



Tabletop Roleplaying Game
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Introduction

Intro to RPG's

FFDXX (Final Fantasy D20) is a fan-made tabletop roleplaying game that hopes to encompass the entirety of the Final Fantasy universe. I am going to assume you know the basic terminology or at least have access to someone who does while explaining this Final Fantasy pen and paper game. The game runs best with 5 people, a GM and 4 players, but a skilled GM can accomodate any number of players (I have personally ran this game for anywhere between 2 and 8 players.)

In FFDXX you take on the role of a Final Fantasy protagonist. The rules should provide the possibility of playing through any established Final Fantasy world, or through your own unique world, or even through a combination of them if your feeling frisky. Anything is possible in the world of Final Fantasy. Most consider Final Fantasy to be a multiverse with each story taking place in its own universe or dimension. Characters such as **Shantoto** and **Lightning** have even crossed these dimensional borders so with the GM's blessing the players should be able to do the same.

The game is played using your character, a set of dice (Standard D20 system where you will need multiples of every die type), and your imagination. The first step of any successful game group should be discussing the game beforehand. As the GM you should find out the goals of each player and do your best to fit them into the narrative you have no doubt designed. Nobody likes to be railroaded in Final Fantasy and this tabletop iteration is no different. Likewise as a player you should come up with a solid

Having a thought out backstory and well defined goals for your character will certainly help your GM craft a story and world that you can enjoy and feel accomplished in.

For many players the hardest part about getting into an RPG is coming up with a character they want to play. The number of choices FFDXX gives you is daunting, but don't get hung up on making the perfect character. Especially for newer players, making something you think sounds cool or fun is the first step, and don't worry about not liking it later on, FFDXX doesn't punish players for multiclassing, unique builds are encouraged and in some cases even rewarded. All the classes were designed with the mindset of keeping them interesting and unique with balance only being a side thought. As we gain feedback and insight future builds of FFDXX may have balance changes but for now, go crazy. This applies to Race selection as well, since most classes are capable of utilizing multiple stats there are no combinations that just can't work (See Fantasy Orc Sorcerers for reference.) Don't be afraid to try something different.

After character creation it's time to play the game. From this point on your experience is largely dependent on your interactions and choices. As a GM don't be afraid to let loose on the reigns a little when the players decide to stray. Players are going to get wanderlust, thirst for power and in general will be throwing wrenches every which way to stop every cog you have in motion, but the idea was to have a bit of fun. If your group is the type that likes to stick to the plot that's great, but in my experience this is rarely the case.

For the players, I'm not going to say not to make the

GM's job hard, your going to, but try to remain consistent in how your PC acts as that will give the GM the ability to react to situations consistently. This entire paragraph however is subjective as everyone plays differently and for different reasons, but I felt it was necessary for the introduction section.

On to the next section!

Character Creation:

Statistics [Stats]

Stats are a baseline measure of your characters physical, mental and social abilities. They are your characters building blocks and will determine much of how your character performs. While common knowledge about D20 systems will help you build your character, FFDXX was designed in a way that eliminates absolutely essential stats for specific classes.

Strength [**STR**] is a measure of your characters physical power. The more strength you have the more you can lift, the harder you hit, and the easier it is for you to perform feats of strength such as climbing and jumping.

Agility [**AGI**] is a measure of your maneuverability and ability to move your body. Some weapons aren't about hitting harder, and instead benefit from your finesse with the weapon. Agility also adds to skills that require good control over one's on body such as balancing and swimming.

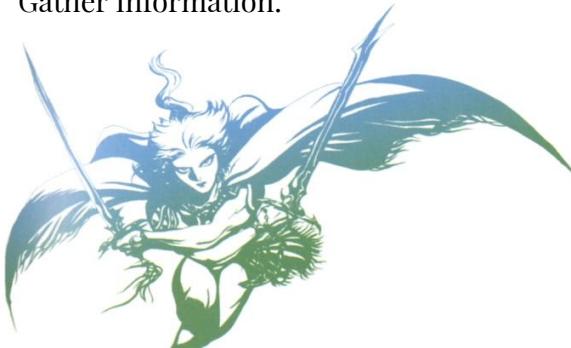
Dexterity [**DEX**] is a measure of how good you are with your hands. Precise control over complex mechanisms and a steady hand are required for the skillful use of some weapons and tools, and someone who has an aptitude for Dexterity has much more luck with skills that require fine movements such as driving or lock picking.

Vitality [**VIT**] is a measure of your physical health. While most weapons and tools don't account for how hardy an individual is, a shield user would benefit greatly from a large vitality. Vitality is also good for characters who want to resist poison, disease or who want to perform physical tasks with more endurance.

Mind [**MND**] is a measure of a characters spirit and life force. Mystical weapons and spells benefit from mind and those who live long lives and gain many experiences will draw from mind's benefit to skills such as Perception and Sense Motive.

Intelligence [**INT**] is a measure of a characters Knowledge. Study of the arcane and magical staves benefit from a strong intelligence score. A sharpened mind also lends its hand to skills such as Knowledge and Crafting.

Charisma [**CHA**] is a measure of a characters force of personality. Most weapons do not benefit from its wielders ability to convince the enemy, but then a good enough talker may not even have to draw their weapon. Charisma benefits social skills such as Charm and Gather Information.



Stats are broken into 2 numbers. The **Score** and the **Modifier [Mod]**. The only number ever directly modified is the Score, the Mod is determined after by the score. A Stat Score of 1 gives you a modifier of -5, a Score of 2-3 gives you -4, 3-4 gives you -3, 5-6 gives you -3, and so on. If a stat ever reaches 0 your character dies, While reducing Stats isn't common, it can happen so be cautious. **In all cases in FFDXX when you end up with a decimal, round it down.**



A new characters stats all start at a score of 9, with a +0 Mod. Players are given 32 points to be spent between their 7 stats on a 1 for 1 basis (1 stat point is equal to +1 to the score). No single stat can be raised above a score of 18 with your starting points.

After your points are applied, add your racial modifiers, these can take a total score above 18. After your final totals are set and your first class is chosen it's time for some Derived Stats.

Health [HP]: Your health is how much damage you can take before being KO'd. When your health is at or below 0, you gain the affliction [KO], this does not mean death however. In order for an actual character **[Death]** to occur you have to be at negative half your total HP, or -15 (Whichever is higher.) To determine. Lost HP recovers at a rate equal to your VIT Mod + Class HP every 12 hours that you do not sustain any damage.

Your MAX HP is determined by your VIT, Level, Class and any additional talents or traits you may have. The base is $10 + (\text{VIT Mod} * 5) + (\text{Class Bonus} * \text{CL})$.

Mana [MP]: Your mana is the resource you expend to use certain spells and abilities. You require the MP to use the ability or else the spell or ability will not activate. MP Recovers at a rate equal to your CHA Mod + Class MP every 12 hours.

Your MAX MP is determined by your CHA, Level, Class and any additional talents or traits you may have. The base is $10 + (\text{CHA Mod} * 5) + (\text{Class Bonus} * \text{CL})$.

Evasion [EV]: Your Evasion is the number opponents must roll in order to hit you with Physical Attacks.

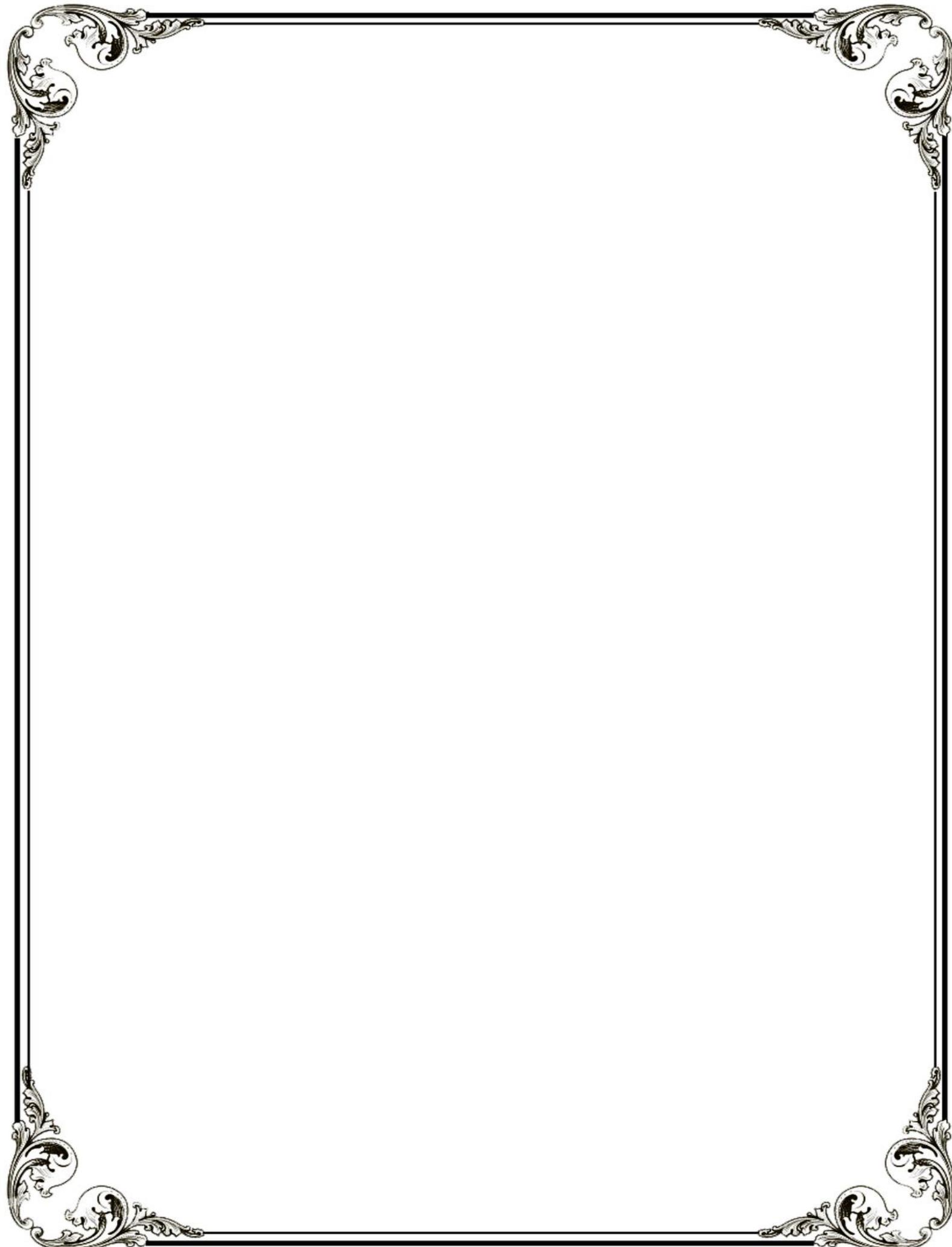
Your EV is determined by your AGI, Armor, and any additional talents or traits you may have. The base is $10 + \text{AGI Mod}(\text{Dodge Bonus}) + \text{Armor Value}(\text{AV})$.

