's Destiny cost is reduced when her summoner helps someone else fulfill their Life Goal, so long as that goal does not involve destruction or bring harm to other people.

### **Pact Boon**

Seraph grants her summoner a gift as a token of her friendship; a single angel feather that seems to purify the strange, tainted, and often-wondrous items the character manages to scavenge along their journey. The Summoner may treat every Component as though it also had HP Restore, Remedy, Therapeutic and Resurrection on its list of properties.

## **Tritoch** **(Rank 3)**

*With the beating of feathery wings, the rainbow dragon Tritoch swoops down from the skies. Feathers and scales shimmer red, blue, gold and green in the light as he gently sets down on four short legs, taking your breath away. A tuft of iridescent fur tips the end of his twitching serpentine tail, a long tongue flicks from a beak-like mouth and battle-hardened eyes peer from beneath an ancient bronze helmet.*

### **Abilities**

**Elemental Infusion (Special):** Whenever Tritoch is targeted by an attack that would deal Fire, Ice, or Lightning damage, all damage dealt by Tritoch is then increased by two steps until he is dismissed. This bonus is cumulative – thus, after the fifth spell absorbed in this way, Tritoch will deal an additional (PWR x 10) damage

**Antipode:** Rearing back his head, Tritoch lifts his wings and lets out a roar. Blue and red particles flow from his mouth, encircling the target in a whirlwind of fire and ice. The particles converge and cause a massive explosion as raging heat meets freezing cold. Antipode deals (PWR x 8) + 2d6 points of Fire or Ice damage that ignores MARM. Tritoch may use this ability on himself.

**Sanctuary of Thunder:** Tritoch bestows his elemental gift on all members of the party, filling them with a strong electrical current and granting them all an Absorbency to Lightning until the end of the game session.

**Spells:** Blizzaga, Thundaga, Firaga, Brave

**Astral Flow, Tri-Nova:** Taking to the air once more, Tritoch spreads wide his wings and whips his tail downward. Showers of energy rain from him onto the battlefield, engulfing the enemies first in searing flames, then freezing them in ice and finally unleashing a blast of thunder to shock the targets. Tri-Nova deals either Fire, Lightning, or Ice damage, depending on whichever element each target is most vulnerable to. However, there is a price for such a powerful attack. Tri-Nova deals (PWR x 10) + 2d6 points of damage to all enemies as well as his summoner(s).

### **Special**

Resists Fire, Resists Ice, Absorbs Lightning, Auto-Protect, Flight

### **Devotion**

Tritoch, having one been imprisoned inside a great block of ice for centuries, is grateful to his summoners when they prevent the same fate from befalling others.

He costs fewer Destiny after the party orchestrated a jailbreak, released captives, or otherwise granted freedom to those denied it.

### **Pact Boon**

Tritoch grants his summoner a small fraction of his Elemental Infusion power. Whenever the Summoner suffers Fire, Ice, or Thunder damage, their next damaging spell or attack is increased by two steps.

## **Yojimbo** **(Rank 3)**

*A cloud of cherry blossoms fall from the sky as the heavens turn to night and a full moon appears overhead. Out of nowhere, a deep, guttural bark issues from the distance as a giant dog comes bounding in front of the summoner. Behind the dog, a giant swordsman wearing a wide-brimmed hat and ornate clothing strides slowly forward. Yojimbo extends one hand towards his summoner, waiting for payment and another opportunity to display his mastery of the blade.*

### **Abilities**

**Tribute:** Yojimbo requires payment to use any ability.

**Daigoro (500 gil)** - Yojimbo is unimpressed by the sum offered and sends his dog to do the job. The ghostly hound Daigoro randomly attacks one enemy or ally for (PWR x 10) + 2d6 points of damage.

**Kozuka (2,000 gil)**- Yojimbo is satisfied with the payment and reveals a set of well-made knives that he deftly throws to inflict (DEX x 12) + 2d6 points of damage to one enemy.

**Wakizashi (10,000 gil)**- Yojimbo is pleased by the payment and slashes at the targets. He pauses for a moment to wipe the blood from his blade before sheathing it and awaiting his next command, while the monsters are left to bleed out the inflicted (DEX x 15) + 2d6 points of damage.

**Astral Flow, Zanmato (Special)** – If, at the time of Yojimbo's departure, he has received 30,000 gil or more from the heroes, the Esper is silently elated with the sum offered and decides to perform his most impressive technique. With a sudden movement quicker than the eye can perceive, Yojimbo draws his katana and slashes at his targets, then returns the blade to its sheath. The enemies are motionless for a moment, and then one by one their heads roll off their shoulders and land at their feet with dull thuds, followed moments later by their twitching corpses. Make an opposed Finesse or Force roll with a +4 bonus – if successful, Zanmato instantly kills all normal foes and Bosses, even if the target is normally immune to instant-death attacks. Final Bosses remain unaffected.

If fighting a Final Boss, Yojimbo will not perform Zanmato and will instead use Wakizashi as his Astral Flow.

### **Special**

Auto-Life, Fiend Killer

### **Devotion**

Yojimbo is a hardened mercenary, eschewing morals or other values for the sake of wealth. His Devotion is fulfilled if the summoner ever performs a task for someone else purely for the sake of money, and the size of fee leaves the asker penniless afterwards.

### **Pact Boon**

The summoner may now sell Components. The standard going rate is equal to that of a Shield of the same Tier.

## **Anima** **(Rank 4)**

*A blackened metal chain plummets out of the sky, plunging into the ground with a thundering jolt. The chain retracts as it slowly pulls something out of the shadowed depths of the earth. More chains spring out of the earth, pulling themselves taut around the emerging figure, a strangely fish-like creature who roars in impotent fury as she weeps boiling blood. This is the dark spirit Anima.*

### **Abilities**

**Pain:** Anima cries out to the battlefield as a drop of molten blood is flung from her eye upon the target. As the dark essence sears away at the target, the pure rage of Anima attacks their very spirit. In addition to causing  $(MND \times 6) + 2d6$  Shadow Elemental damage, Pain has a 50% chance to allow the Summoner to make an opposed roll against the enemy; if the roll is successful, the target is killed immediately. This secondary effect is considered an instant-death effect and may not work on bosses.

**Soulful Scream:** Anima's lower head lets out a scream of anguish, causing all who hear it to fall to their knees in agony. The attack deals  $(MND \times 14) + 2d6$  Shadow Elemental damage to all targets in a Local area.

**Spells:** Zombie, Death, Scourge, Demi, and Degenerator are favorites of Anima.

**Astral Flow, Oblivion:** The chain binding Anima to the surface snaps free, sending Anima plunging back into the earth. The chains themselves drag the enemy party down with her, allowing them to meet Anima's other face, a monstrous crowned skeleton, whose chains are near breaking point. As the combatants sink deeper into the darkness, the bindings snap, and Anima's other half is freed. With two gaunt arms she begins to vent all the pain and suffering of her existence into a single foe, slowly at first before picking up speed, doing  $(MND \times 16) + 2d6$  Shadow Elemental damage to one enemy.

### **Special**

Resistant to Shadow, Weakness to Holy, Auto-Stop, Auto-Zombie, Auto-Poison

### **Devotion**

Despite her tortured appearance, Anima Sola seeks to take on the pains and the burdens of the world. Often, the only way to relieve someone of their suffering is through a permanent release. Her Devotion is fulfilled when Anima herself deals the killing blow to defeat a Notorious Monster or Boss who has become physically corrupted from power.

### **Pact Boon**

Anima takes your life and holds it to her breast, protecting your worthy soul like a mother would protect a child. When a powerful enemy attempts to kill a fallen friend who has dropped to zero hit points, they must also succeed at an opposed resistance check in order to do so.

## **Atomos** **(Rank 4)**

*A dark shadow envelopes the battlefield as demon machine Atomos appears, its body barely more than a giant mouth hovering in the sky. A singular light glows deep in the void of its gaping maw, seemingly drawing in the surrounding light and causing the encroaching shadows. Its dark eyes flare open to survey those who the Summoner needs eliminated from existence, a thunderstorm of unreal proportions crackling across the sky behind it.*

### **Abilities**

**Devastation:** Atomos' massive form encompasses almost the entire sky, and he is capable of reigning destruction down upon all he sees. Atomos jets forth a series of arcing lasers, striking the ground without aim or concern. Devastation deals  $(RES \times 4) + 2d6$  damage in a Local area.

**Disgorge:** Something vast and strange plummets from Atomos' gaping cross-dimensional portal of a mouth, crushing targets and forcibly reshaping their bodies. Disgorge deals  $(MND \times 3) + 2d6$  points of damage to all enemies and, on a successful resistance roll, also inflicts the *Transform* status.

**Engulf:** Atomos' hideous body turns to face one target. A powerful vacuum forms as its singularity pulls at the target, slowly sucking it inside. The target must brace itself quickly by making an opposed Force check, or be sucked into the dark void of Atomos' stomach and removed from the encounter as if forced through a Dimensional Gate spell. Though the target is not truly killed, Engulf is considered a Death effect and some bosses may be immune to this ability.

**Wormhole:** Atomos sucks so hard at the edges of reality that he begins to 'peel back' the world and exposes something else underneath. The current battlefield is now treated as very unusual Difficult Terrain. All bonuses granted to AVD and ACC by abilities and spells are treated as negatives instead, and whenever an enemy or ally would normally roll a critical hit, their turn instantly ends, and they are affected with the *Confuse* status instead, even if they are normally immune to Confuse. Critical Hits and Limit Breaks now occur on rolls naturally resulting in a pair of 1s.

**Spells:** Demi and Gravija.

**Astral Flow, G-Force Infinity:** The singularity inside Atomos is fully revealed as the center of a black hole, causing an immense pull on all the Summoner's foes. The intense vacuum effect deals  $(RES \times 14) + 2d6$  points of Non-Elemental damage to all enemies and has a chance to draw them all into the deadly phenomenon, removing them from the current encounter. Make an opposed Force check – if successful, G-Force Infinity has the same effect as Engulf and pulls the targets through a abyssal portal to another dimension.

### **Special**

Indestructible (Takes zero damage from all sources), Flight, Construct-Killer

### **Devotion**

Atomos is mindless and has neither Devotion nor Pact Boon.

## **Diabolos**

**(Rank 4)**

*With a dry, dusty fluttering, a swarm of ethereal bats surround the summoner and fly up to form an immense globe of pure darkness. Silently, the demonic Diabolos descends from this globe and flares his wings as he scans the battlefield. He hungers, and all are his prey.*

### **Abilities**

**Camisado:** Diabolos lunges forward, his clawed hands burning with sickly purple flame, and rakes his talons through his chosen victim. No wounds are caused, but the victim can feel his very soul being shredded away by the attack. Camisado deals damage equal to  $(1d6 \times 10)$  percent of the foe's maximum health. The enemy can never be reduced to 0 HP from this attack and will always be left with at least 1 HP. Camisado is considered a 'Death' status effect.