Your EV also has two subcategories. **[Flat-Footed]** base is $10 + \text{AV}$, it is used whenever you would be denied your AGI Mod. You are considered **[Flat-Footed]** in combat before you take a turn, when being attacked by an enemy that has successfully used stealth against you, or in general whenever it would make sense. Various Conditions can also make you **[Flat-Footed]**.

[Touch] base is $10 + \text{AGI}$. This is used when the attack merely needs to make contact to be

effective. This is usually stated by the ability you are using, things like Offensive Spells require a Ranged Touch Attack, Support Spells do not require such a roll “Usually” since most characters are willing to accept a beneficial spell from an ally, However if the character is not in control of themselves or otherwise incapacitated they may actively attempt to avoid a friendly spell.

Introduction



gear is made from. Every character starts with 2500 GIL, this can be adjusted by the DM to fit their games needs but is a good line to measure from. You should consider carefully how you want to play

Now that your character's are made you are ready to jump into the world of FFDXX. This game is a fan made game and as such is prone to balance problems, broken builds and the occasional completely game breaking mechanic. As such any problems you run into while playing should be brought up to the game creators so that they may be fixed. As a GM, I apologise to other GM's out there that will have to make sometimes difficult decisions because of my lack of foresight, and also thank you for your dedication. Now that the introduction is over, time for rules from here on out, while much was explained here, everything discussed and much more will be explained in further detail in their respective sections.



New Mechanics

Damage Level

Everything in the game that deals damage is assigned a **Damage Level (DL)**. Damage Level is a simple number that translates to a certain amount of damage. Certain effects in the game can raise or lower your DL. The following is a chart depicting what DL equals in actual dice rolled. Whenever you see an Attribute associated with a DL you change the DL # by the Attribute Modifier.

1: 1d6+1	15: 4d10+20
2: 1d6+3	16: 5d10+20
3: 1d6+5	17: 5d12+25
4: 1d8+6	18: 6d12+25
5: 1d8+8	19: 6d12+30
6: 2d6+8	20: 6d12+35
7: 2d6+10	21: 6d12+40
8: 2d8+10	22: 6d12+45
9: 2d10+10	23: 6d12+50
10: 3d8+10	24: 6d12+55
11: 3d10+10	25: 6d12+60
12: 3d12+10	26: 7d12+65
13: 4d10+10	27: 8d12+70
14: 4d10+15	28: 8d12+80

Spell Power Level

Spells can improve vastly based on the **Power Level (PL)** of the spell. PL is based on the level of your casting classes, certain levels will give you a trait called "**Magic PL +1**". The first instance of this trait will give you access to that spell type at PL1 and each additional instance of it increases your maximum PL by 1. Whenever you see a spell description such as "Deals/Heals DL X + PL" that means you increase the DL by the PL of the spell, spell "Deals DL 4 + PL Damage" and you cast the spell at PL 3, then the DL of the spell is 7. Increasing the PL of a spell increases the MP cost of the spell as well, so stronger spells can deplete you if your not careful.

PL is also important because certain spells require a magic type to be at a certain PL before they can even be learned. Spells will be described in more detail in the **Magic and Spells** chapter.

Random Encounter

Random Encounters are a big part of FFDXX. There are **Random Encounter (RE)** tables for everything from fights, to exploration to loot. Some REs will be prerolled by your GM, however some will happen on the field. Quick responses to your GM will help move this section along much more smoothly.

Armor Check Penalty

Each piece of equipment has an **Armor Check Penalty (AVP)**. AVP affects your character in a variety of ways. AVP from all equipment worn creates a penalty to any AGI based roll you perform (This includes Reflex Saves and Skill Rolls). AVP also interferes with spellcasters, the caster must succeed in a Concentration(Focus) Check at a difficulty equal to your total AVP to start casting a spell. Finally Helmets AVP also penalizes your Perception Check you make while wearing it.

Demeanor & Morale

Demeanor is a measure of a person or creatures attitude towards you. Remember that the TN's in this section are not hard rules but rather starting lines as Speechcraft and Handle Animal Checks are modified by a great many factors.

Nemesis / Savage: This is the hardest demeanor to work with, People at this level (Nemesis) hate you outright and will do everything in their power to obstruct you, in some cases they are willing to kill you without hesitation. Creatures at this level (Savage) are driven by violent instinct and are difficult to deal with. The TN of Speechcraft or Handle Animal Checks is at minimum 20 but can be higher.

Hated/Ferocious: This level of demeanor is a bad spot to be in, People at this level (Hated) dislike you and what you stand for, while outright murder isn't their go to option, should they believe themselves to be in the right they will attack without mercy. Animals at this level (Ferocious) are predators who see you as food. The TN of Speechcraft or Handle Animal Checks is at minimum 15 but can be higher.

Hostile: Hostile people and creatures usually don't fight to kill. People want something from you, animals are defending their territory. Most encounters are with hostile creatures as there has to be some other driving force pushing them to kill. The TN of Speechcraft or Handle Animal Checks is at minimum 10 but can be higher, especially if you have something the opponent wants or are threatening in some way.

Neutral: Most people and many creatures start at this stage. They have no good or bad feelings towards you and will ignore you unless engaged somehow.

Docile: People who like you and tamed creatures are usually at this level. People are more willing to help you and animals will heed simple commands. Getting a better result than this takes some effort however.

Loyal: Loyalty is something earned. Either you have done something that helped the other party and gained their loyalty, or you create enough fear within them that they would rather not tempt your ire.

Subservient: The hardest demeanor to achieve, this is gained through great deeds that aided the other party a great deal, or you have stricken fear into their heart to the point that they would die before betray you.

Morale is an opponent's willingness to fight you. Enemies that aren't at the "Hated" or "Nemesis" demeanor will make a Will save each time one of their allies falls in combat. The first save is DC10 and increases by 5 with each additional fallen allie. If the opponent ever fails a save they attempt to run (or surrender).

Facing

Characters have facing in FFDXX. Your AV is modified by the direction your facing. Below are models of facing. Certain abilities will be affected by these facings, they adjust as your character does, even facing diagonally when you do. Use care when fighting as exposing your Rear Facing or even your Flanks to the enemy can be devastating. When drawing Ranged Attack lines, the highest facing bonus is applied to the attack,

In this example, the attackers line of fire passes through the +2 EV Front arc, therefore the +2 EV bonus would apply. When attacking from the rear or side, 0 is higher than -1, and -1 is higher than -2. The benefit is always given to the Defender. Lines of fire are always drawn to and from the centers of the space.

-1 EV Rear Facing	-2 EV Rear Facing	-1 EV Rear Facing
+0 EV Flank		+0 EV Flank
+1 EV Front Facing	+2 EV Front Facing	+1 EV Front Facing
		

Tracking

Following an obvious trail is not tracking. However following the trail of a specific creature through its natural habitat where other creatures of its species live, now that is tracking. Normally a person can only follow a trail, not a specific creatures trail, however with the ability "Track" you can follow a specific trail. "Track" can be gained through several methods such as Traits, racial traits or class traits and talents.

Precision Damage

Precision damage is dealt separately from the attacks normal damage and ignores DR.

Character Creation

Attributes

Races of Final Fantasy

Al Bhed

The Al Bhed are born with vibrant blonde hair and piercing green eyes. Even though they are Hyur in nearly every other respect these traits singled them out and the Al Bhed were the target of persecution by the Hyur for eons. Eventually the Al Bhed left Hyur civilization completely, forming nomadic tribes in the desert wastes, delving into dungeons and ancient ruins in order to make a living.

In ancient times, Machina was considered taboo, and as such only the Al Bhed dabbled in it being unrestrained by the stigma the other races at the time gave it. This unwillingness to conform only further exacerbated the persecution of the Al Bhed, but in the end this trait of theirs would lead the Al Bhed to a technological revolution.

The wandering Al Bhed tribes began to form their own nation in the desert, the oasis known as **Ymagytan** would become a shining jewel in the sands of their empire. The Al Bhed formed a technocracy, where the people were lead by the best technical experts among them. Separated from the rest of the world by a vast and violent sea, the Al Bhed continued to grow under the radar to the point where they no longer needed to deal with other powers in order to survive.

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Currently the Al Bhed nation, Dalrhulnylo, is a technological powerhouse. Their nation is small compared to others but their strength is something of a legend. They maintain an advanced fleet of air and sea vessels that are unrivaled in strength.



AI	Bhed	Racial	Modifiers:
DEX	+2,	INT +2 ,	VIT -2
Drive(Select 1),	Use	Machina(Repair)	

Natural Mechanic: You gain +2 to Use Machina(Repair) rolls and can repair a vehicle even while its running.

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.



Races

Amalj'aa

The hulking Amalj'aa are a race of nomadic beastmen who inhabit grasslands where they subsist by hunting the native wildlife. In the past their species was devastated when the Avatar Ifrit began to temper their kind, many Amalj'aa were turned into his followers by force and during the War of Light were wiped out when the Lord of Shadows and his followers were defeated. Those that are left have formed a clan known as the Brotherhood of Ash and work to improve their relations with the other races but the stigma of the beastmen is still strong.

The Amalj'aa are lizard-like Beastmen with hulking bodies and close ties to Fire as the tempering of Ifrit still affects them to this day. The brotherhood of ash has built a capital city uniting the nomadic species under the banner of the Brotherhood, though the going is slow since many Amalj'aa still cling to their old traditions and some even fall to their tempering become once again thralls of Ifrit.

The Brotherhood insists that the Amalj'aa were once an honorable people before Ifrit began to convert their species, they have even begun to form an alliance with other beastmen to try and reform the races that comprised the ranks of the Shadow Lords army during the war of light, however they tread slippery ground because from an outsider's perspective it almost looks like the Shadow Lord's forces are mustering their strength.

Outside of the beastmen the Amalj'aa have attempted to create diplomatic ties with their neighbors, The Roegadyn Empire and the Republic of Saronia. These Nations can see the progress the Beastmen Alliance have made and are on friendly terms, but their word alone has not been enough to convince the Allied Races of the Beastmen's intentions, and within the Beastmen Alliance itself persecution has begun to create splintered factions that don't exactly believe that true integration with the Allied Races is possible.



Amalj'aa

Racial

Modifiers:

STR	+2,	AGI	-2
Handle Creature(Choose One),		Craft(Smithing)	+2,
Athletics(Swim)-10			
Size:			Large
Resistance	5:		Fire
Weaness	5:		Water

Brotherhood of Ash: Spells and abilities with the elemental tie [Fire] have their DL increased by 1.