**Dream Shroud:** Diabolos sends an ally into a sleep filled with dark visions; when they awake, they do so with the full force of the nether at their disposal. One ally is inflicted with the *Sleep* status. If the character is not immune to *Sleep*, they then gain the effects of *Shadow Enhancer* and may choose to deal Shadow damage with any elemental spell instead of the standard damage type.

**Spells:** Poison, Twilight, Bio, Drain, Aspir, Shockwave Pulsar, Curse, Virus, Dispel, Gravija

**Astral Flow, Dark Messenger:** The globe of blackness that acts as Diabolos' portal to this realm implodes back into a swarm of ethereal bats which gracefully pivot and fly through his enemies, causing no physical wounds but hammering away at their very essence before fading away and taking Diabolos with them. Souls of Darkness deals damage equal to  $(2d6 \times 10)$  percent of the foe's maximum health. The enemy can never be reduced to 0 HP from this attack and will always be left with 1 HP, even if 100% or more HP loss is rolled. Dark Messenger is considered an instant-death status effect, and thus most Bosses will be immune to its effects.

### **Special**

Resistant to Shadow, Vulnerable to Holy, Flight

### **Devotion**

Diabolos urges his summoners to embrace their emotions, including the natural human response of fear.

To fulfill this Devotion, the individual summoner or the party must choose one type of enemy – Construct, Beast, Fiend, or so on. All of those enemies are considered to have the *Fearsome* power and do one increased step of damage on all attacks against the summoner.

### **Pact Boon**

Diabolos gains *HP Drain*, and all other allies participating in combat also gain the *HP Drain* property while Diabolos remains summoned.

## **Doomtrain**

**(Rank 4)**

*The ringing of haunting bells suddenly sounds, signaling the approach of the runaway Doomtrain. A series of pale white train tracks crisscross the battlefield as the ghostly train chugs into view, it's many undead passengers engaged in conversation. Doomtrain carries the departed to...the other side...and it has been signaled to stop to pick up a few more....*

### **Abilities**

**The Other Side (Special):** Any target brought to 0 hp from Doomtrain is killed instantly. Their spirit boards the ghostly train wordlessly, never to be seen again.

**Light at the End of the Tunnel:** One foe turn and shields their eyes from the bright crimson floodlights mounted on Doomtrain's demonic visage, and must succeed at an opposed resistance check or be inflicted with *Stun* and *Fear* until the end of their next turn. This attack may only be used on Doomtrain's first round into combat.

**Conductive:** The ghostly train tracks shoot up sparks as Doomtrain's spiked wheels grind against them, dealing  $(DEX \times 7)$  points of Lightning damage to one target.

**Last Call:** Doomtrain's mere presence begins to close the rift between life and death, bringing the living one step closer to joining him. The haunting call of Doomtrain's whistle deals  $(MND \times 12) + 2d6$  points of damage to all characters at 50% health or less, friend or foe alike.

**Spells:** Mystify, Twilight, Condemned, Dimensional Gate, Lv. ? Doom, Degenerator, Enervate

**Astral Flow, Grand Train:** The train tracks lead Doomtrain onto a collision course with a targeted enemy. The phantom train picks up speed before the collision, and thousands of ghostly hands reach out from the windows to grab at the foe and pull him inside the confines of the train. This attack deals  $(DEX \times 14) + 2d6$  points of damage, causes a Medium Range knockback, and automatically inflicts the negative status effects *Blind*, *Poison*, *Zombie*, and *Berserk* on the targeted enemy with no opposed roll. If the enemy is at 50% or less health before damage is dealt, the status effects *Seal* and *Stun* are also inflicted and all positive status effects are removed.

### **Special**

Resistant to Shadow, Vulnerable to Holy, Controlled Defense

### **Devotion**

Doomtrain is content when it can fulfill its function; it costs one fewer Destiny to summon if a longstanding and unwilling party member ever dies (Cheating Death doesn't count).

### **Pact Boon**

Doomtrain gains the following ability

**One Way Trip:** Make an opposed resistance check against one enemy. If Doomtrain wins, the target is inflicted with *Zombie* and suffers  $(DEX \times 8) + 2d6$  points of damage. If the enemy was already *Zombied*, this attack deals 200% damage.

## Knights of the Round

(Rank 4)

*Impressive in their armor, and carrying a fierce variety of weaponry, three warriors enter the field, standing firm before the summoner. One stands larger than the other two, a white dragon's head printed upon the flowing crimson of his cape. All three hides their faces with thick visors, but you get the impression that they're smiling jovially.*

### Abilities

**Hero's Resolve:** The knights merrily give their summoners combat pointers, shouting useful bits of encouragement like '*Keep that sword arm up,*' and '*Try not to get stabbed in the face!*'. Thanks to the Knights of the Round's 'training', one hero gains the ability to automatically cause an Armor Break, Power Break, Magic Break or Speed Break automatically whenever they cause a critical hit. This effect lasts until the end of the game session.

**Eschaton:** The call to charge is given and the three warriors advance, jostling each other playfully to be the first to strike out with their weapons. Swords flash, axes swing, spears twirl, and one enemy is struck for  $(\text{PWR} \times 9) + 2d6$  or  $(\text{RES} \times 9) + 2d6$  points of damage.

**Champion's Call:** The Knights raise their respective weapons high, displaying a confident camaraderie that inspires all who witness it. The Knights of the Round and all allies have their damage step increased by one step until the summon is dismissed, or two steps when the move is part of a Teamwork Attack. Champion's Call may be used multiple times, increasing the damage steps each time.

**Spells:** Between them, the trio of Knights know Consecrate, Curaja, Life, Barrier, Addle, Temper, Tetra, Protect, Shell, Brave, and Armistice.

**Astral Flow, Ultimate End:** Being serious for a moment at last, the three legendary warriors wade through the enemies' ranks and strike with such force that the targets may as well not have any protection. Eschaton deals  $(\text{RES} \times 25)$  or  $(\text{PWR} \times 25) + 2d6$  damage to all enemies, ignoring M.ARM.

### Special

Auto-Protect, Controlled Defense

### Devotion

The Knights of the Round embody the concept of strength in numbers, and proudly serve alongside those heroes who follow their lead. Their Devotion is fulfilled when the heroes unite a nation or huge group of people against a common cause, or rally an army to wage war.

### Pact Boon

The Knights of the Round gain **Fiend Killer**, and their Summoner now treats the Paladin's 'Leadership' job ability as though it was a Shared Ability, allowing them to take it regardless of their current job.

## Maduin

(Rank 4)

*Proud and strong, Maduin rides into battle on a wave of brilliant light. The humanoid Esper glows with a pale lavender light, his well-muscled features and clawed appendages reminiscent of Ifrit. However, this unearthly warrior is peaceful and logical, adopting an oddly martial stance as he awaits for a command...*

### Abilities

**Riot Blade:** Maduin's hand snaps to his waist, drawing forth a thin sword with lightning-fast quickness. He darts forward and slashes one foe, dealing  $(\text{PWR} \times 8) + 2d6$  or  $(\text{DEX} \times 10) + 2d6$  points of non-elemental damage. With a successful resistance check, Riot Blade also causes the *Confuse* status.

**Photon Impact:** The warrior jabs his sword toward an enemy and thousands of razor-thin beams of energy lance out, spiraling around one another in a kaleidoscope display of color and intensity. This attack may be used as an Instant action once each round, and with a successful opposed roll against one enemy, deals a flat  $(\text{MND} \times 5)$  damage and grants the target a Vulnerability to any one element of the Summoner's choice until the start of that creature's next turn.

**Trance:** Maduin's strongest ability is the power to unlock a human's innermost potential. The Esper absorbs a copious amount of MP, channeling it directly into a single party member. Until Maduin is dismissed that ally deals 200% damage with all attacks and spells, acts as though they possess the *Break Damage Limit* weapon property, and gains the *Flight* status. Trance can only be applied to one ally at a time and can never be used on Maduin himself.

**Spells:** Maduin is no slouch when it comes to magic. He casts Haste, Reflect, Flare, Seal, Force Field, and Temporal Shift.

**Astral Flow, Chaos Wing:** Maduin rises in the air and begins to glow with a lavender light, no longer able to contain the power that exists within him. Streaks of energy jet from his skin, burning the ground around him and all foes within Short Range for  $(\text{PWR} \times 14) + 2d6$  point of damage. In addition, any weapons or armor the targets may be wearing are destroyed without any resistance roll. When Chaos Wing ends, Maduin dissipates into a fine purple mist.

### Special

Auto-Shell, Auto-Reflect

### Devotion

Madin has no fear and confidently believes himself – and his summoner companions – capable of doing things that have never before been accomplished. There are no boundaries for he and his allies. It takes only 3 Destiny to summon Maduin after accomplishing an Impossible skill check without spending Destiny.

### Pact Boon

Strengthened by his faith in his summoner, Maduin adds Auto-Protect and Imperil to his list of special properties.

## **Phoenix** **(Rank 4)**

An ancient, ugly bird lands slowly on the ground before the summoner. It turns one sad eye towards the party before giving forth a beautiful song. Suddenly, the avian bursts into flames, still singing. Out of the conflagration, a giant bird covered in gloriously vibrant plumage soars suddenly into the sky. It spreads its wings in front of the summoner, and a beautiful circular rainbow appears briefly. Phoenix is once again reborn.

### **Abilities**

**Dying Star (Special):** Phoenix detonates into a brilliant fireball when it is reduced to 0 hit points, dealing  $(\text{PWR} \times 10) + 2d6$  points of Fire damage to all targets in a Local area. Afterwards, Phoenix is instantly returned to 100% HP, remains on the battlefield as an unhatched egg and may continue to cast spells on each of its turns until it is automatically dismissed, but may not use its attacks or Astral Flow.

**Blaze of Life:** Phoenix circles above the battlefield before diving forward, covering the entire area in a flame which spreads out from its wings. To the party, the flame does not burn; instead, it soothes the mind and calls unconscious comrades back to action, casting Life on all party members. The enemy, however, is scorched by the flame as it burns away their impurities, doing  $(\text{RES} \times 12) + 2d6$  Fire elemental damage to all enemies.

**Cleansing Fire:** Phoenix's feathers brush across a wounded ally's face, instantly cleansing them of all negative status effects and granting them the ability to Absorb Fire until Phoenix is dismissed.

**Spells:** Fira, Firaga, Melt, Auto-Life

**Astral Flow, Rebirth:** Phoenix circles above the battlefield again, singing its powerful song. Finally, it dives again, wreathing its entire body in flame. To the party, the flame feels glorious as it awakens their fallen comrades, casting Full Life on all party members. To the opponents, it feels as though the sun has descended to incinerate them for  $(\text{RES} \times 14) + 2d6$  Fire elemental damage.

### **Special**

Auto-Life, Flight, Immune to Fire

### **Devotion**

Phoenix grants his boon to those who can survive the impossible, rising from the ashes as it does. It has a permanently reduced cost whenever two or more heroes use Blaze of Glory or Cheat Death in a single game session.

### **Pact Gift**

After Phoenix's devotion is fulfilled, it may use its Rebirth astral flow even if it has been defeated and turned into an egg by its Dying Star ability. Phoenix now also Absorbs Fire instead of only being Immune.

## **Alexander** **(Rank 5)**

The summoner closes her eyes and gives a small prayer, which is answered as a massive mechanical creature rises up behind her. Alexander, the holy guardian, towers over the battlefield, resplendent in brightly-ornamented silver armor. It may be humanoid, but nothing below the waist can be seen above the ground. The arms are massive pillars, leaning against the ground, though no hands are visible. Perhaps the strangest thing about Alexander is what appears to be a palace on its wide shoulders, with towers sprouting high up over its head.

### **Abilities**

**Ray of Light:** A thin beam of light shines from Alexander's visor onto all enemies. The beam pulses with red energy as it begins to trace a glyph, weaving ever faster as it grows nearer to completion. Once etched, the beam expands to fill the glyph and burns all foes for  $(\text{PWR} \times 20) + 2d6$  or  $(\text{MND} \times 20) + 2d6$  Holy Elemental damage.

**Bastion:** Crushing parapets strike one foe for  $(\text{RES} \times 25)$  points of damage. If any damage was willingly redirected from one ally to another during the enemy's previous round, such as from a Paladin's Cover ability or between the partners of a Teamwork Attack, Bastion also instantly grants the *Regen* status to all allies.

**Perfect Soul:** Alexander grants a fragment of his nature to one character. The character becomes *Impervious* until Alexander is dismissed. Perfect Soul cannot be used on a target already suffering from a negative status effect.

**Spells:** Holy, Dispel, Aura, Brave, Curaja, Lux, Tetra

**Astral Flow, Holy Judgment:** Alexander shudders and clanks as a pair of immense feathered wings emerge from its back, shattering metal and stone. The wings beat slowly in the air as a ball of holy energy is formed in front of Alexander's body. Suddenly the wings stop, and the ball splits into thousands of thin streams of energy, spiraling around the battlefield until, one by one, each plunges into a different enemy. The energy explodes within the targets and sears them all for extreme Holy elemental damage;  $(\text{RES} \times 40) + 2d6$  points worth.

### **Special**

Indestructible (Takes zero damage from all sources), Undead Killer, Fiend Slayer, Break Damage Limit

### **Devotion**

Alexander seems an alien and incomprehensible entity, but its goals are simple for anyone who takes time to listen. It becomes easier to summon once the character(s) become recognized as the heroic saviors of a city.

### **Pact Gift**

The Summoner is always treated as though they possess the effects of the *Glowing* and *Fortified* properties on their equipment, encircling them with light and increasing their ARM and M.ARM values by 50%.

## **Bahamut** **(Rank 5)**

*The beating of massive wings can be heard as the First Sire swoops onto the battlefield and settles in front of the summoner, unleashing a roar loud enough to break the heavens. The Dragon King has come, demanding you fall to your shaking knees in awe of his power.*

### **Abilities**

**Impulse:** Bahamut raises his scaled hands, both of them burning and rippling with surging power. When he slams his hands together it direct the unleashed explosive energy over all enemies, crushing them for  $(\text{PWR} \times 20) + 2d6$  points of non-elemental or Fire damage, whichever would be more effective.

**Sundering Claw:** The Dragon-King rips through a fragile target, destroying their armor instantly with no opposed roll and dealing  $(\text{DEX} \times 15) + 2d6$  or  $(\text{PWR} \times 20) + 2d6$  points of damage. If both dice display the same number for this attack roll – such as a pair of ones, or fours – the attack is considered to be a critical hit and deals 200% normal damage.

**Ordeals Overcome:** Bahamut lets loose a mighty roar, granting all allies the effects of *Break Damage Limit* and *Overdrive* until the end of the game session.

**Spells:** Tornado, Quake, Brave, Flare, Demi, Gravija

**Astral Flow, Mega Flare:** The lord of all of summoned monsters picks up a single target before flight and beginning to soar into low atmosphere. Higher and higher he climbs before leaving the planet completely. He opens his great jaws wide and begins to collect cosmic energy...then, using the force of a primal roar that would be undoubtedly deafening outside of the silence of space, he unleashes this sphere of pure magical energy. The blast sends the catastrophic vortex of magic - as well as the unfortunate soul tumbling along with it - back through the clouds, propelled into the earth with the force of a detonation large enough to be seen on the horizon from thousands of miles away. When the smoke clears, all that remains is a great crater and the body of the enemy in the middle, having suffered  $(\text{PWR} \times 80) + 2d6$  damage from this mighty attack.

### **Special**

Flight, Humanoid Slayer, Resistance to all Elements except Holy, Break Damage Limit, SOS-Haste

### **Devotion**

The Hallowed Father only obeys the strong and is quick to spurn the commands of any mortal he deems unworthy. His gift is granted to those who defeat Bahamut himself in combat, or who undertake a dangerous quest to retrieve an item of his choosing.

### **Pact Gift**

The character grows a single spiral horn from their forehead, having been officially welcomed into the world of the Espers. This horn marks the character as an ally though it is not magical unto itself. Once per game session, the character may perform any Summon for no associated Destiny cost, even Espers the Summoner does not possess as an ally. A creature summoned in this manner may not use their Astral Flow ability.

## **Odin** **(Rank 5)**

*The sky above the Summoner and her allies darkens as the sound of a horse's gallop is heard. A gigantic form shimmers into view; a muscular and fearsome man atop an eight-legged horse, bearing a sword gleaming red.*

### **Abilities**

**Atop a Pale Horse (Special):** Due to Sleipnir, Odin's immortal mount, this Esper may move up to a Long Range every round while still remaining able to attack.

**Blinding Speed:** The reaving rider chases down a target, dealing  $(\text{DEX} \times 20) + 2d6$  points of Shadow damage to the target and *Blinds* the target on a successful resistance check. Blinding Speed deals 200% damage if the target has tried to escape the battle.

**The Rider Cometh:** Odin turns his gaze upon a single target, gaining a +2 bonus to opposed rolls against them. This effect is cumulative; after using The Rider Cometh three times, Odin would have a +6 bonus to opposed rolls.

**Atom Edge:** Odin sizes up one opponent, studying his strengths and weaknesses. In a flash, he urges his horse Sleipnir into a gallop, slicing into the foe with a force strong enough to cleave a weak monster in two instantly. With a successful opposed roll at a -2 penalty the target is instantly sliced in twain, reducing its HP to 0 regardless of current HP. If the target is immune to instant-death attacks, the force of the blow does  $(\text{DEX} \times 25) + 2d6$  damage instead.

**Astral Flow, Zantetsuken:** The sky above the summoner becomes darker as Odin draws his sword and readies himself. In a flash, he begins galloping forward, using his momentum to deliver a mighty slash to all foes, inflicting dire damage and possibly slicing his foes in two. Make an opposed roll against each creature on the field; a success means that they are immediately killed. This ability works on all creatures, including Notorious Monsters and Bosses.

### **Devotion**

Nihilistic and remorseless, Odin's obsidian blade seeks only destruction to his enemies and send their souls to Valhalla. In the end, there will be nothing; no future. No hope. Any character capable of summoning Odin may fulfill the Esper's Devotion by choosing to abandon their Life Goal. This futility actually manifests as a supernatural pact; The character will never be able to accomplish this former Life Goal, even if they later regret their choice.

### **Pact Gift**

Though Odin's profane gift permanently grants his Summoner one Limit Ability from any Job of their choice and a +4 bonus to any attribute, the now-empowered character will never achieve a truly happy ending to their story.

# CHAPTER VIII: BESTIARY

*"I've done it! I've created a monster! Come on, kiddo! Help me celebrate!"*  
- Monster Arena Owner

The old adage maintains that good cannot exist without evil. Nowhere is this more true than in the worlds of Final Fantasy, where the road to one's destiny is paved with the bones of evil, ravening, and outright bizarre foes. This section contains a sample of sample monsters and villains, as well as rules for constructing your own.

## Building a Beast

So. You want to make a monster, huh?

As with creating characters, this is a fairly quick process that provides a lot of customization while still remaining within a framework of rules. The first step is to decide what it *is*, painting in broad generalities. Is it a small, quick fairy with magical attacks? Or is it a hulking Behemoth with incredible physical strength? Once you've got the basic idea down, go through each of the following sections in turn, making notes about your monster as you go.

## Attitude

How will your monster react to the players when the inevitable encounter takes place? Knowing a creature's attitude offers a useful yardstick for deciding how the encounter might develop from there. Although most opponents the heroes will face are probably going to be Hostile, it's still good to know your options; pick one of the four categories below.



**Friendly** monsters offer advice, directions, items, or healing, depending on the circumstances. Some may expect compensation for their troubles, while others help the party for free. They tend to be shocked and emotionally hurt if the party attacks them, and generally will try to escape instead of fighting back.

**Neutral** monsters are passive, and will retaliate only if threatened. While they won't go out of their way to help the players, they won't attempt to hinder them either. If not attacked or otherwise intimidated and intelligent enough, they may be willing to barter or offer their assistance in exchange for payment or some other small favor.

**Wary** monsters won't pounce on the players outright, but it won't take much to provoke their ill-will. If they feel even a little bit threatened by the party, they will almost certainly be the first to attack. Wary monsters are more likely to consider fleeing from overwhelming odds than hostile ones.

**Hostile** monsters will attack the characters on sight, regardless of the circumstances and odds. This may be for a wide variety of reasons, ranging from an outright evil nature to simple hunger.

## Monster Difficulty

Once you've established how aggressive your monster is, we need to decide what sort of challenge the monster will present to the party, as well as its importance to the story. Choose only one of the following:

**Normal** monsters are cannon fodder, and should make up around 75% of the opponents the group runs into during the course of their adventures. However, this does necessarily not mean that the players will have an easy time with them.

**Notorious** monsters are a step up, representing grizzled veterans and one-of-a-kind creatures. Notorious monsters are usually encountered every two or three games. Unlike normal monsters, Notorious monsters and their superiors can have quite developed personalities, and should make for a memorable encounter if handled correctly.

**Bosses** usually appear during an adventure's climax, and should be typically be constructed as an epic showdown that requires resources, teamwork, and quick-thinking to overcome.

**End Bosses** are the players' most powerful archenemies. These are typically only encountered after a series of adventures, if not the end of a full-fledged campaign, and tend to be an integral part of the game's ongoing storyline. They count as Bosses whenever the book refers to such.

Once you've established that, it's time to choose the monster's level. As with PCs, monsters have a level from 1 to 15 that reflects their overall experience and toughness. The monster's level should generally be equal to the average level of the party it is intended for; a level 5 party, for instance, will generally be best off facing level 5 monsters - though a GM who wants to challenge experienced players might go a little higher, and a group who wants their game to be a little less challenging might prefer slightly lower ones.