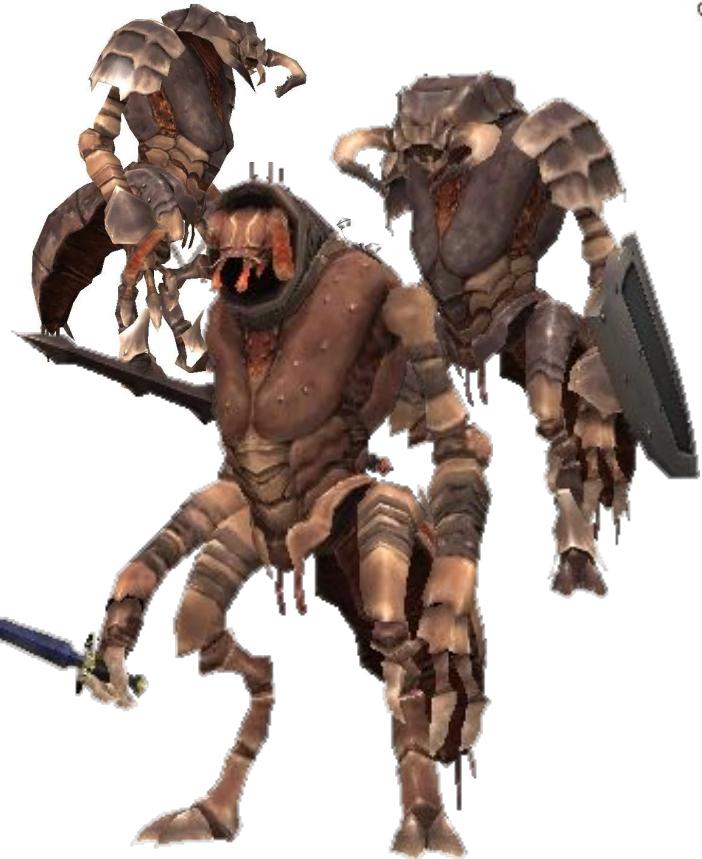
Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Antica

The Antica are really a remarkable species. You can visit any Antica colony, on any world, in any dimension, and they are always run the same. The hive mind is they poses is incredibly strong, though some Antica seem to have lost contact with it. An Antica hive is always run by a queen, and the entire hive will be willing to die protecting her. Those that find themselves on the wrong side of an Antica hive's ire are in a dire situation indeed.

The Antica queen is massive, she is much less humanoid than the worker and soldier Antica that serves her, and she spends her days laying eggs, she is capable of laying 20 - 30 eggs a day on average. While on the surface, the hive may seem small, the untold depths of an established hive are home to hundreds of thousands, sometimes millions of Antica. They subsist off of moss and vegetation that grows within their caverns so aren't harming anyone, but the goals of adventurers often finds them at odds with the hive mind.

If you harm nothing, you can usually walk through a hive without so much as a sideways glance. The Antica in general are very docile creatures whose only focus is the protection and growth of the hive. Rumors of vast treasure troves deep within Antica strongholds lure adventurers from far and wide into these pits, and after becoming lost for a few days even an Antica larvae can start to look appetizing, this is where the trouble always begins.



Antica Racial Modifiers: [LA :1]
STR +2, VIT +2, CHA -6, Natural Armor 3

Auxiliary Arms: You have 2 extra arms, they can wield weapons and deal damage at half your normal STR and -1 DL.

Tremorsense: 30ft

Natural	Attacks:
Claws:	DL2
Bite: DL2	x4

Hive Mind*: Antica have a connection to every other Antica within their hive, they know what every other Antica knows and can respond to any threat posed to a single Antica with their full force. Antica receive +1 to attack rolls and DL for every other antica within 30ft. Player Character Antica cannot have a connection to the Hive Mind as they would not be allowed to venture from their hive if they were.

Bangaa

Bangaa are a lizard folk with tough leathery skin and sturdy bodies. Many Bangaa become mercenaries or bandits due to their affinity for fighting, and while not particularly skilled with arcane arts, the Bangaa's tendency to have unfaltering conviction they have been known to become powerful clerics and paladins as well.



Bangaa	Racial	Modifiers:
STR+2, WIS+2, INT-2, CHA-2, Natural Armor 1		
Perception +2,		Survival(Tracking)
Scent: You gain		"Track"
Black Magic PL -2 (Minimum 1)		

Cactuar

Whether by chance or a legislative mistake the Cactuar have been recognised by Dalrhulnylo and Nenia as a sentient tribe. While many blame the adoption of the Gigas as a tribe resulting in consideration of the Cactuar, the Cactuar had done nothing to warrant "revoking" said right. Being "obnoxious" as the Bangaa put it, was not grounds for rejection from the allied races.

As for their recent inclusion Cactuar have not drifted far from their desert homeland of Donachia though a few adventurous Cactuar have been seen wandering the most inhospitable of places. With the unruly combination of both speed on land and vitality Cactuars are difficult to get close to, and those that do are usually met with a thousand tiny needles. Due to the nature of their bodies they are unable to wear most armors, without ruining it, or hurting themselves.

The Cactuar have no governing body, no nation of their own, no cities or settlements and for centuries were considered unintelligent, however the Al Bhed were able to identify patterns in their movements, the Cactuar did not communicate verbally but through motion. After many years of study and development a collar was invented that was capable of reading the motions of a cactuar and translating it to speech.



Cactuar	Racial	Modifiers:
VIT +2, Movement	WIS-2, Speed:	Natural Armor 3
Size: Small,	Sub-Type: Plant	Land 50ft
Cactuar Needle (RaTrait): Due to the fact that your body is covered in needles you are unable to wear any type of armor. Attempting to do so will destroy cloth and leather, and harder armors cause you no small amount of pain as they bend and break your needles. This is not just a curse however, as your Hand-to-Hand attacks have their DL increased by 1 and anyone attempting to hit you with unarmed attacks or trying to hold you in a grapple will take DL 1 damage each time they hit you or for each round they are grappling with you.		
Slam: DL1 (accounts for Size)		
1000 Needles: Special Attack		

1000 Needles	Racial feat	None	PL-	Cactuar
None	14MP/CL	Self	20ft Burst	Standard Action

You send a spray of needles that damages everything within a 20ft burst from the Cactuar. This attack gets stronger as the Cactuar increases in level, dealing DL equal to VIT Mod + CL. Targets may make a REF DC 10 + ½ CL to take half damage.

Clavat

Many consider the Clavat a cowardly folk, but if people knew how many clavat were at the center of events that changed history, they may change their tune. The Clavat in general are a peaceful people who like to work their crops, make their goods and run their markets. Clavat are skilled craftsman and merchants and live in relative prosperity. Every generation however sees a handful of hero's come out of the Clavat townships.

Those who heed the call to adventure have often found themselves swept up in grand events, and while they aren't often the center of attention they are usually instrumental to the success of their group. This is well known amongst the Clavat and tales of their heroic ancestors are burned deep into the minds of every Clavat child. However since they aren't a boisterous people the stories remain a well known secret.



The Clavat people have found that the Garif are their closest ally, since the Garif are capable of taming even the wildest beasts of the land they can expect relative peace, in return the Clavat need only respect the life and land they live on, something that comes easily to the Clavat that make their living by working the land. They also help the Garif by facilitating trade between the Garif and the outside world as middlemen, using generations of experience dealing with commerce to help their allies grow in strength.

Clavat	Racial	Modifiers:
CHA	+2,	STR -2
Size:		Small
Craft	+1, Profession +1, Commerce(Appraise, Haggle)	

Rags to Riches: You've built a reputation as an accurate appraiser of value. When buying or selling you gain +2 to Commerce(Appraise) and Commerce(Haggle) rolls as well as gain double benefit from Commerce(Haggle) Success'.

Dwarf

Dwarves are a humanoid race, shorter and stalkier than Humes. They have made their living in mountains and mines so have developed an aptitude for trades like mining, smithing and engineering. They rarely leave their homes except to export their goods or when their mines run dry so rumors of what a dwarf looks like abound, many believing them to be stunted, broad bearded men. Truth is their appearance varies by clan. Mountain dwarves do indeed resemble the common description, however Mine dwarves have dark shaded skin and lightly colored eyes, and Ruin dwarves portray a slightly shorter Humanoid and they often wear gilded intricate clothing.



Dwarf	Racial	Modifiers:
VIT +2,	INT +2,	DEX -2, MND -2
Craft +2,	Appraise	+2
Natural Mechanic: You always treat Knowledge (Machina) and Repair as class skills.		
Machina Proficiency: You treat Gunblade, Boomerang, Chakram, Handgun and Rifle as Class Proficient weapons.		

Elezen

The Elezen are a race of proud warriors and Knights. Their long lives and strict culture demands perfection from each Elezen. Their societies have mandatory military service and many years of education, an Elezen is not even considered an adult capable of making their own decisions until late into their 30th years. Many Elezen who have deserted have brought tales of extreme hardship from Elezen lands, but few can argue with the results as a fully trained squadron of Elezen Knights is a truly fearsome and awe inspiring sight.



Elezen	Racial	Modifiers:
MND	+2,	DEX -2
Knowledge (Any)	+2,	Craft +2

Noble Lineage: You always treat Sword and Greatsword as Class Proficient weapons.

Fairy

placeholder



Fairy	Racial	Modifiers:
INT +2,	AGI+2,	VIT -2, STR -6
Concentration(Meditation)	+2,	Spellcraft +2,
Knowledge(Arcana)		+2
Size:		Tiny
Movement:	Flight 30ft., Land 10 ft.	
Fairy Dust: Each round you start adjacent to an ally, that ally heals 3HP.		

Garif

The Garif live quiet lives tending to their creatures. While most beasts of burden include horses and chocobo's, the Garif are considered master trainers and employ exotic creatures that are considered untamable by most standards. The Garif live in harmony with all forms of life and respect natural order.

While the Garif use their creatures as beasts of burden, they do not restrain them in any way and are free to come and go as they please, to most this seems to be an oddity but it works for the Garif. While hunting is a necessity, the Garif consider most adventurers to be a blight who wipe out communities of beasts for their most valuable parts, leaving the rest to rot in the sun. As such the Garif are not a welcoming people, often secluding themselves from others.

The Garif do have friends though, They coexist with the Clavat, who live a very different lifestyle but whose general love of peace meshes well with the Gria's harmonious lifestyle. They are also allied with and respect the Antica, whom have a very strict natural code that they follow through with till death. And their most unlikely ally are the Al Bhed. While the Al Bhed are consumed with Machina, something that would seem to clash with the Garif's naturalistic lifestyle, the Garif see the Al Bhed as recyclers, taking ancient technology and rebuilding it using the waste produced by other species.

Together these collectives are considered the Dalrhulnylo Empire by the outside world, internally they have just found a way of living together on their small island in the southern sea. They have formed a unique ecosystem and found balance that very few others in the world have despite their seemingly insurmountable differences.



Garif

VIT +2, INT -2, Natural Armor 2
Handle Creature (Choose 3)

Nature's Ally: Creature's of the "Animal" category always have the Demeanor "Docile" towards you and will not attack you unless they are defending themselves.

Training a creature takes only 4 months.

Nature's Protector: You are unable to use Machina

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Modifiers:



Galka

Once the Galka were once the protectors of a great desert nation, granted life by a divine being. Their life and death were mysteries as nobody ever saw a galka die and none were ever born, but whenever an old Galka would disappear a new young galka would be found wandering the desert. The legends tell of a god who molded these beings from stone but nobody knows the full truth.