## Category

Once you've got the basic idea for your monster down, it's time to start the actual construction. While characters have Jobs that give them starting abilities and help determine their hit points, magic points, and starting abilities, Monsters have a similar idea based on what species they belong to.

Select one or more of the fourteen Monster Categories outlined below; in design terms, each offers a broad template from which the finer details of the monster can be worked out.

If you want to build a monster that's a member of multiple different species, that's not only easy to do but also actively encouraged. Simply choose their **'primary' species** for the purpose of figuring out attributes, but make sure that the creature also has **all the pros and cons** of all the other species it represents. For example, if Adam wanted to create a spectral and sentient Ghost Ship, he might decide that it's an Undead first and foremost. He'd therefore calculate the creature's HP based on the Undead entry. This monster would gain Auto-Zombie for being Undead, and an immunity to Fear and Poison thanks to its construct side.

All of the monster categories can be found over the following two pages

**Aerial**

*Monsters with the power to defy gravity, usually through wings, but occasionally through more exotic means, such as inflated bladders, gas sacs, or magic.*

All Aerial monsters have the **Flight** ability, making them immune to damage from earth-based attacks and spells. They also tend to have a **weakness to Lightning** and a **resistance to Wind**, and Aerial creatures are the most likely species to use the **Inhale** power.

**Bonus HP:** 40  
**Bonus MP:** 2

**Base ACC:** 1  
**Base AVD:** 6

**Amorph**

*Shapeless monsters with no discernible anatomy, instead composed of a single viscous mass.* It's difficult to target their weak points since they don't really have any; this is generally represented by the **Unusual Defense** or **Controlled Defense** properties. Some Amorphs may be capable of shifting from one **Form** to another, others still use **Multiple Parts** to baffle their enemies, and still others use their gelatinous bodies to absorb enemies by **Inhaling** them.

Amorph enemies often take extra damage from **Earth**.

**Bonus HP:** 40  
**Bonus MP:** 10

**Base ACC:** 1  
**Base AVD:** 5

**Aquan**

*Water-dwelling monsters. Though usually only encountered in their native element, they may occasionally venture onto dry land to terrorize its denizens.*

Best-known as users of **Submerge** and sufferers of a **weakness to Lightning**, the dwellers of the deep tend to be vicious and alien, and almost always have the **Specific Habitat (Water)** ability due to their struggle to breathe on the surface. It is also generally more common to see **Large** predators in the depths of the sea than roaming the surface. Schools of fish or sentient coral reefs are best-described with the **Swarm** property.

**Bonus HP:** 40  
**Bonus MP:** 2

**Base ACC:** 1  
**Base AVD:** 7

**Arcana**

*Being composed of pure of near-pure magical energy.*

The most potent spellcasters of all the species, arcane enemies generally take the upper hand in combat through the use of **Magical Counterattack**, **Elemental Immunity**, and in some cases, even **Flawless Spell**. Their elemental weaknesses and strengths are as varied as the species itself.

**Beast**

*The 'natural' inhabitants of the world. Includes monstrous animals and other fauna twisted by magic.*

Beasts often move in packs, herds, or work together when they hunt to bring down prey. They're notable for being the species most likely to **Call For Help** as well as to be found naturally skitterish and Wary. Because they rarely use magic and tend to overcome adversaries with physical force, they also tend to lash back at their aggressors with **Counterattack**. Those that hibernate in the cooler months of the year might demonstrate this with a **weakness to Ice**.

**Bonus HP:** 30  
**Bonus MP:** 2

**Base ACC:** 3  
**Base AVD:** 6

**Construct**

*Artificial creations, animated by technology or magic. Includes such series stalwarts as golems and robots.*

All Construct monsters are automatically **immune to Fear, Poison and Zombie**. **Regeneration** and **Controlled Defense** are also commonly used to represent constructs capable of repairing themselves, or throwing up energy shields to defend themselves – but shield or not, most have a strong reaction to **Lightning** attacks. This element might either overload a construct....or charge it up.

Constructs are the most likely starting species to be built as a **Vehicle**, for obvious reasons.

**Bonus HP:** 40  
**Bonus MP:** 2

**Base ACC:** 1  
**Base AVD:** 6



## Dragon

*Monstrous reptiles with a serpentine bent. Covers the classic winged dragons as well as their ground-bound relatives.*

Powerful and deadly adversaries, Dragons often wings – and therefore **Flight** – and are generally associated with one specific element. This might grant them an **Elemental Immunity** or an inclination to use a certain type of elemental attack. It isn't uncommon to see particularly ancient and grouchy dragons toting around **Final Attacks**, and some members of this species have earned their **Fearsome** ability.

Bonus HP: 60  
Bonus MP: 5

Base ACC: 0  
Base AVD: 5



## Fiend

*Supernatural opponents serving the cause of evil, generally highly adept with the use of magic.*

All Fiends monsters have an **Elemental Weakness to Holy**. As the most thoroughly vile species that exists, extremely high-level Fiends are often Bosses with the **Undying** or **Fearsome** abilities. Many utilize illusionary magic to take a less threatening form, such as a nondescript humanoid or even a painting or other inanimate object.

Bonus HP: 40  
Bonus MP: 10

Base ACC: 1  
Base AVD: 5



## Humanoid

*Creatures of relatively 'normal' proportions and modest intelligence.*

All Humanoids have an elemental **Weakness to Shadow** and tend to stay in the Neutral to Wary attitudes; it's rare to find a humanoid that'll fight to the death on sight, without ever think of backing down or cutting a deal. **Swarms** of humanoid enemies are common, as are those who battle with the aid of **Item Use**, **Job Ability**, or **Call Minions**.

Bonus HP: 40  
Bonus MP: 5

Base ACC: 2  
Base AVD: 6



## Insect

*Insects of every shape and size, typically protected by tough, chitinous shells.*

Seeing tens of thousands of buzzing insects moving in a **Swarm** might be considered dangerous, but experienced adventurers know that the real threat lies in **Larger** specimens that fight with every natural stinging and slashing **Multiweapon** at their disposal. Although most insects don't take well to **Ice** damage, quite a few use their protective shells to grant them **Improved Defenses** in combat situations.

Bonus HP: 30  
Bonus MP: 2

Base ACC: 0  
Base AVD: 9



## Plant

*Animated and mutated plant matter as well as natural hazards such as carnivorous plants.*

**Status Touch** is commonplace among the war-waging weeds, sentient shrubbery and vicious vegetation that can threaten an unsuspecting adventuring troupe, especially poisonous or petrification-inducing strains. Quite a few prefer one very **Specific Habitat** such as Forest, Swamp or Plains, and almost all plant-type creatures suffer from a **weakness to Fire**. Those that don't are generally **weak to Ice** instead.

Bonus HP: 40  
Bonus MP: 5

Base ACC: 1  
Base AVD: 6



## Undead

*The living dead are creatures reanimated by foul sorcery or supernatural circumstance.*

Undead monsters all receive the **Auto-Zombie** status, reversing the effects of curative magic, draining effects, and a multitude of other things. Many undead creatures gain a **Resistance**, **Immunity** or even an **Absorbency to Shadow** damage, and just as many have a **Weakness to Holy** damage. And finally, all Undead are **Immune to Poison**.

Bonus HP: 30  
Bonus MP: 10

Base ACC: 1  
Base AVD: 6

## Attributes and Defenses

Once you've got the basics figured out, it's time to get into the number-crunching.

Like characters, monsters have four Attributes: Power, Dexterity, Mind and Resolve. You receive a set number of points based on the monster's difficulty and level to spend however you like, so long as no attribute is left at 0 (The exception to this is enemies with the **Vehicle** ability, who can have a MND score of 0 without penalty).

**Normal Monsters** have the standard (**Level + 24**) points to allocate between the four stats. GMs are encouraged to consider not using *all* of these potential points if it doesn't make sense for the monster.

**Notorious Monsters** instead get (**Level + 35**) points to allocate between the four stats.

**Bosses** use a total of (**Level + 45**) points to allocate between the four stats.

**End Bosses** possess (**Level + 60**) points to allocate between the four stats.

Once you've written down the base attributes, follow the rules below to determine all the other derived stats of your beast.

To calculate a monster's **Maximum Hit Points**, add their **RES** score with the **HP Bonus** granted by their Species, and **multiply the total by their Level**. If the creature is a Notorious Monster, then double this number. If the creature is a Boss, multiply the value by 4. An End Boss multiplies it by 5 instead.

For example, Chappu decides to build a big, scary Dragon boss. Since she's decided this creature will be designed to challenger her level 12 party, she makes it at the same level and thus has 57 stat points to allocate. She decides 18 of these will be going into RES. Combining that with the automatic 60 health per level it gets for just being a Dragon, her monster has 78 base health. Then she multiplies that by 12 – the creature's level – for a total of 936 health, and then multiples THAT by 3 because the Dragon will be a boss. She comes up with a total of 3,744, but decides to just round that to 3,700 so that it'll be easier for her to keep track of.

To calculate a monster's **Maximum Magic Points**, add their **MND** score with the **MP Bonus** granted by their Species, and **multiply the total by their Level**. If the creature is a Boss, then double this number. If the creature is an End Boss, triple this Value.

Just like before, Chappu takes a look at her dragon's stats to determine its magical might. Dragons have a bonus of 5 MP/Level, and her creation has 9 MND for a starting total of 14. That 14 is multiplied by the dragon's level for a total of 168, and then doubled because the Dragon is also a Boss – 336 MP isn't anything to sneeze at, that's for sure!

To calculate a monster's **AVD and ACC scores**, add their **half their level, rounded down** with the **Bonus** granted by their Species. If the creature is a Notorious Monster, both these scores get a +1 bonus. Bosses and End Bosses enjoy a +2 bonus instead.

Dragons really suffer when it comes to these last few scores, with 0 ACC and 5 AVD normally. Each of these stats gets a +6 bonus because of the creature's level, however, and an extra +2 on top of that for being a Boss. At the end of the day, neither the 8 base ACC nor 13 AVD is one of the creature's strong points.

Don't forget to calculate your creature's **Force** and **Finesse** attributes; just like a character, these are the sum of either PWR and RES or DEX and MND, divided by 4. They'll be used a lot in opposed checks and resistance rolls.

The second-to-last step is to figure out the beast's armor and magical armor, and Chappu needs to consult a chart for this one. She knows that she gets a flat number of points, which she can allocate between the two scores any way she likes; however, splitting them evenly (or close to evenly) between the two helps to make sure that the members of the group who AREN'T heavy hitters will still be able to actually deal damage.

<u>Monster Level</u>	<u>Armor Points</u>	<u>Monster Level</u>	<u>Armor Points</u>
1	5	9	50
2	6	10	65
3	8	11	85
4	11	12	110
5	15	13	140
6	20	14	175
7	27	15	215
8	35		

Chappu knows her group leans toward dealing heavy magical damage, and she wants her dragon to be able to withstand a few heavy novas. So she takes the 110 armor points she has available and gives her boss an ARM score of 40 and an M.ARM score of 70. This way, the group Paladin who is still using a low-Tier weapon will still be able to help whittle the boss down, and the party mages won't instantly turn it into ash.

Finally, Chappu is just about ready to get into the next section; all she needs to do now is figure out how well her dragon **reacts to the various elements and status effects**. After all, every opponent has a weakness, and Chappu's dragon is no exception.

There are 8 elements, each of which will be represented by an icon on the sample monster stat blocks later on in this chapter; Earth (🌰), Fire (🔥), Ice (❄️), Lightning (⚡), Water (💧), Wind (💨), Holy (⭐), and Shadow (🌙). Whenever you make a monster, you must choose **two elements for the creature to have a Vulnerability to** (taking 50% more damage from each), or **one element the beast has a Weakness to** (taking double damage from it). Then, you also get to pick **two elements the creature Resists**, or **one element that it is Immune to completely**.

There are also fifteen different types of negative status ailments. Although there's no hard and fast rules here, most of the time, a monster can be affected by any of them unless you can think of a good reason why it wouldn't make sense – for example, you probably wouldn't be able to Petrify a sentient tornado.

All Notorious Monsters and Bosses are automatically **Immune to Transform and Charm**. Such creatures are also usually immune – or at least very resistant – to instant-death inducing attacks, and they always possess the 'Break Damage Limit' property, allowing them to do more than 999 damage in a single round.

In the sample statblocks, we mark each of these sprites with a different letter to save space; a green A means the element is absorbed, an R means the element is resisted, and a V or W means the creature is vulnerable or weak to that element!



And just like with the elements, we've given each negative status effect an icon! If the sprite is almost completely translucent on the monster's sheet, it means they're immune to that particular status!

Confuse	Petrify	Blind	Berserk	Curse	Transform	Charm	Zombie

## Abilities

With the monster's basic attributes and defenses covered, the second-to-last step is to further customize it with monstrous abilities – just like how characters are further defined with Job and Shared abilities!

A monster gets a number of abilities equal to half its level (rounded down, but as always, never below one). So a first-level monster would have one ability over and above the ones automatically granted (or forced upon him!) by his species, and a 13<sup>th</sup> level monster would have six!

Abilities are divided into two broad types – Biological Abilities and Combat abilities. The main difference is that Combat Abilities are usually a little bit better, but they can be ‘turned off’ if the monster is afflicted by the Seal status or hit with a Teamwork Attack. Several job abilities can also do this.

## Biological Abilities

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**Regeneration:** The monster's skin is constantly healing and its injuries knitting, and it regains HP at the start of each of their rounds equal to their level. This ability may be taken multiple times, increasing the value by the same amount each time. So, a tenth-level creature that has taken this ability 5 times would have Regeneration 50!

**Skitterish:** The monster calculates their AVD score as 1/4<sup>th</sup> of their DEX plus the bonus granted by their job, instead of half their level plus the base value. This gives a slight advantage to extremely quick-moving creatures.

**Flight:** The monster is capable of flight, putting it out of reach of most weapons and giving it greater maneuverability in combat. Short-range weapons suffer a -4 penalty to hit flying creatures.

**Unusual Defense:** Due to some racial characteristic, the monster takes either half damage from Physical attacks and 200% damage from Magical attacks, or vice versa. If combined with *Shell and Protect*, the damage sustained from attacks might be as low as 25%.

**Controlled Defense:** As Unusual Defense, but the monster may shift forms at will as an Instant action. The GM must describe that this is being used in some fashion, whether it be a change of color or shape or something more subtle, and the description must be consistent as the battle continues. A Monster must have Unusual Defense before it can also take Controlled Defense.

**Multiple Parts:** The monster is made up of several separate entities - the main body, which has normal HP, and up to two other parts. The total HP of the extra parts adds up to half the HP of the main body (for example, a creature with 100 HP might have two parts with 25 HP each). The monster dies if the main body is destroyed, but the additional parts can often make this difficult. Each additional part allows the main body to take one additional Standard action each turn while it remains active, and Multiple Parts are immune all status effects (both positive and negative). By spending a single point of Destiny after at least 1 round has passed, the monster may revive a destroyed Part as an Instant action.

The creature gains one additional Part each time this ability is taken.

**Swarm:** Swarms are groups of literally dozens - or even hundreds, or thousands! - of individual enemies that can surround and close in on the heroes. Swarms act as a single unit, such as teams of imperial soldiers or armies of shambling undead.

Spells, attacks and abilities that effect only a Single target deal half damage to a Swarm, and Swarms are Immune to all status effects and Knockback effects that only target a single enemy. Conversely, spells, attacks and abilities that damage an entire enemy group, or all enemies within a specific range, deal double damage to a Swarm.

**Impervious:** An ability generally only possessed by bosses, Impervious grants an Immunity to every negative status effect except those that have been specifically listed. A good GM will generally leave the monster vulnerable to a select few status effects despite Impervious.

**Fearsome:** The monster is terrifyingly powerful. Whenever a character wishes to make an attack against the creature, they must succeed at a resistance check (generally an opposed Finesse roll). If they succeed, they may attack the monster freely until the start of their next turn. If they fail the check, they are affected by the *Fear* status until the start of their next turn instead. Only Notorious Monsters and Bosses may be Fearsome.

**Large:** The monster is huge, making it Immune to Knockback and the action-interruption that knockbacks normally cause. Just remember that size doesn't mean an awful lot in the world of Final Fantasy; small monsters are just as capable of dealing out grievous damage as large ones.

**Swift Strikes:** This Biological ability allows the monster to calculate all their physical attack damage with their DEX attribute instead of their PWR.

**Undying:** After an Undying creature is killed, they return to life (or undeath, in some cases) after a varied period of time, ranging anywhere from several minutes to several years. Some White Magic spells can stop Undead enemies with this ability, and the Red Mage's Seal Evil ability can handle more fearsome adversaries who possess it.

There is generally one condition that can be met to cancel out the Undying property, though we don't list what it might be in individual entries and instead leave this up to your imagination. Perhaps an entity who has immortalized themselves in a painting can be subject to the normal rules of death if he or she ever gazes upon their painted likeness, or perhaps only a certain magical sword can stop the reign of terror caused by a shape-shifting master of darkness.

**Vehicle:** The monster – which is almost always a Construct – can allow one smaller creature to ride on top or inside of it. The riding may not take Standard or Slow actions while inside of the Vehicle, but they gain the Vehicle's entire ARM and M.ARM scores as a bonus to their own defenses, and an individual has a +4 bonus to AVD while 'piloting' a vehicle monster.

**Specific Habitat:** The creature is generally only adept at fighting in the type of terrain it is most used to; this might be a arid, sandy **Desert**, a dense temperate **Forest** or jungle, a place of extreme heat and **Lava** such as the inside of a volcano or the earth's core, a fetid **Swamp** known for its muddy and unstable ground, a rocky **Mountain** highland, the large and unbroken stretches of rolling grasslands and **Plains**, a large natural body of **Water**, a **Town** or other area of civilization such as ancient ruins or a dungeon, a cold and **Snow**-covered tundra characterized by extreme temperatures and sparse vegetation, an **Underground** cave, tunnel, or mine, or even an inter-dimensional site outside of the normal boundaries of realities, dubbed by scholars as a '**Cosmic**' location.

When the creature is fighting in the type of location specified in its Specific Habitat, they gain either a +2 bonus to its AVD score or its ACC score, chosen at the time this ability is taken. When in any other habitat, this is treated as a -2 penalty to ACC or AVD, instead.

Some types of Difficult Terrain or Elemental Fields might count as a certain type of terrain for the purpose of this ability, at the GM's discretion. There's no reason to claim that a battlefield flooded after a massive tidal wave couldn't be counted as Water terrain, for example.

**Elemental Immunity:** The creature takes no damage from one additional elemental type; an element the creature is already Weak or Vulnerable to cannot be improved upon with this ability.

**Elemental Absorption:** One of the creature's elemental immunities is transformed into an Elemental Absorbency instead; all attacks dealt to the creature by that element restore HP instead of reducing it.

**Improved Defenses:** Choose either ARM or M.ARM when this ability is taken; that particular defense is increased by 50%. This could theoretically be taken multiple times, increasing the defensive value by 50% each time. If you're the GM, combining this ability with Unusual Defense or Controlled Defense is a surefire way to have projectiles angrily lobbed at your head.

**Elaborate Attacks:** The creature may build its secondary attacks as though its Finesse score was 1 higher than it really is. This may be taken multiple times.

## Combat Abilities

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**Counterattack:** The monster has a 25% percent chance to counterattack any physical attack against it with a normal attack. If this ability is taken more than once, the Counterattack chance increased by an extra 25% each time, all the way up to 100%.

**Magical Counterattack:** The monster has a flat 25% chance to counterattack any magical attack against it with an Instantly-casted spell. A Magical Counterattack cannot be taken if the monster is already in the middle of a Slow action, and this can be taken multiple times to increase the odds of a counterattack by an additional 25% each time.

**Final Attack:** When reduced to 0 hit points, the monster may use any one pre-determined spell or attack for as an Instant action. Final Attack will fail if the monster doesn't have enough MP to cast its chosen spell at the time of its defeat.

**Status Touch:** The monster has a 25% chance to cause a negative status condition with any of its normal attacks. Status Touch requires an opposed resistance check between the monster and his target. (If the monster wins, its target becomes afflicted by the negative status effect.)

**Call for Help:** The monster uses a Slow action to calls for another monster of the same type, who arrives when this ability is used and immediately joins the battle. Because the monster must be the same type as the one that calls for help, boss monsters cannot choose this power; it is recommended they look into Call Minions instead.

**Inhale:** The monster can use powerful lungs or gravitational force to pull strongly their adversaries, dragging them through the air towards the beast. Each round the monster may attempt to Inhale a single target as an instant action, making an opposed Force roll; if the monster is successful, the character loses any *Flight* effects until the end of the creature's turn, and is moved a Medium Range toward the beast unless the path is impeded by obstacles.

As a Standard action, the monster can choose to affect an entire group with Inhale instead of only a single target.

**Call Minions:** The monster can take a Standard action once per combat to call for two minions, who arrive at the end of the round to join the fray. The minions that are called must be at least 2 levels lower than the caller. Each time Call Minions is taken, it increases the number of minions that can be summoned by two.

**Multiweapon:** Without needing to have Multiple Parts, the monster has a variety of weapons at its disposal and can strike simultaneously with them, making its attacks harder to dodge. Monsters with Multiweapon may reroll one dice on every attack, just like a character that dual-wields.