Through the actions of an ancient unknown hero the Galka's death and rebirth cycle was broken, allowing them to lead normal lives. Their large bodies make them ideal for manual labor and adventuring, though they can be found in nearly every walk of life.



Galka

Racial

Modifiers:

VIT	+2,	DEX	-2
Survival	+2, Knowledge (History)	+2, Athletics	-4
Size:			Large

Toughness (Rafeat): You gain 1 additional HP/LVL

Genome

Placeholder



Genome	Racial	Modifiers:
***	+2,	*** -2
**		+2
***: ***		

Races

Giga

The Gigas are massive beasts who can just barely claim sentience. Their underdeveloped mind leaves their actions to be determined mostly by instinct so their nature can be considered incredibly violent. While a smarter than average Giga can be found here and there, you would be pressed to find a scholar among even their brightest.



Giga	Racial	Modifiers:	[LA:4]
STR +8, VIT +4, INT -6, DEX -2, CHA -4			
Craft			+2
Size:			Huge
Rage	(Rafeat):	(see	Trait)
Bite (NaAtk): DL3			

Goblin

Numerous and misunderstood, Like most bestial races the goblins have a keen tie and respect for nature. Though the respect is more "alien" and "extreme" to an outsider. Goblins can oft be associated as one of three groups. The first is merchant, using their ties to their own kind to get good "deals" on goods that their brethren see as junk. The wood goblins live in dense or sparse forest adamantly protecting the ecology of their homes by raiding "polluting" caravans, or freeing beasts of burden. The last are the mountain goblins, who wish to establish a recognized nation underground and are oft in competition with dwarves. Regardless of "nation" goblins are nimble creatures capable of leaping, trees, chasms, or rooftops with ease and despite their lacking strength have the keen ability to carry an impressive amount of goods.

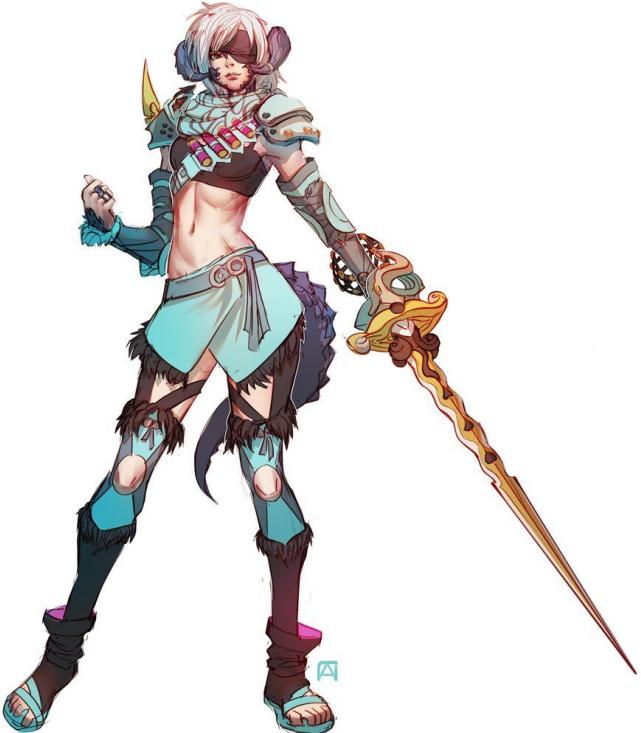


Goblin	Racial	Modifiers:
AGI	+2,	STR -2
+2	to	Any Skill
Size:		Small

Gobby Bag (Rafeat): You can carry 4 times what your strength would normally allow.

Gria

Gria are humanoid besides their horns, tails and a tiny set of wings. While the wings do allow some flight the Gria tend to keep them tucked away and hidden as they are sensitive. Gria are a race who revel in combat despite their obvious weakness, and are more often than not found on the front lines of battlefields across the world.



Gria	Racial	Modifiers:
STR +2,	AGI +2,	WIS -2, VIT -2
Athletics		+2
Movement: Flight 15ft		

Guado

More than century ago, the Guado held one of the strongest nations of the world. Their city of Guadosalam stretched as high and as far as the Macalania wood. Surrounded by high walls of iron bark the Guado were virtually unopposed. Despite a strong military might they had a gentle and soft grip, a strong father governing the children of _____. But that changed when the “Miasma Crisis” struck their woods and by extent their city's. Guado live and die with their wood and with their woods threatened the Guado changed. No longer a soft hand but an iron claw grasping and tearing at the people and nations around them for the sake of progress, for the sake of saving their wood. When they found some plants and some species were immune to the Miasma they did what they thought was “natural” work to hybridise these strains into themselves. But despite the “samples” they claimed and the races they mutilated nothing held the miasma off for long. Until they found the Ronsou.

With the other more powerful races struggling with the miasma crisis they didn't have the time or resources to denounce the Guados actions. Despite the conditions an inhuman and desperate passion drove their armies forward. They subjugated the Ronsou their blood and their pitiful farms proved promising against the unseen miasma threat. But the victory was short lived.

At first it was raiding parties. Munition deposits going dark. Caravans vanishing outside the wood. But soon the threat made itself known. While the world slept the Nu Mou and the Yuke united what few could stand against the nation of the Guado. Lacking the ability to fight a stretched front they retreated to their wood leaving the scientists and mages to be slaughtered on gagazet. With enough specimens on hand the guado had the means to reproduce their study and to subvert the miasma.

But the lionlike followed their retreat. The once great guado nation that took several centuries to grow, burned to ash in a fortnight. And on that night, none came



to their aid... but the very Ronsou, the very people they subjugated. Now a small nation, the Guado work to regrow their nation and serve as a reminder to what awaits a tribe that serves only themselves. The Guado are less agile than most but are more hardy than most races. Their tie to the woods and empathy towards all living things make them proficient at healing arts. And are said to be able to detect life. No matter how dormant.

Guado	Racial	Modifiers:
VIT	+2,	AGI -2
Profession	(Herbalist)	+4
Knowledge	(Nature)	+2
Movement:	Land	40ft
Sub-Type:		Plant

Life Scent (Rafeat): Just by seeing an object you can immediately tell if it is alive or not. Things like Constructs and Undead are not considered “Alive”.

Hypello

Hypello live in watery areas like beaches And marshes. They are skilled farmers and Herders, capable of raising crops and animals That normally cannot be raised outside of the rough Watery environment they call home. Their ability To breathe underwater and ability to swim as easily

As walk has also benefited them as very few heros Are capable of navigating the underwater depths Without a guide



Hypello	Racial	Modifiers:
AGI	+2,	VIT-2.
Diplomacy	+2,	Athletics +2
Movement:	Swim 30ft,	Sub-Type: Aquatic
Laid Back (Rafeat):	+2 to saves against Berserk but -2 to Saves against Sleep.	

Hyur

Hyur are the most prominent among the races. They exist in every habitat, every walk of life. The Hyur are incredibly adaptable and while they have no defining strengths, neither do they have any glaring weakness.



Hyur

Any

Racial

1

Attribute

Modifiers:

+2

Bonus Trait:

Ixal

placeholder



Ixal	Racial	Modifiers:
AGI	+2,	CHA -2
Athletics		+2

Tempered by Vortex: Spells and abilities with the elemental tie [Wind] have their DL increased by 1.

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Kindred

The Kindred are hated and feared by most other creatures. Once the spawn of a Demon Lord, the armies he created with his dark powers were left to find lives of their own after the great evil fell to a group of heroes. While the Kindred no longer serve any dark being the stigma remains, and it doesn't help that the Kindred tend to have dark personalities and a lust for bloodshed.



Kindred	Racial	Modifiers:	[LA+3]
STR +2,	DEX +2,	AGI -2,	VIT +2
MND -2,	INT +2,	CHA +2	

Carapace (RaTrait): Your skin grants you +5 AV and gives you a 15% chance of Spell Failure.

Demon Sight: You have Darkvision for 120ft and Can see through magical Darkness.

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

DR 5/Light

Claw (NaAtk): DL2

Kobold

placeholder



Kobold

STR +4, Craft(Any)

Size:

Racial

CHA +2

Modifiers:

-2

+2

Small

Bound by Darkness: The Kobold suffer a -4 penalty to Perception when in daylight.

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Kojin

placeholder



Kojin

**

***: ***

Racial

+2,

Modifiers:

-2

+2

Lamia

The Lamia are half snake, and as such most are uncomfortable dealing with them. Lamia are rumored to be able to see into your very soul with their snake like eyes, the rumor goes on to say they will use their darkest secrets against you. In truth a Lamia can see no more than anyone else but their strange appearance and reclusive nature has done nothing to help their reputation.

One rumor rings true, the Lamia are seductive, their cultural dances and limber bodies create quite an enticing show. Female Lamia are larger and more physically capable than their males, and as such they have developed a matriarchal society. Besides seduction, the Lamia master their ritual dances to display their physical prowess. The leaders of lamia clans are chosen from the strongest females and the dance has long been their way of proving their strength.

The low male count however has resulted in a slow birth rate, with a tribe of 50+ Lamia producing just one child a year. The Lamia needed strength to raise their own nation and found it in other races that shared cultures similar to their own. The country of Nemia was formed under the premise of a nation of races who had low male counts and were shunned by the allied races. Together with the Nezumi and Merrow, the Lamia now control a significant amount of land and they defend their borders viciously.



Lamia

CHA +2, AGI +2, STR -2, INT -2
+4

Racial

Modifiers:

Perform
Attacks:

DL2

DL2

Natural

Claws:

Bite:

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Lilty

Lilty are a small plant-like species. All Lilty have a sprout of some kind on their head, with male Lilty having a short sprout that sticks straight up, and female Lilty having it long sprouts that come down like hair. Some Female Lilty even have flower buds. Lilty are characterized by their energetic nature and unbending spirit. Something about Lilty drives people to their extremes however, with some people praising the Lilty as being good luck, calling them “Garden Fairies”, and others cursing the “Onions” as an ill omen of fate.



Lilty

STR

Racial

+2,

Modifiers:

DEX-2

Gather Information +2, Sense Motive +2

Fate Manipulation: You can modify any RE roll by either +1 or -1 after hearing the results. However this cannot be undone.

Lion-Like

Among the first settlers of Aurinkarn, the Lionlike are an ancient and long lived race. The lionlike do not hold a single governing body, nor do they hold a "bordered territory". Instead they roam the lands in massive packs governed by an elder. Their fractured nature makes it difficult to engage in diplomacy, where one Pack would agree, three more would not be held to the same agreement.

Chiefly the lion-like fall into three categories. The "Stoic", are the Packs that follow the oldest ways, they follow the wandering herbs, deter outsiders from their hunting grounds. They perform their rituals and compose themselves much as they would have centuries ago. But as they resist change, The League embraces it, they are the Packs that have integrated themselves into modern societies, finding work, purchasing goods, and abandoning their "sacred history". The last are the black sheep of the Lionlike Packs. The "fallen", while they adhere to the old ways they do so in the extreme. They don't deter outsiders, they pursue them. They raid and destroy in whatever capacity whenever an opportunity arises. Leaving little but ash and corpse. The fallen make it difficult for all "Lion-Like" to hold peace with other races and helps promote the idea that the Lion-Like are savages. Though the savage label is much deserved.