**Flawless Spell:** The creature has one spell that's as much a part of them as any attack, and they can cast it once per round, per combat as an Instant action. Each time Flawless Spell is taken it grants one additional use of the same spell – but the

**Item Use:** The monster may use any recovery item listed in the Drop section of its entry during combat as an Instant action. Note that the characters will not find this item after defeating the enemy if the monster uses it. Monsters will generally only use items when they find their lives endangered.

**Submerge:** As a Standard action the monster may burrow beneath the earth or dive underwater, making them Immune to any negative or beneficial Group-target attacks or spells from targets who are not also underwater or underground. Status conditions such as *Poison* continue to affect the monster whilst underground, and they can still be affected by Single-target attacks. They may return to the surface as an Instant action or move a Medium Range, and they may move underneath enemies to attack them with standard attacks as normal. Any creature that is affected by a knockback effect is also generally returned to the surface, ending the effects of Submerge.

**Combination Attack:** May only be used by a monster with the Multiple Parts biological ability. If ALL parts are intact, they may all combine their actions for the round into one powerful attack that deals more damage than normal.

Combination Attacks use one of the creature's standard attacks, but deals 300% damage.

**Job Ability:** The monster has access to one Shared or Job Ability such as a Warrior's Cyclone or a Time Mage's Delay Inevitable. Regardless of how often the ability normally functions, the monster may only ever use it once per combat, and the effects last for only one round. For example, an orcish berserker with the Warrior's 'Trauma' job ability would have their attacks be increased by one damage step, for one round, after suffering a negative status effect. Limit and Innate abilities are strictly off-limits.

## Building Attacks

At least, we've moved into the final stage of monster-building; describing how they'll horribly mutilate the heroes! Sure, maybe you'll choose to give your monster a handful of spells – there's no hard and fast rules for this, so long as the monster has the MP to cast them and the Tier of the spells doesn't greatly exceed what a similarly-levelled mage could use – but the real meat of this section will be your creature's **Attacks!**

A monster's Attacks are simple, offensive, damage-dealing maneuvers that all take Standard actions in combat, and are never affected by the Seal status effect. That said, the exact form of a beast's attack is largely dependent on the monster's species and how you envision them battling. A Humanoid-type monster, for instance, might have a sword or spear, whilst a Plant-type monster could attack with thorns or vines. An Amorph who relies heavily on magic might use his attacks to replenish or drain MP so he can keep on casting powerful spells.

Like the heroes, monsters calculate damage based on their PWR attribute – unlike the heroes, their damage is based on their level instead of the Tier of weapon they swing around. Take a look at the table below;

Monster Level	Base Damage	Monster Level	Base Damage
1	(Half PWR) + 2d6	10	(PWR x 6) + 2d6
2	(PWR x 1) + 2d6	11	(PWR x 7) + 2d6
3-4	(PWR x 2) + 2d6	12	(PWR x 8) + 2d6
5-6	(PWR x 3) + 2d6	13	(PWR x 9) + 2d6
7-8	(PWR x 4) + 2d6	14	(PWR x 10) + 2d6
9	(PWR x 5) + 2d6	15	(PWR x 11) + 2d6

So, jot down your monster's base damage and imagine what a basic, straightforward attack might be like from your creature – and when we say basic, we mean **basic**. No weapons, no elemental breath or interesting techniques here. Just a last-ditch smack with whatever body part might hurt the most.

Got it figured out? *Fantastic!* You know your creature's base accuracy and his base damage, and that's combined to make one very simple-looking attack! Let's give it a name, and hopefully your monster won't have to use that one much – it's going to get more interesting in a second!

Once you've got this basic idea down, we can take that attack we already made and turn it into a variety of **secondary attacks**; by having the attack require a weapon, reducing the accuracy or damage, or even having your poor beastie hurt themself in the process, you can create something much more fun – a gout of flame, a trampling charge, or whatever else you can dream up!

Building a Secondary Attack is easy – simply take your primary attack and add a handful of bonus effects from the list below. Each additional effect has a 'point' cost, and a monster can spend as many points on each secondary attack as it has points of Finesse.

So, if we're working with a monster that has 3 Finesse, one of his secondary attacks could inflict the *Zombie* status (*3 points*), one of them could be Medium-Ranged and deal an additional damage step (*1 point for range, 2 points for damage*), and one of their most complicated attacks could grant the caster *Flight* if it hits the target, but suffers a -2 penalty to accuracy (*4 points for Flight, but a 1 point refund for the drawback for a total of three*).

In the sample monster stat blocks, we've marked attacks that require a weapon with an asterisk (\*). When you see that symbol, you'll know that an enemy that has been Disarmed or has his weapon broken can't use that particular move! We **love** secondary attacks that require a monster to have equipment, since destroying or disarming a monster's weapon is both highly thematic and very satisfying for many players.

<b>Point Cost</b>	<b>Effect</b>
<b>+5 Refund</b>	The user is reduced to 0 hit points at the end of its turn. Effects such as Auto-Life cannot circumvent this.
<b>+3 Refund</b>	The attack reduces the user's health by 50% of its maximum. The target(s) must be affected by a specific status ailment for the attack to be used. (Undead and their Auto-Zombie status cannot be used to meet this criteria.)
<b>+2 Refund</b>	The 'attack' does no damage or healing. The attack is a Slow action.
<b>+1 Refund</b>	Cannot be used without the monster's weapon, or some other obscure criteria must be met. The attack is only usable once. The attack or status effect can be avoided/ended with a successful Skill Check of appropriate difficulty, such as using Escape to wiggle out of Stop-inducing binds. The damage is reduced by one step. The accuracy is reduced by -2. This cannot be added multiple times.
<b>0</b>	The attack targets M.ARM instead of ARM. The attack calculates damage as half of the creature's level instead of the normal amount (useful for creating tamed creatures whose levels increase over the course of a campaign). The accuracy of the attack is increased by +1.
<b>1</b>	The attack can be used at a Medium Range. The attack deals Earth, Fire, Ice, Lightning, Water, or Wind elemental damage.
<b>2</b>	The damage step is increased by one. This may not double the attack's damage steps. The user gains a +1 bonus on an opposed roll or forces you to suffer a -1 penalty. With a successful opposed roll, the attack can cause a short range knockback. With a successful opposed roll, may cause <i>Zombie, Blind, Poison, Sleep, Stop, Confuse, or Seal</i> .
<b>3</b>	The attack targets all enemies within a Short Range. The attack also attempts to Disarm the target with a successful opposed roll. The target automatically suffers a -2 penalty to ACC or AVD for one round, or a +2 bonus to either score for an ally instead. The status effect inflicted by the attack does not fade in several rounds as normal and must be removed through other means. The attack uses MND instead of PWR and restores health to the user or an ally instead of dealing damage to a target.

4	The user or one ally gains gain <i>Reflect</i> or <i>Flight</i> . The attack changes the type of Terrain that exists in the battle – mostly used for a Geomancer's Geotrance ability.
5	The attack has a target range of Group. The user or one ally gains <i>Protect</i> or <i>Shell</i> . The attack deals Shadow or Holy damage. The attack ignores ARM or M.ARM and all similar damage-reduction effects. With a successful opposed roll, the target is inflicted with Armor Break, Power Break, Magic Break, or Speed Break for one round. The attack is a critical hit on a result of 11-12. With a successful opposed roll, may cause <i>Transform</i> , <i>Curse</i> , <i>Slow</i> , or <i>Petrify</i> . The attack also creates a Fire, Ice, Wind, Water, Earth, or Lightning Elemental Field.
6	The attack has a target range of Local. With a successful opposed roll, may cause <i>Stun</i> or <i>Charm</i> . With a successful opposed roll, the attack may destroy the target's equipped weapon, armor, or accessory.
7	The attack also creates a Holy or Shadow Elemental Field.
8	With a successful attack roll, the user or one chosen ally gains a point of Destiny. The user or one ally gains <i>Haste</i> , <i>Auto-Life</i> , or <i>Reflect</i> . With a successful opposed roll, the target is inflicted with Armor Break, Power Break, Magic Break, or Speed Break for several rounds.
9	The attack instantly reduces its targets to 0 hit points with a successful opposed roll. The attack is a critical hit on a result of 10-12.

## Rewards

Many monsters leave behind items or gil when they are defeated, or have items that may be stolen. Usually, the item is related to the monster or its abilities, and you're encouraged to come up with potential items the creature may have on its personage – or be transformed into, if you have an Engineer in your party! For example, while a goblin may drop a short sword when defeated, a giant bird most likely will not. If a monster has a **Drop Item**, it has a 50% chance to give up the item when defeated. **Components** were discussed back on pages 159-160; they can be obtained with a successful Scavenge skill check from a Notorious Monster or Boss, so it's a good idea to include a plausible idea for such creatures ahead of time. **Steal Items** are more or less the same idea; since a Thief might be able to nab everything from the creature's shirt off their back to their earliest memory, jotting down an idea for something the Thief *could* theoretically snatch is always a good idea. This way you won't be stuck flipping through the book in the middle of combat, searching for inspiration.

## Limit Breaks and Destiny

Adding a Limit Break to your monster is a good way to make a serious encounter even more dangerous, and even if the monster doesn't have the chance to actually USE it, getting into the habit of building bosses with jaw-dropping, destiny-wasting attacks is a good way to instill a fear of them into your players.

Monsters build Limit Breaks in the exact same way a player does; by following the point-buy system that can be found starting on page 165.

Monsters can earn and use Destiny as well, though not in the same ways that heroes can. Since the on-screen lifespan of most monsters begins and ends over the course of a single battle, there's a few important differences.

By spending **one point of Destiny**, a monster may add an additional d6 to any roll just like heroes. However, they may also spend a single point to **take an immediate Standard action** even if it isn't their turn, so long as they don't interrupt a PC's actions. This allows them to begin and finish the casting of spells at odd times, act in combat before anyone else has a chance to, and use powerful moves when players aren't expecting it.

Finally, just like players, three points of Destiny allow a monster to use a Limit Break if they have one. These are often frighteningly powerful attacks capable of completely leveling an entire team of unprepared heroes – luckily, they can only be activated once the boss has been reduced to 25% health or less as normal.

A level 1-4 Notorious Monster or Boss **might** have **1 Destiny** if the GM deems it appropriate.

A level 5+ Notorious Monster or Boss always possesses **1 Destiny** and can construct a Limit Break up to **10 points**.

A level 10+ Notorious Monster or Boss has **2 Destiny** instead, and uses **20 points** to build a Limit Break.

An End Boss, regardless of their level, starts with **3 Destiny** and builds their limit break with the full **30 points**.

## Playing the Bad Guy

Now that your monster is ready for action, it's time for the final step; discussing some of the ways you can best utilize it against the heroes. While we tried to cover most of the bases in the rules, and provide ready-to-go critters in the bestiary, nobody knows the strengths and weaknesses of your group better than you. Player style and Job makeup can vastly change how encounters play out, and because the FFd6 produces vastly different adventuring groups from table to table, we'd be doing you and your players a disservice if we just left things here.

Instead, we'd like to take a moment to show you how a few simple spells, or changing the battlefield, can put a new spin on old fights and give monsters a fighting chance against even much-higher leveled PCs.

## Killing Heroes

You may have seen this book previously mention how only Notorious Monsters and Bosses can actually kill players, and now we're going to discuss that in greater detail. Monsters can only kill a PC who has been reduced to 0 hit points, and generally only a character within a Short Range of them.

**Notorious Monsters** can kill fallen characters as a **Slow action**, usually giving the fallen heroes' comrades a chance to jump in and prevent this unfortunate fate.

**Bosses** can end the lives of fallen PCs as a **Standard action** instead, taking their entire turn to dramatically herald the end of a heroes' story, devouring or ripping lifeless bodies into shreds so quickly that the heroes' allies almost never have time to intervene.

Only by spending 7 points of Destiny to *Cheat Death* can a player avoid this horrible fate, one of the only ways a Final Fantasy hero can truly perish.

## Nasty Tricks

With that out of the way, we'd like to take one last moment to discuss half a dozen options for dealing with particularly troublesome heroes.

First up is the **Melt** spell, a rank two black magick that can negate a character's ARM score for a few rounds, at the tradeoff of the caster taking some magical backlash. This is great for the heavy-armor wearing, shield-swinging, *Auto-Protect* champion who is often the first to charge in. Melt isn't cheap at 25 MP and its nasty backlash, but there's two ways around the repercussions of the spell. Low-PWR monsters will still be able to utilize the spell to greatly weaken armor, but minimize the damage both to themselves as well as the target. Or – since the damage

done by Melt is fire-based – simply giving your creature a resistance or immunity to fire solves the problem. Consider pairing up heavy bruiser monsters with Melt-using creatures so that the spell can take effect on the same turn that the ogre starts swinging away.

Up until players keep a constant supply of Remedies or Revivifies on hand, one of the best ways to frustrate healers is with the **Zombie** or **Seal** spells or statuses. That said, few things can really stop a hero who has dedicated him or herself to supporting others, and GMs are encouraged not to worry too much about it.

Third up is **Rasp**, which allows high-MND monsters to expend hundreds of points of MP to reduce their target's magic point total by the same amount. Combine this with a way for the creature to regain its lost MP through standard actions, and you have a beast that can deal with troublesome mages one by one by destroying all of their MP in a single Slow action.

Don't underestimate the power of **Difficult Terrain**! Thick ghostly fogs, icy or unstable floors, clouds of black industrial smoke, all of these things and more can cause hindrances to the party but not the area's native inhabitants. A encounter with a Bomb King inside a burning building is not only more difficult for characters who would otherwise breeze right through the fight, it's also a great deal more memorable.

Likewise, the **element of surprise** is a valuable weapon, and we don't just mean through pre-emptive strikes. Get into the habit of allowing your players to make broad tactical guesses – *machines are weak to lightning*, for example – and then introduce a creature that doesn't fit their stereotypes or an effect the players have never seen before. All it takes is a single round of Absorbing or Reflecting a caster's elemental spell to turn the tables in a fight, or finding out that the bandit leader has access to a powerful Summon...

With both notorious monsters and bosses having access to **Destiny**, consider making use of attacks that slowly accumulate this precious commodity whenever possible. While limit breaks and extra turns might be flashy, don't forget that you can use this Destiny to add accuracy dice to a monster's most powerful attacks, making it easy to unleash these punishing techniques.

## **Witness My True Form!**

Let's face it; Final Fantasy bosses have the bad habit of reappearing stronger than before just when you think you've won. To replicate this effect in the FFd6, build two individual monsters with varying spells, abilities, and so on. Then, pick one of them to be the 'first form' of the opponent and cut the creature's maximum HP and MP scores right in half. Proceed to battle normally with that monster.

As soon as the party defeats the first 'form' of the boss, award them all the appropriate amount of Destiny for having won. Then, leap right into the second half of the battle by having the *second* version of the monster suddenly appear, and combat picking up right where it left off; often or not, with several characters already having taken their turns for the round and the major enemy about to get some payback. The best GMs will accompany this surprise re-emergence with a sudden change of scenery or perhaps even Difficult Terrain – having the boss transform into a huge, winged beast with Flight that can only be reached by climbing aboard the party's airship, for example.

When this second version of the boss is defeated, a few more points of Destiny are in order. That's right – double the phases, double the rewards. If you want to have three phases instead of two, then the first form should have 25% of the normal HP/MP values, the second form should have 50%, and the third should remain unchanged.

Anything beyond this will be a detriment to the flow of battle (and either much too easy or too difficult), and isn't recommended.

## Review

And that's it, you're done! Double-check your monster to make sure everything is in order and get ready to unleash your beast at the gaming table!

Remember that it's the GM's job to play fair, and although it might be *tempting* to create monsters that could decimate your players in a single round of combat, or be Immune to everything they could throw at it, we can't stress enough how important it is to avoid falling into that trap. Since you're the final arbiter of the level of challenge present in the game for your players, your players trust you not to abuse the rules found in this section.

There are hundreds of combinations of abilities, spells, and attacks throughout this book that will keep your players on their toes. Just remember that life-threatening battles should definitely not be the norm unless that's what appeals to your group. The system was designed that Notorious Monsters and Bosses are the toughest fights, and regular monsters are generally quite stress-free. A good GM knows when to hold back and when to unleash hell, and should be able to do both skillfully.

*Leafers are one of the world's most common creatures. They're herbivores and almost entirely harmless, preferring to spend their days munching greenery to assaulting travelers. They're an unusual species in that they dislike foraging for food - instead, they use their hind feet to carry sources of nourishment around with them. This acts as both a makeshift bed and a ready hiding spot from predators, as well as always ensuring nourishment is close at hand.*

*A leafer's preferred source of bedding is Gysahl Greens.*

*Some children keep Leafers as pets, and the creatures seem to put up with that with only minor reluctance.*

**Incisor:** 3acc, 1+2d6 damage as the target is nibbled with sharp teeth.

**Bushwhack\***: The leafer deters potential predators by jumping high and smacking them with the hard, root-covered underside of their leafy plant. Bushwhack has an acc of 3, does 1+2d6 damage, and with a successful opposed roll, inflicts Confuse.

**Good Eats:** By taking a few happy bites out of his home, the Leafer regains 6+2d6 points of HP as a standard action.

<b>HP:</b> 32	<b>PWR:</b> 2	<b>Force:</b> 1
<b>MP:</b> 8	<b>RES:</b> 2	<b>Finesse:</b> 4
<b>AVD:</b> 9	<b>DEX:</b> 12	<b>ARM:</b> 1
<b>Destiny:</b> 0	<b>MND:</b> 6	<b>M.ARM:</b> 4

**Special Abilities:** Skitterish

**Affected By:** A row of small icons representing various skills or conditions.

**Elemental Reactions:** A row of small icons representing elemental reactions.

**Drop:** Gysahl Greens

**Steal:** Gysahl Greens

**Refine:** Echo Grass



The friendly and common avian creatures known as Chocobo have come in many different colors; some yellow, some blue, black, green, red, white and gold. They are used as transportation between many major cities, and Chocobo breeding, racing, digging, and taming has been around for hundreds of years. It's only in the last few decades that airships have begun to replace these creatures as a primary method of travel.

They possess remarkable senses, capable of hearing other Chocobos from miles away, and smelling buried objects deep underground. Though normally friendly, some species have developed aggressive, survivalist personalities.

**Peck:** 3acc, 5+2d6 damage from the Chocobo's heavy beak.  
**Chocoguard:** With a happy pirouette, the golden avian grants Protect or Shell to itself or one ally.  
**Choco Cure:** The Chocobo stands tall and flaps its wings with a joyful Kweh, healing itself or a friend for 6+2d6 HP with this expression of loyalty.  
**Spells:** Choco Ball, Meteorite

HP: 36	PWR: 3	Force: 2
MP: 8	RES: 6	Finesse: 4
AVD: 7	DEX: 11	ARM: 2
Destiny: 0	MND: 6	M.ARM: 3

Lvl.1 Beast

**Special Abilities:** Swift Strikes

**Affected By:**

**Elemental Reactions:**

**Drop:** Gyashi Greens

**Steal:** Hi-Potion

**Component:** None



For years, Killer Bees were a threat to low-level adventurers; vicious members of a species otherwise normally content with gathering pollen and making honey. They terrorized towns and had a mean streak a mile wide, and only in recent years did the threat seem to quell.

Nobody could have predicted what would take its place, or that the dangerous baritone hum that used to signal their arrival would be replaced with the loud thrum of an engine.

**Sonic Buzz:** Waves of ultrasonic noise with 1acc and 5+2d6 damage.  
**Big Stinger\***: The Killer Robot Bee sinks its solid-steel stinger into an unfortunate ally; 2acc, 5+2d6 damage and inflicts Poison with a successful opposed roll. Big Stinger can only be used once.  
**Final Sting\***: 1 acc, 5+2d6 damage, and the mechanical insect is reduced to 0 hit points after this attack resolves. Final Sting is a critical hit on a roll of 11-12.  
**Spells:** Pollen, Stop, Thunder, Fire

HP: 47	PWR: 10	Force: 4
MP: 5	RES: 7	Finesse: 2
AVD: 7	DEX: 5	ARM: 4
Destiny: 0	MND: 3	M.ARM: 1

Lvl.1 Construct/Insect

**Special Abilities:** Flight

**Affected By:**

**Elemental Reactions:**

**Drop:** Dart

**Steal:** Antidote

**Component:** None



Wherever civilization flourishes, there will always be those who seek to usurp power – these shock troops serve such aspiring dictators unwaveringly. Their loyalty is absolute, though their training is minimal and they are best known for their terrible aim.

Imperial Soldiers can be either male or female, generally use low-technology guns as weapons, and wear helmeted uniforms of matching colors. They are often cleared for use of heavier weaponry should the need arise.

The stats found here are for a unified team of soldiers, which might be as small as a handful or as many as several dozen.

**Fisticuffs:** A good right hook deals 2 acc and 4+2d6 damage.

**Open Fire!\***: Drop your weapons and put your hands in the air, rebel scum! ACC of 0, 4+2d6 damage, and the target must succeed at an opposed roll or suffer from Armor Break for one round.

**Wave Cannon\***: The squad leader produces a massive short-range energy weapon; 2 acc, 4+2d6 Lightning damage.

**Bomb Core\***: Once per combat, the Imperial Squad may hurl a Bomb Core like a grenade; 2 acc, 4+2d5 Fire damage to a Group.