A century ago the Lionlike found a unity in purpose in freeing the Ronsou from the Guados grip. And though they have saved Gagazet the fallen wanted to do more. Unsatisfied and believing the guado would return the fallen pursued the retreating force without consulting the "weakling races". Days later the "Fallen" burned down the Macalania woods. With the Guado people being spared from genocide only through Ronsou intervention.

The massive divide between Lion-Like Packs has only increased from then. The "Stoic" struggle to find



safe lands to pursue their tradition. The "League" finds it difficult to integrate when the world views them as 'beasts'. And the "fallen" live with the sting of rejection from even their own kind. There remain the brave and hopeful that believe they can unify the Packs. But what can bridge the gap between so much pain?

The Lionlikes nomadic heritage has made them agile and strong, capable of sweeping across massive plains in moments and taking down even the largest of prey with brute force and burning fangs. But their natural aptitude and pride prevents them from wearing even the simplest of arms and helms. But some "forward thinking" Lionlike have adapted to using multiple accessories to defend themselves against an ever changing world.

Lion-Like	Racial	Modifiers:
STR +2,	AGI +2,	Natural Armor 2
Survival	+2,	Athletics +2
Movement:	Land	50ft
Scent		(RaTrait):
Track		(RaTrait):
Low-light	vision	(RaTrait):
Abnormal Body (RaTrait): You can't use weapons or Armor, but may use 4 Bracelets, 2 Earrings, 4 Rings and a Necklace.		
Bite	(NaAtk):	DL3 [Fire]
Claw (NaAtk): DL2 [Fire]		

Lycan

Lycan are born with a direct connection to the animal spirits. Lycan do not require Lycan parents, they resemble their parents race with faint features from the Animal spirit with which They are connected. They can also shift into A full anthropomorphic Animal. Lycan are Usually cast out of Whatever society They are born into, Or at the very least shunned by everyone they know, mankind considers them cursed and as such avoid them at all costs. As such many Lycan villages sprung up, all of which share a similar disdain for humanity, if not outright hatred.



Lycan	Racial	Modifiers:
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Any 1 Attribute	+2, Any 1 Attribute	-2
Any 1 STR, DEX, AGI	Skill	+2

Lycan Shift (RaTrait): Shifting into your full Lycan form increases your racial modifiers. +2 to your selected attribute, -2 to your other selected attribute, and +2 to your selected skill. You also gain...

Bite(NaAtk): DR2

If someone knows you are a Lycan, expect a -6 to any Social rolls you engage in with them.

Mamool Ja

The Mamool Ja are an interesting species. you can actually see the strengths of the individual based on how they look. Things like coloring, patterns and features like shape and size of their crest and jaw are all signifiers of the particular strengths of the Mamool Ja. As such their different breeds can almost be considered their own races.



Red Mamool Ja	Racial	Modifiers:
STR+2, +2	VIT +2,	INT -2, AGI-2 Athletics
Blue Mamool Ja	Racial	Modifiers:
INT+2, +2	CHA+2,	STR-2, DEX-2 Spellcraft
Green Mamool Ja	Racial	Modifiers:
DEX+2, +2	AGI+2,	WIS-2, VIT-2 Acrobatics

Two Headed Mamool Ja Racial Modifiers: [LA+2]

Choose 2 of the Mamool Ja Colors, you receive the stat modifiers from both of them. You also have 2 heads that both have their own personality.

Universal Mamool Ja Racial Modifiers: Low-Light Vision (RaTrait):

Cold Blooded (RaTrait): If A Mamool Ja is not in sunlight for at least 8 hours of the day they become fatigued the next day.

Merrow

Long have the Merrow been feared by seafarers. Stories of their siren song are told in every seaside tavern by every drunk sailor around the world. While there is truth in the story the Merrow are hardly the monster's many make them out to be. While the Merrow do poses the supernatural ability to charm with their song they aren't normally attempting to lure people to their watery grave, instead the Merrow sing their song to ward their homes from dangerous sea creatures, to whom the song has the inverse effect.

The allied races have driven the Merrow from their homes in the coastal seas of their lands. This unwarranted violence radicalized many Merrow, driving them into an alliance with the Naga and Nezumi. Together these three formed a tribal alliance on a small island in the southern seas. They offered a home to others who had been cast out and steadily grew in power.

Eventually they outgrew their island, seeking to gain a foothold on the mainland they took an opportunity during the war between the dwarves and bestmen and sized the dwarves southern lands, the pincer attack forced the dwarves into their mountains and gave the tribes the enough land to form their self sufficient country. They called their new country Nenia, and to the dwarves dismay it was eventually recognized by the allied races.

The Merrow now form the navy of Nenia, keeping the seas around their lands safe. Few are granted entry into Nenia but due to the large male to female discrepancy of many of the races that call this land their home, many who are unfamiliar with the country only know it as a land of exotic women who kill men on sight. Very few travel to these lands and those who leave to explore the world allow the rumor to spread and grow as its mere existence helps keep their homeland safe.



Merrow

VIT

Racial

+2,

Modifiers:

AGI-2

Athletics(Swimming)

Movement: Swim 30ft., Land -

Lamia's Charm: The lamia have developed a charm for the Merrow, A necklace that allows them to turn their finned tail into a Lamia tail, letting them traverse land at 30ft. As a Full-Round Action the Lamia can transform their Fin into a Tail and vice-versa

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Merrow's Song	Racial	-	PL-	-
Water	15MP	30ft Burst	Self	Standard Action

All creatures within range must make a Will Save DC 10 + CL or be [Charmed] by the Merrow. Taking damage ends the effect and makes them immune to further charm effects.

Mithra

Mithra are cat-like people, as a species the women outnumber the men 8 to 1 and as such Mithra society is usually very Matriarchal. While some male Mithra venture out into the wider world, most stay in their villages. Meanwhile female mithra have an incredibly curious nature, urging them to go on grand adventures.



Mithra	Racial	Modifiers:
AGI +2	+2, Perception, Scent	-2 +2
		VIT Acrobatics
		(RaTrait):
Low-Light Vision (RaTrait):		

Moogle

Moogles are generally carefree and light hearted. Even when adventuring in dangerous lands they are upbeat. Mootles have two actual forms. Their Wisp Form is little more than a ball of fur with a pom pom and bat wings while their Worldly Form has a fully defined body.



Moogle

WIS+2,

Racial

STR-2,

VIT -2

Modifiers:

Lorekeeper: Treat all Knowledge skills as if they had 1 rank and they always count as Class Skills.

Form Shift	Racial	-	PL-	-
-	Self	Self	Full Round	
Shift between <i>Wisp Form</i> and <i>Worldly Form</i>				

Wisp Form: Gain +2 dodge bonus to AV, DR5/Dark and Movement: Flight 40. You receive no Bonus' from Armor but your accessories still effect you.

You cannot wield weapons and you gain Size: Small
Worldly Form: Gain +2 STR, Movement: Flight 20ft. You gain Size: Medium

Myst Construct

Myst Constructs are sentient golems made of cloth, wood and an incredible amount of magic. They have short lives but are constantly working to extend it while building new Myst Constructs to take up the work after they stop functioning. Myst Constructs are incredibly adept magicians.



Myst	Construct	Racial	Modifiers:
INT +2, WIS +2, CHA +2, STR -2, AGI -2, VIT -2			
Spellcraft +2, Knowledge (Engineering) +2			
Movement:	Flight		20ft.

Body of Magic (RaTrait): You automatically receive +1 PL of any magic type you learn.

Myst Engine: Myst Constructs engine has a very short life span, lasting only about a year before it burns out. This can be extended but no Myst Construct knows the exact mechanism to fortifying the engine enough to have a decent life span.

Namazu

placeholder



Namazu	Racial	Modifiers:
***	+2,	*** -2
**		+2
***: ***		

Nezumi

Despite their fearsome physical abilities the Nezumi are looked down on as lesser beings. Their similarity to rats has lent to the rumor that they are plague ridden and should be avoided. Be that as it may, the Nezumi are actually incredibly strong and intelligent beings, they had built an empire that could rival any other but the appearance of the Dark Lord and the war that followed left the Nezumi a shadow of their former glory.

Nezumi still bear a grudge against the Beastmen of the Dark Lord's army, and sharing a border with the ancestors of those forces is not a favorable situations. The Nezumi are the most technologically advanced on the races of Nemia and have built walls and forts on their northern border in case of a Beastman uprising. The Nezumi are filled with hatred and are taught that the world works against them from a very young age.

The Nezumi, like the other races of Nemia, are born mostly female and practice a matriarchy. The female Nezumi make up the bulk of their military force, and their military force makes up the bulk of Nemia's land based forces. Their superior intellect and agility make them formidable foes on the battlefield and as such the Nemia have not seen much resistance from the Dwarves or Beastmen they share their continent with.

While Nemia is made up of races that have physical traits that put off normal people, each has an intrinsic beauty despite their animalistic features. The Nezumi do not share this quality. Their plain fur and sharp teeth and claws make them closer to a Beastman than a Lightborn Race, this adds more fuel to the anger that rages inside of each Nezumi. The Nezumi are known for their short tempers and their affinity for violence.



Nezumi	Racial	Modifiers:
INT +2, Search	+2, Sense	STR -2, Motive +2

Expert Flanker: You gain +3 when flanking instead of +2

Short Fuse: Nezumi receive -2 to their will saves, any time a Nezumi fails a will save their DL is increased by 1 for 3 rounds. This effect does not stack and newly failed Will Saves will just refresh the duration 3 more rounds.

Natural Attacks:	
Claws:	DL2 x4
Bite:	DL2

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.

Nu Mou

The Nu Mou, persecuted in their former lands used what magic they had to come to the Taesu continent. Though they tried countless times to make their home, the Nu Mou were driven from most lands by adventurers and bandits. Moving from place to place they offered healing and magic to those that would give them shelter... but the odd creatures were always driven away, by superstition or political intrigue. The Nu Mou dwindled but held faith that they would find a home.

This faith was rewarded when they climbed a sacred mountain. When a child went missing on their climb they searched the mountain for them... but shortly found the child back in their care. Carried forth by a strange blue giant. Later, another giant with a bleeding arm approached their small camp... and once healed vanished in the snow. Though they were turned away when they tried to climb higher, the Ronsou provided aid to the Nu Mou... as did strange machines that passed through their camp.

Eventually the small tent city became very unimpressive settlement. It was cold, unforgiving, but the Nu Mou found a home on the mountain. A home that was taken when a Guado emissary came. The Nu Mou escaped the invading army thanks to the Ronsou... but their allies higher in the mountains did not escape defending their sacred homeland.

This was a turning point in nu mou history. Where once they were turned away they found the only place they were accepted. And were given a desire to "defend" their home. A Yuke hearing of the ronsou plight called its allies, who called for further aid. The Lion-Like tribes emerged as well. It was a great and first victory for the Nu Mou... which was soured when the guado were pursued to their homeland.