**Special Abilities:** Swarm

**Affected By:**

**Elemental Reactions:**

**Drop:** Bomb Core

**Steal:** Potion

**Component:** None

HP: 44	PWR: 4	Force: 2
MP: 0	RES: 4	Finesse: 1
AVD: 7	DEX: 4	ARM: 4
Destiny: 0	MND: 2	M.ARM: 1

Lvl.1 Humanoid



Hostile  
**Imperial Squad**

Sometimes known as Biblos or Byblos, or sometimes in legend as Apanda, these hulking demons dwell in the frozen expanses of the world. They can be easily spotted from a great distance, for they normally plod sluggishly along in the center of a swirling blizzard or a storm of freezing rain. Their motivation is as simple as that belonging to most Fiends; blanket the world in snow and turn hot blood into frozen pools.

Their 'Revenge' spell makes them extremely dangerous as it allows them to rip asunder a single target when the Reaver is low on health.

**Overhead Slam:** A crushing strike, 3 acc and 13+2d6 damage.

**Freezing Breath:** An exhalation of frozen fumes has 1 acc and deals 13+2d6 Ice damage, and can Stop the target by encasing them in a block of ice unless they make a successful resistance check.

**Cold Front:** The Reaver throws back its head and shakes an icicle mane, and with its roar comes the frozen winds. Cold Front creates an Ice elemental field, increasing all Ice damage by two steps.

**Spells:** Blizzard, Elemental Spikes (Ice), Revenge

HP: 204	PWR: 13	Force: 6
MP: 36	RES: 11	Finesse: 2
AVD: 7	DEX: 5	ARM: 5
Destiny: 0	MND: 8	M.ARM: 1

Lvl.2 Fiend

Notorious

**Special Abilities:** Counterattack (25%)

**Affected By:**

**Elemental Reactions:**

**Drop:** None

**Steal:** Elemental Cape

**Component:** Ice

Hostile  
**Reaver**

Skeletons are the animated remains of the dead, created through black magic and fueled by undying hatred. When their master dies or dismisses them they are left without orders, and shamble off into the world for reasons unknown. Possessing no real intelligence, these unholy grunts tend to find safety in areas where most races don't tread such as wide deserts or abandoned ruins. They viciously attack any living thing that stumbles upon them, oblivious to the risks - whether this is out of a dim memory of their former master's orders, or a genuine contempt and envy for the living is unknown.

**Throw Bone:** Hurled marrow with 3 acc,  $(9 \times \text{Half Level}) + 2d6$  damage

**Blood Saber\***: The undead cleaves your life-force in twain with its serrated blade; 5 acc, and  $(9 \times \text{Half Level}) + 2d6$  damage.

**Black Cloud:** A black miasma pours from the creature's eye sockets and mouth - all targets make an opposed check. Failure means they become inflicted with the *Blind* or *Zombie* status, decided before the attack is made. Skeleton's HP is reduced by 80.

**Spells:** Twilight, Hex, Poison, Zombie

**Special Abilities:** Undying

**Affected By:**

**Elemental Reactions:**

**Drop:** Tier 1 Shield

**Steal:** Skeleton Key

**Component:** None

<b>HP:</b> 160	<b>PWR:</b> 9	<b>Force:</b> 4
<b>MP:</b> 44	<b>RES:</b> 10	<b>Finesse:</b> 2
<b>AVD:</b> 8	<b>DEX:</b> 7	<b>ARM:</b> 6
<b>Destiny:</b> 0	<b>MND:</b> 1	<b>M.ARM:</b> 2

LEVEL 4+ Undead



A long serpentine head begins to pull itself out of the swamp, the bog water running in long, drool-like rivulets from the beast's gaping mouth. Then a second head rises, and then a third and a fourth....

These deadly beasts lurk underwater, waiting for prey of any sort to draw near. They are fearsome combatants with an independently-thinking mind located in each of its many heads.

A Hydra hide can fetch a high price, as the thick skin is waterproof, doesn't conduct electricity, and nearly impossible to damage with fire – however, more than one overconfident adventuring troupe have met their end in pursuit of such a trophy.

**Hydra Bite:** One of the creature's three active heads lances out, striking with 7 acc for  $60 + 2d6$  points of damage.

**Sulfurous Breath:** A breath of scorching heat strikes all enemies at 6 acc,  $90 + 2d6$  points of Fire damage, usable once per combat.

**Crushing Coils:** The Hydra crushes a target, gaining a +2 bonus to the opposed roll. If the boss wins this check, the target suffers the effects of Armor Break until the start of the Hydra's next turn.

**Spells:** Poison Breath, Elemental Spikes (Water), Paralyze

<b>HP:</b> 1,250	<b>PWR:</b> 15	<b>Force:</b> 6
<b>MP:</b> 190	<b>RES:</b> 11	<b>Finesse:</b> 6
<b>AVD:</b> 13	<b>DEX:</b> 16	<b>ARM:</b> 25
<b>Destiny:</b> 1	<b>MND:</b> 10	<b>M.ARM:</b> 10

Lvl:8 Aquan/Beast  
BOSS



**Limit Break; Triple Threat:** The hydra lashes out with three attacks at either the same or multiple targets. Each attack has 2 acc and deals  $90 + 2d6$  damage, but can only be used on a Humanoid target within a short range.

**Special Abilities:** Submerge, Large, Multiple Parts (2 extra, 310 HP each)

**Affected By:**

**Elemental Reactions:**

**Drop:** Oxygen Ball

**Steal:** Alarm Clock

**Component:** Carapace

Varuna are deceased mages that have been granted a semblance of life from the Arise spell. Stripped of its memories and personality, Inothing was left behind except the desire to kill and the knowledge of how to do it. They are often in the employ of extremely malevolent entities with plans for domination or destruction on a global scale. While these wicked spellcasters may be a challenging foe in combat, their true strength lies elsewhere. A Varuna's Unholy Word makes it a far greater threat as a commanding voice for hordes of lesser fiends and undead troops.

Regardless of the size of the warrior during life, Varuna are generally towering entities approaching fifteen feet tall.

**Ghoulish Touch:** A loving caress that carries the cold chill of death. This attack has 6 acc and deals  $(6 \times \text{Half Level}) + 2d6$  damage.

**Unholy Word:** The Varuna utters a vile phrase that weakens its enemies and spurs on allies. Unholy Word has a range of Local; all of the Varuna's allies who hear it gain a +2 bonus to AVD until the end of their next round, and all of the Varuna's foes must make a resistance check or suffer a -2 penalty to AVD instead.

**Spells:** Hex, Zombie, Arise, Death, Curse, Berserk, Virus, Doomsday

**Special Abilities:** Large, Magical Counterattack 50%, Undying, Elaborate Attacks

**Affected By:**

**Elemental Reactions:**

**Drop:** None

**Steal:** Revivify

**Component:** None

<b>HP:</b> 360	<b>PWR:</b> 6	<b>Force:</b> 3
<b>MP:</b> 280	<b>RES:</b> 6	<b>Finesse:</b> 5
<b>AVD:</b> 11	<b>DEX:</b> 4	<b>ARM:</b> 15
<b>Destiny:</b> 0	<b>MND:</b> 18	<b>M.ARM:</b> 50



The creature is quite small at only two to three feet tall, but beneath its small statue is the towering hatred belonging to a predator of the highest degree. It resembles, to some small degree, a bipedal lizard standing upright with a dolphin-like tail peeking out from beneath the hem of a poorly-sewn cloak. In its left hand it carries a large lantern that illuminates the ground at its feet, and swings mournfully in time with its silent footsteps. In the other, the creature holds a long, sharp chef's knife. Tonberries, also localized as Dingleberries or Pugs, believe it is their duty in life to seek vengeance for the many monsters slain by the humanoid races. It is this lust for faceless revenge that drives Tonberries, and, though they speak the Common Tongue, very few have words to share.

**Approach:** The Tonberry trudges towards the group with hate in its eyes. This is a Slow action that has no other effect, but none of the Tonberry's other attacks may be used until it Approaches. If it ever suffers a Knockback, it must Approach again.

**Grudge:** A cloud of black miasma suddenly sucks the life force from one hero. Grudge has 11 acc and deals  $216 + 2d6$  Shadow damage.

**Karma\***: Instantly reduces one target to 0 HP with an opposed roll.

**Spells:** Condemned, Twilight, X-Zone

**Special Abilities:** Impervious, Fearsome, Counterattack 2, Elaborate Attacks 2

**Affected By:**

**Elemental Reactions:**

**Drop:** 'Glowing' item

**Steal:** Tier 1 Concealed

**Component:** Rage

<b>HP:</b> 1200	<b>PWR:</b> 24	<b>Force:</b> 6
<b>MP:</b> 180	<b>RES:</b> 11	<b>Finesse:</b> 3
<b>AVD:</b> 13	<b>DEX:</b> 2	<b>ARM:</b> 20
<b>Destiny:</b> 2	<b>MND:</b> 10	<b>M.ARM:</b> 90



# CONCLUSION

*"It was time to bring the world once more into the light."*  
- Final Fantasy

None of this would have been possible without the original **Final Fantasy RPG** by **The Returners**; this project would have never have seen the light of day were it not for Scott Tengelin.

You can email me with questions, comments, or death threats at [ffrpg@live.ca](mailto:ffrpg@live.ca)

And that, as they say, is that.



NAME:  
RACE AND JOB:

LEVEL:



Attribute Score

PWR:	Force:	HP:
RES:		MP:
DEX:	Finesse:	ARM:
MND:		M.ARM:
		AVD:
		ACC:

<u>Attack Type</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Special Properties</u>	<u>Tier</u>
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ABILITIES

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Athletics  
Awareness  
Healing  
Language  
Lore: \_\_\_\_\_  
Mercantile  
Negotiation  
Scavenge  
Swimming  
Synthesis: \_\_\_\_\_  
Thievery  
Other: \_\_\_\_\_

SKILLS

Acting	<input type="checkbox"/>
Escape	<input type="checkbox"/>
Inquiry	<input type="checkbox"/>
Lore: _____	<input type="checkbox"/>
Lore: _____	<input type="checkbox"/>
Nature	<input type="checkbox"/>
Perform	<input type="checkbox"/>
Stealth	<input type="checkbox"/>
Synthesis: _____	<input type="checkbox"/>
Systems	<input type="checkbox"/>
Vehicles	<input type="checkbox"/>
Other: _____	<input type="checkbox"/>

ARMOR / ACCESSORY

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INVENTORY  
(10 Items Max)

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TASK DIFFICULTY

Elementary: 5  
Easy: 7  
Moderate: 9  
Challenging: 11  
Impressive: 14  
Heroic: 17  
Supreme: 20  
Godlike: 25  
Impossible: 30

EXPERIENCE AND WEALTH

EXP      Destiny

Gil

## BIO

## **Quote:**

**Gender:** ..... **Age:** .....  
**Weight:** ..... **Birthdate:** .....  
**Height:** ..... **Hometown:** .....

**Features:** .....  
.....

## GOALS

#1: \_\_\_\_\_

#2: \_\_\_\_\_

#3: \_\_\_\_\_

**Life Goal:** \_\_\_\_\_

## LIMIT BREAKS

<u>Name</u>	<u>Points</u>	<u>Keywords and Description</u>
	5	
	15	
	25	

MAGIC