Following the war, the Nu Mou found themselves rebuilding alongside the Ronsou, but have respectively established themselves at the base of the mountain. The Nu Mou town of (x) has since became the first well established mountain town of the gagazet region, providing aid to pilgrims and spiritualists looking to climb the sacred mountain.



though the Nu Mou are wise beyond their years... they aren't the most suited to their environment preferring to follow well defined paths over strenuous climbing.

Nu	Mou	Racial	Modifiers:
MND	+2,	AGI	-4
Knowledge(Arcana)	+2,	Knowledge (Religion)	+2
Movement:	Land 20ft.		
Untapped Mana: You gain 3 additional MP/LVL			
Boost HP: You gain 1 additional HP/LVL			
Divine Blessing: You have Fast Healing 1.			

Orc

Bloodlust and the pursuit of power are the driving factors of the orc tribes. They seek out conflict and conquest constantly, and some have even found adventuring to be a good way to find foes to vanquish. Many believe the orcs to be stupid but this is not the case, while they did not develop reading or writing, their warmachines are capable of sieging even the most technologically advanced keep walls, and their combat tactics help them prevail against troops many times larger in size to their own.



Orc	Racial	Modifiers:
STR +2,	CON +2,	CHA -4
Craft +2,	Intimidate	+2
Home in War (RaTrait): You treat Axe, Cesti, Poleaxe, Polearm, Sword, Hammer, Warhammer and Crossbow as class proficient weapons.		

Poroggo

Poroggo seem like normal frogs at a glance, but their superior intellect puts many to shame. The Poroggo were created by a wizard in ages past, once nothing more than an unremembered wizard's familiar, the Poroggo now have great nations hidden in the swamps.

Poroggo	Racial	Modifiers:
CHA	+2,	STR -4
Bluff	+2,	Acrobatics +2
Size:		Tiny
Movement:	Land 20ft, Swim 20ft	
Bound No Longer (RaTrait): Poroggo get +1 to Saves against Enfeebling School magic. After successfully Saving against such an effect, it reflects at the original caster.		



Qiqirn

Qiqirn are mouse like people who are short, quiet and enjoy stealing things, or maybe finding things and taking them without permission! The Qiqirn often open up shops where people can buy very cheap things, but often you don't leave a Qiqirn shop with any of the things you walked in with.

Qiqirn	Racial	Modifiers:
INT	+2,	VIT -2
Search	+2, Sleight of Hand	+2
Size: Small, Movement:	Land	30ft.

Low-Light Vision (RaTrait):



Qu

The Qu are a terrifying species despite their peaceful nature. They are incapable of speech due to the way their mouths are formed. Instead Qu communicate through a sort of full body sign language. Their mouth is what makes them terrifying though, they can open their mouth wider than their own body. This coupled with the fact that their stomachs are like hardened leather means if you find yourself on the wrong side of a Qu's lips, you've probably met your end.

Qu Racial Modifiers:

STR +2, VIT +4, DEX -4, AGI -4
+2 to saves vs. Poison

Size: Large

Bite(NaAtk): DL3

Swallow Whole(SpAtk): If you begin your turn with an opponent held in a grapple, you can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, you swallow your prey, and the opponent takes bit damage. The opponent can be up to one size category smaller than the swallowing creature. A swallowed creature takes an additional DL 3 + VIT crushing damage each round it is swallowed. A swallowed creature is considered to be grappled, while you are not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon. After dealing $\frac{1}{4}$ of your total HP it frees itself from your stomach, or it can just try to escape the grapple. The AV of your stomach is $10 + \frac{1}{2}$ any natural armor bonus you have with no modifiers for size or dexterity. If the swallowed creature escapes the grapple, success puts it back in your mouth where it may be bitten or swallowed again.



Quadav

Quadav are a lizard people with soft bodies that they protect with huge ornate shells that they craft themselves. A Quadav graduates to adulthood when it makes its first shell, and from that point on continues to improve their shell in strength and size as time goes on. Quadav never stop growing though they grow slowly, and their lifespan seems to have no natural end, so a very old quadav could be very large and have an incredibly ornate shell made of the rarest materials in the world.

Quadav	Racial	Modifiers:
VIT +2,	INT +2,	DEX -4, AGI -4
+4 Craft	(ShellSmith),	Appraise +2
Movement:	Land	20ft.



Ronso

The Ronso are a proud, fierce, and stoic tribe. They can trace their history back to their first hero "Ronso" a horned lionlike who left the his tribe and climbed the sacred mountain defending the passage to the land of dreams. [Extra tidbit: The horns the Ronsou have now are created from the minerals consumed on the sacred mountain, and a permanent reminder of home]Once secluded the Ronso tribe Was a closely guarded secret of the Yuke who let them pass the Sacred Mountain range to their "Homeland" and of the Nu Mou who were protected by these strange "mountain dwellers". But the Ronso were discovered when a Guado emissary lived to retreat back to his lands. The Ronso overwhelmed by the Guados magic and numbers were defeated and their mountain acted as a prison camp. An alliance of Nu Mou, Yuke and Lionlike were able to force the guado back to their homes But what happened next, changed the ronsou to their very core. When their home was free a large contingent of their brothers continued their attack on the guado... but where at first the ronsou were rallied, even the most stoic of hearts saw only savagery when the Guado defenses fell. They saw what they could become if they let their anger fester... and so reluctantly... stood to the defence of the race that subjugated them. Buying time until their liberators could arrive to stop the mad "fallen". The war ended that day... as did further "Ronsou" wars. The extreme violence was etched into their history and was a scar they could not amend. They have never forgiven the Guado, but in time they have grown to become more "accepting" of outsiders... even so some places are forbidden for even their most esteemed "guests" are forbidden to go.

Their "acceptance" of outsiders has done nothing to their bedside manner. Usually shoving outsiders out of their way, or away from places they cant go, or simply taking a contraband item away with little or no explanation. But the ronsou people are unnaturally quick. Practically materializing to defend their sacred passage leaping over the greatest ravines and scaling the most difficult of surfaces with ease, while still adopting an improved sense of smell and sight to see and hunt in their dark and cold homeland

Ronso	Racial	Modifiers:
AGI	+2,	CHA -2
Athletics	+2,	Acrobatics +2

Scent

Low-Light Vision (RaTrait):

(RaTrait):



Sahagin

The Sahagin are the bane of sailors. Vicious gilled monstrosities, for a long time they weren't considered sentient. Sahagin build tribes that lurk in the depths of large bodies of water. They regularly raid sea vessels and coastal villages, however some have broken free from this violent lifestyle to find a life out in the larger world.

Sahagin	Racial	Modifiers:
DEX	+2,	INT -2
Athletics		+4
Movement: Land 20ft, Swim 40ft, Size: Small		
Sub-Type: Aquatic		



Seeq

Seeq are boorish and usually not very intelligent. Their endurance and work ethic is unquestionable however. They resemble warthogs that stand upright and have long horns that grow atop their head. While they are built like a monster one might see in the wild they prefer simple lives over the chaos of marauding.

Sahagin	Racial	Modifiers:
STR +2, VIT +2, Craft +2, Fortitude	INT -2, Handle Animal	WIS -2 +2 +2

Powerful Build (RaTrait): You receive +4 to your grapple checks and are considered Size: Large for grappling purposes.

Magical Ineptitude (RaTrait): All Spells cost an initial 4 MP more for you, and PL increases are increased by 1 MP.





Sylph

placeholder

Genome

Racial

+2,

Modifiers:

-2

**

+2

***: ***



Tarutaru

Small in frame but naturally skilled with magic, The Tarutaru have developed a magocracy, a society that values the magic capacity of the individual above all. Tarutaru mages tend to push the magical world forward by leaps and bounds when they get something right, and cause great disasters to the surrounding area when they get something wrong.

Tarutaru	Racial	Modifiers:
INT +2, CHA +2, MND +2, STR -4, VIT -4	Spellcraft +2, Use Magic Device +2	
Size:		Small

Gain 1 Meta-Magic Trait



Tonberry

Tonberry are cursed beings. A race that crossed a god in the past, these creatures now share every emotion and feeling of other Tonberry around them. Tonberry that live together are usually driven mad, so most try to venture off on their own, the damage of the curse has stuck with Tonberry though and to this day most Tonberry are bitter, sad and just a touch insane.

Tonberry	Racial	Modifiers:
CHA +4,	AGI -4,	DEX -4
Stealth		+4

Everybody's Grudge (RaTrait): Tonberry suffer DL1 damage any time a Tonberry within 100ft is damaged by anything besides Everybody's Grudge.

Rancor (RaTrait): Every time you take damage you gain +1 DL to your next attack.

Knife(NaAtk): DL3



Troll

Trolls are massive humanoids with much more brawn than brain. Usually leaving in small groups in the mountains they are rarely seen by adventurers that don't venture off the beaten trail. A few large Troll tribes exist, brought together by a rare Two Headed Troll, when a Two Headed Troll is born their second head has a massive intellect but no control over the body, only able to instruct the normal troll head (though usually larger than most other trolls) on what to do. This dynamic can result in devastation if the strong troll head does not want to be bossed around by the brainy troll head.

Troll Racial Modifiers: [LA1]

STR +2, VIT +4, WIS -2, CHA -2

Size: Large

Fast Healing (RaTrait):

Two Headed Troll Racial Modifiers: [LA4]

STR +4, VIT +4, INT +2, WIS +2

Diplomacy +2

Size: Large

Fast Healing (RaTrait):

Shaky Alliance (RaTrait): Whenever an action would call for the use of the INT, WIS or CHA attributes, the Troll must roll a Diplomacy DC15 to convince his dumber half to do it, Failure causes the the Troll to attack himself dealing $DL1 + STR$ damage.



Vanu

placeholder

Genome

**
***: ***

Racial

+2,

Modifiers:



Vath

Vath Racial Modifiers:

VIT +2, WIS -2, Natural Armor 3

Survival +2, Knowledge (Engineering) +2

Autophobia (RaTrait): Urutan-Yensa always travel in groups. They eat and sleep in groups and even bathe in groups. The thought of being alone something that never cross' an Urutan-Yensa's mind until it happens. If an Urutan-Yensa does not have a companion within sight, they suffer -2 to all rolls.



Viera

At a glance it would seem that the Viera fit in with the other allied races just fine. Their Traitures aren't very off putting, and many even consider them to be beautiful. However their culture is something else entirely. The Viera have no males within their race, and as such abduct males of other species to continue their species. On top of that one of the most prevalent fuel sources in the world, Myst, causes Viera to launch into a blood frenzy that can be fatal.

Viera are usually calm and calculating, making decisions based on successful outcome regardless of losses that may be incurred. The Viera berserkers actually weaponize their Myst Frenzy, even if it means losing a few to friendly fire. The Viera do not value life as much as they value success, so as long as the Viera tribes continue to prosper the value of each individual Viera life is minuscule.

They are incredibly precise and deadly in combat, though their technological sophistication lags behind the other races of Nemia. They act as shocktroopers in the Nemia military and were the driving force that was needed to deTrait the dwarves whos land they now occupy. The Viera seek strength to pursue success and as such have no permanent residences, instead roaming the world nearly their entire lives seeking strength for themselves and their tribes.

The Viera bare no grudges, anything they lose they deserved to lose so there is no reason to hold onto the hatred of those who took it from you, however the first response of a Viera to most situations is to draw blood. This coupled with their frenzy keeps the Viera at an arm's length from most other races and solidifies their place among the Nemia.

Viera	Racial	Modifiers:
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DEX +2, AGI +2, INT -2, WIS -2	+4
Perception	

Scent:

Low-Light Vision (RaTrait):

Myst Frenzy (RaTrait): A Viera exposed to myst for at least a full round must make a Will save (DC 15) or enter a Myst Frenzy. The Save DC increases by one for every round spent within mist. Once in a Myst Frenzy, the Viera gains +8 STR, can not cast spells, and mindlessly and furiously charges the nearest thing, tearing at it with unarmed blows until it falls. Viera are considered to have Improved Unarmed Combat while in a Myst Frenzy. The Viera may attempt a DC 20 (Cumulative +1 bonus per failed save)

Outcast: You receive a -4 penalty to speechcraft with any race that is not also an Outcast.



Yagudo

Yagudo are a humanoid bird race that practice a religion of enlightenment. The Yagudo usually dwell within mountain and forest shrines where they meditate and improve themselves through strict discipline. While they are rare outside of their shrines it's not unheard of to have Yagudo Dojos in major cities.

Yagudo	Racial	Modifiers:
AGI +2,	WIS +2,	CON -2
Athletics		+4
Movement:	Flight	10 ft

Fanatical (RaTrait): You receive -4 to all Will Saves but may reroll a failed save.



Yuke

Long ago the Yuke were created to serve as guard to an ancient tribe, denizens of a plane far from the waking world. But the tribe fell to the dream, and the sentinel Yuke remained. While many attempts have been made to replicate the Yuke only the myst constructs and very few machina were able to come close to tapping the mystery, but no closer to the mystery of the Yuke homeland.

Taru Taru scholars have theorised their homeland lays beyond the gagazet passage, though no Taru Taru has lived to confirm this... or try. Though they lack an accessible nation they are known to "band" together and intervene in conflicts deemed "imbalanced" a modern example being during the guado occupation of mount Gagazet.

As was their original purpose the Yuke serve as mediators and advisors with their sturdy yet, gentle demeanors. Their awkward construction leaves them lacking in physical strength but greatly enhances their ability to channel magic.



Yuke Racial Modifiers:

CHA +2, STR -2

Use Magic Device +2, Concentration +2

Swiftcast (RaTrait): Once per day you may shorten the casting time of a spell by 1 step.

Ancient Yuke Racial Modifiers: [LA3]

STR +4, INT +2, CHA +2

Knowledge (Any) +4, Use Magic Device +2,

Concentration +2

Swiftcast (RaTrait): Once per day you may shorten the casting time of a spell by 1 step.

Archer [ARC]

Archers are skilled bowmen with strong ties to nature. Their arsenal isn't very large and supports mostly ranged weapons such as Bows, Crossbows and Guns, however their aptitude with those weapons surpasses all others. Archer's go on to become master hunters and deadly snipers. They also have the capability of using several ARC specific magics tied to their ranged attacks and can even befriend animals to help them in combat. If assisting your party from a distance with deadly and precise attacks is your calling then ARC



LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+1	+1	+1	+0	Sharpshot
2	+0	+2	+2	+2	+0	
3	+1	+3	+2	+2	+1	Dead Aim
4	+1	+4	+3	+3	+1	
5	+1	+5	+3	+3	+1	Rapid Shot
6	+2	+6	+4	+4	+2	
7	+2	+7	+4	+4	+2	Barrage
8	+2	+8	+5	+5	+2	
9	+3	+9	+5	+5	+3	Overkill
10	+3	+10	+6	+6	+3	

HP/LVL: 7 MP/LVL: 5 Skills/LVL: 6

Weapons: Knives, Swords, Bows, Crossbows, Handguns, Rifles

Armors: Cloth, Light

Skill Proficiencies: Athletics, Craft, Gather Info., Handle Animal, Investigation, Know(Dungeoneering, Geography, Local, Nature), Perception, Profession, Ride, Stealth, Survival

Class Traits:

Sharpshot: When making a ranged attack at a target within 30 ft, increase your attack roll by 1 and your DL by 1.

Dead Aim: You do not take a -4 Penalty to attacking opponents in melee with your allies and increases your Crit Range by 1 for opponents within 30ft.

Rapid Shot: When you make a Standard Ranged Attack, if the attack hits you may make a second Standard Ranged Attack.

Barrage: As a Standard Action, you may fire two arrows at a single opponent within 30ft. Both arrows use the same attack roll with a -4 Penalty the attack roll. For every 5 points of RAB you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at RaB +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll. Damage reduction and other resistances apply

separately against each arrow fired. Regardless of the number of arrows you fire, you apply Precision Damage only once. If you score a Critical Hit, only the first arrow fired deals Critical Damage; all others deal regular damage.

Overkill: reduces the penalty from Barrage from -4 to -2 and you gain an extra arrow every 3 RaB instead of 5.

Archer Talents:

Ranger's Instinct: Your range increments increase by 5ft p 2 ARC levels when using a Bow, Crossbow, Handgun or Rifle.

Eagle-Eye: Increase your DL with Bows, Crossbows, Handguns and Rifles by 1.

Snipe: *[Requires Eagle-Eye, Stealth 4]* Attacks made from more than 30ft. Away do not automatically reveal your

position. Enemies must make a Perception check equal to 10 + ARC LVL to find you.

Aim: *[Requires Snipe]* Once per round, you may as a Move Action grant your next Ranged Attack a +2 to hit, after an attack is made the bonus is consumed. You can stack the bonus up to a maximum of +6.

Talented Marksman: While using a Bow you may add your STR to the DL. While using a Crossbow or Handgun you may add your AGI to the DL. And while using a Rifle you may add your INT to the DL.

Mighty Shot: *[Requires Talented Marksman, STR 17]* As a full round action you may take a single shot with a ranged weapon that ignores the targets DR.

Close Shot: You may make ranged attacks while adjacent to enemies without provoking an AoO.

Quick Shot: *[Requires Close Shot]* You can take AoO's with your ranged weapon as if you threatened in melee.

Gun in a Knife Fight: *[Requires Quick Shot]* You may make Ranged Attacks while being grappled at a -4 to attack and -1 DL. Req.: Quick Shot.

Hunter Talents:

Stalk: You gain a +2 Bonus to Stealth Checks when you are not in the target's Front Facings.

Camouflage: *[Requires Stalk]* You may use Stealth to completely hide yourself in plain sight so long as you are in a Natural Environment.

Sudden Strike: *[Requires Camouflage]* You gain DL1 Precision Damage against foes who are flat footed. This bonus goes up by 1 every 4 ARC Levels (DL2 at Level 4, DL3 at level 8.)

Swift Tracker: You gain [Track] as a Class Trait allowing you to make Survival Checks to follow trails. You no longer move at half-speed while tracking.

Survivalist: *[Requires Swift Tracker]* You gain +2 to Survival, Athletics, and Knowledge (Nature).

Concealed Position: *[Requires Survivalist]* When you gain [Cover], you instead gain [Concealment].

Poison Shot: *[Requires WIS 13]* Poison Shot can be used as a Standard Action.

Confusion Shot: *[Requires Poison Shot, WIS 15]* Confusion Shot can be used as a Standard Action.

Confusion Shot	Talent	Enfeebling	PL-	ARC
Wind	10MP	Single	Ranged	Standard

This Ranged Attack can confuse the target. Make your Ranged attack as normal, if you hit, the target must pass a Will Save DC 10 + WIS + 1/2 RAB or be afflicted with [Confus]. This confusion lasts for a number of rounds equal to your ARC LVL + WIS Mod.

Toad Shot: *[Requires Confusion Shot, WIS 17]* Toad Shot can be used as a Standard Action.

Toad Shot	Talent	Enfeebling	PL-	ARC
Lightning	15MP	Single	Ranged	Standard

This Ranged Attack can transform the target. Make your Ranged attack as normal, if you hit, the target must pass a Ref Save DC 10 + WIS + 1/2 RAB or be afflicted with [Polymorph]. This transformation lasts for a number of rounds equal to your ARC LVL + WIS Mod.

Naturalist Talents:

Animal Empathy: When rolling Handle Creature, always treat it like you have the Emphasys with that creature.

Animal Friend: *[Requires Animal Empathy]* Animals do not attack you unless compelled to do so by magic or other means. They still defend themselves if attacked.

Animal Companion: *[Requires Animal Friend, CHA17]* You gain a loyal Animal Follower. Its level is equal to yours divided by 4. If it dies, you must wait 24 hours before getting another.

Cat Like Reflexes: You gain a +1 Dodge Bonus to EV.

Nimbleness: *[Requires Cat Like Reflexes]* You gain a +1 to Ref Saves and may Reroll 1 failed Ref Save per session.

Evasion: *[Requires Nimbleness]* On a successful Ref Save, if you would take half damage still you instead take no damage and are completely unaffected. Cannot be used if you are afflicted with [Weight]

Hawk's Perception: You gain Perception +2, Speechcraft (Sense Motive) and Investigation(Search).

Owl Sight: *[Requires Hawk's Perception]* You gain low-light vision. If you already had it, its range is doubled.

Danger Sense: *[Requires Owl Sight]* You automatically know when a living creature is within 30ft. of you and its general direction allowing you to use Investigation(Search) instead of your Perception(Spot) to pinpoint it.

Poison Shot	Talent	Enfeebling	PL-	ARC
Water	5MP	Single	Ranged	Standard

This Ranged Attack can poison the target. Make your Ranged attack as normal, if you hit, the target must pass a Fort Save DC 10 + WIS + 1/2 RAB or be afflicted with [Poison]. This poison lasts for a number of rounds equal to your ARC LVL + WIS Mod.

Black Mage[BLM]

Black Mages are skilled Arcane casters. They are masters of the dark arts and wield their power to deal heavy elemental damage or cause debilitating status afflictions to their foes. While the BLM doesn't wield many directly beneficial spells they do have access to a multitude of utility spells on top of their Dark, Enfeebling and Elemental spells. A trained black mage can turn their spells into utter devastation, crippling enemies with everlasting afflictions and curses from the depths of Hell.



LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+0	+0	+1	Black Magic PL +1
2	+1	+0	+0	+0	+2	
3	+2	+1	+1	+1	+2	Black Magic PL +1
4	+3	+1	+1	+1	+3	Bonus Metamagic Trait
5	+3	+1	+1	+1	+3	Black Magic PL +1
6	+4	+2	+2	+2	+4	
7	+5	+2	+2	+2	+4	Black Magic PL+1
8	+6	+2	+2	+2	+5	Bonus Metamagic Trait
9	+6	+3	+3	+3	+5	Black Magic PL +1
10	+7	+3	+3	+3	+6	

HP/LVL: 5 MP/LVL: 10 Skills/LVL: 4
Weapons: Knives, Wands, Staves, Radicals, Scythes
Armor: Cloth, Buckler, Light Shield

Skill Proficiencies: Commerce, Concentration, Craft, Knowledge(Arcana, Nobility, Religion, The Planes), Speechcraft, Spellcraft,

Class Traits:

Black Magic: You gain access to Black Magic at PL1, Every instance of this trait increases your maximum PL by 1.

Bonus Metamagic Trait: You can learn an extra Trait pulled from the Metamagic Trait list.

Elementalist Talents:

Elemental Bind: *[Requires VIT13]* Before casting a Black Magic spell, as a swift action, you may choose to bind to its Elemental Tie. If you do, you may gain one of the following effects:

-This and other spells that share this elemental have their Save DC increased by 1.

-This spell and spells that share its Elemental Tie gain +1 DL.

-You gain 5 Resistance to this element.

You gain this effect for 1 minute or until you bind to a different element. You may only be bound to one element at a time.

Elemental Fortitude: *[Requires Elemental Bind VIT15]* You gain +4 to concentration checks made to cast defensively using a spell with an elemental subtype to which you are bound.

Elemental Perseverance: *[Requires Elemental Fortitude]* Black Magic spells with a duration have their duration increased by your Level.

Greater Binding: *[Requires Elemental Bind]* You can bind to an additional Element.

Elemental Focus: *[Requires Elemental Bind, INT13]* Increases the effects of Elemental Bind. You now gain +2 to save DC's, +2 to DL, or +10 Resistance.

Elemental Specialization: *[Requires Elemental Focus, INT15]* Spells from your elemental school have their PL increased by 1 for free, this cannot exceed your maximum PL.

Elemental Mastery: *[Requires Elemental Specialization, INT17]* Your elemental school spells have their DL increased by 1.

Umbral Resistance: You gain +5 Earth, Ice and Water Resistance.

Astral Resistance: You gain +5 Fire, Lightning and Wind Resistance.

Magus Talents:

Augmenter: Your Enfeebling School spells cost 2 less MP (Minimum 1).

Transpose: *[Requires Augmenter]* As a full round action, regenerate the MP you spent during your last turn.

Convert: *[Requires Transpose, INT13]* As a Move Action you can spend 10 HP to gain DL5 MP.

Enochian: *[Requires INT14]* Enfeebling School spells have their duration and Save DC increased by 1.

Occult Acumen: *[Requires Enochian, INT16]* Enfeebling School spells have their DC increased by 2.

Dark Seal: *[Requires Occult Acumen]* As a move action you can spend MP equal to a spell's PL +10 to increase the Save DC of the spell by 5.

Manawell: Whenever an opponent fails a save against one of your spells you regenerate 3MP.

Conservation: *[Requires Manawell]* You gain 1 free PL Boost to Enfeebling School spells, this cannot boost you beyond your maximum.

Contagious Mana: *[Requires Conservation]* Enfeebling School spells also effect opponents adjacent to your target.

Wizard Talents:

Resonance: Your spell range is increased by 5ft/CL.

Aetherial Manipulation: *[Requires Resonance, CHA 12]* You may spend 10 HP to increase a spell's DL by 1.

Manafont: *[Requires Aetherial Manipulation, INT 15]*

Manafont consumes your remaining MP. You now spend HP equal to the PL of your spell in order to cast it. This effect lasts until you run out of HP or until you rest. You are unable to regenerate MP while under its effect.

Ley Lines: Increase your Class Bonus MP by 1.

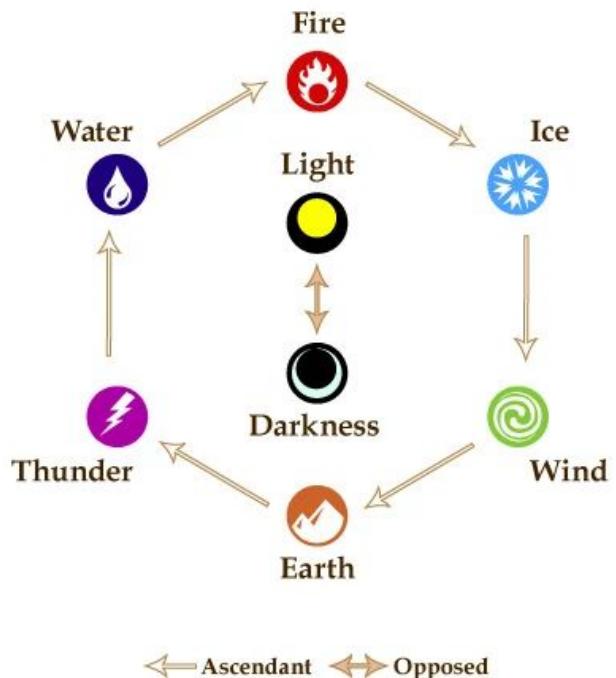
Blood Rite: *[Requires Ley Lines]* Decrease your Class Bonus HP by 2 and increase your Class Bonus MP by 2.

Manaward: *[Requires Blood Rite]* Spells that deal damage to you can instead damage your MP pool. If you don't have enough MP to cover the damage dealt however you will still take the remainder in HP damage.

Elemental Seal: Casting a Black Magic spell gives you +3 resistance to its elemental tie until the start of your next turn.

Elemental Celerity: *[Requires Elemental Seal]* Damaging an opponent with a black magic spell gives them +3 Weakness to the next Element in the elemental Wheel (See Below).

Cascade: *[Requires Elemental Celerity]* Damaging an enemy that has Weakness to the Element you are using increases your DL by 1.



The Elemental Wheel: Elementals all relate to each other in some way. Above is the most common depiction of how this works. Fire for instance, is usually strong against the Ice element, but weak against the Water element. Light and dark oppose each other and are weak to each other. Ascendant Elements are strong to the element that they are ascendant from.

Chemist [CHM]

Chemists use magic in a unique way, crafting and bottling it for later use. A chemist can make powerful brews that can easily be activated by anyone. While they lack the adaptability of other mages, the simple fact that their spells can be passed around make them a dangerous foe. Chemists hone their craft becoming capable of stronger brews and often become known as mad scientists, cooking and concocting away in musty labs and cellars.



LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+1	+0	+0	Alchemy PL +1
2	+0	+1	+2	+0	+0	
3	+1	+2	+2	+1	+1	Alchemy PL +1
4	+1	+3	+3	+1	+1	Bonus Trait
5	+1	+3	+3	+1	+1	Alchemy PL +1
6	+2	+4	+4	+2	+2	
7	+2	+5	+4	+2	+2	Alchemy PL+1
8	+2	+6	+5	+2	+2	Bonus Trait
9	+3	+6	+5	+3	+3	Alchemy PL +1
10	+3	+7	+6	+3	+3	

HP/LVL: 5 MP/LVL: 9 Skills/LVL: 4

Weapons: Knives, Mace, Wands, Staves, Radicals, Throwing

Armor: Cloth, Light, Buckler

Skill Proficiencies: Commerce, Concentration, Craft, Drive, Gather Information, Investigation, Knowledge(Arcana, Local, Nature), Medicine, Sincerity, Spellcraft, Survival

Class Traits:

Alchemy: Chemists gain the ability to make Brews. Each brew made consumes an amount of MP that cannot be regained by any means until the potion is used. After a potion is used standard MP regeneration mechanics apply. Making a Brew takes 10 Minutes.

Bonus Trait: Gain a Trait.

Brewer:

Quick Brew: *[Requires MND13]* You can now make your Brews in 1 Minute instead of 10 Minutes.

Field Brew: *[Requires Quick Brew, MND15]* You can make your Brew as a full round action.

Combat Brew: *[Requires Field Brew, MND17]* You can make a Brew as a standard action.

Magic Specialty: Reduce the total MP cost each Brew by 1 (Minimum 1).

Magic Potency: *[Requires Magic Specialty]* DL Of your Potions and Poisons is increased by 1.

Magic Focus: *[Requires Magic Potency]* The DL of your Potions and Poisons is increased by 1 and the total cost of each Brew is reduced by 1.

Savant: You may make your Brews ignoring 1 PL MP Increase, this does not ignore your Maximum PL.

Assisted Alchemy: *[Requires Savant]* An adjacent and willing target may spend the MP requirements to make a Brew. You may carry 1 Brew per CHM Level this way, the character who aided you does not regain their MP until the Brew is used. After which standard MP regeneration rules apply.

Alchemical Genius: *[Requires Assisted Alchemy]* After you successfully use one of your Brews you immediately regenerate 2MP. This effect does not happen if anyone besides the chemist caused the Brew to be used.

Lobber:

Impact: When you hit with a Brew, you may choose to deal DL equal to your STR Mod in damage to the hit target. Req.: STR 12

High Arc: *[Requires Impact]* You ignore cover when throwing potions so long as there's nothing obstructing your vertical arc for a distance equal to that of the target. (If the target is 15ft. Away you have to have at least 15ft. of vertical clearance). Req.: Impact

Fastball Special: *[Requires High Arc]* As a full round action you may hit a target with a touch attack instead of a normal ranged attack when throwing a Brew. Req.: High Arc

Good Aim: You can freely hit willing targets within 30ft without having to roll an attack.

Area Target: *[Requires Good Aim]* You may target 1 additional target adjacent to the original with your Brew. This requires a second attack roll if the first target required one and the first target must be successfully hit first. The brews effects are half of what the original target received and if there is a duration it lasts for half as long.

Precision: *[Requires Area Target]* Your thrown Brews now have a range of 30ft instead of 15ft.

Covert Throw: *[Requires DEX13]* You gain +4 to stealth rolls while Throwing Brews.

Covered Toss: *[Requires Covert Throw, DEX15]* Throwing Brews does not provoke Attacks of Opportunity.

Potion Assault: *[Requires Covered Toss, DEX17]* You may throw potions in a grapple as if they were natural weapons.

Debilitator:

Poison Resistance: *[Requires VIT13]* Your Fort Save is increased by 2.

Fortitude Training: *[Requires Poison Resistance]* Your Fort Save is increased by 1 and you gain Max HP equal to your CHM Level * 2

Near Immunity: *[Requires Fortitude Training, VIT17]* Any time you would take damage from a failed fort save you only take half of the damage.

Crippling Brew: Increase the Save DC's of your Brews by 2.

Sickening Brew: *[Requires Crippling Brew]* You may choose to sicken a target when it becomes affected by one of your Brews. Req.: Crippling Brew

Nauseating Brew: *[Requires Sickening Brew]* You may choose to nauseate a target when it becomes affected by one of your Brews for 1 round.

Coating: As a move action you may coat a weapon in one of your Poisons, Virus' or Toxins. The brews effect will be applied to targets hit by this weapon as if they were hit by the Brew itself but will only receive the effects as if the Brew was PL1. The weapon stays coated for rounds equal to the PL of the original Brew. Recoating a weapon replaces the old effect entirely with the new one.

Resurgence: *[Requires Coating]* The duration of your Brew is increased as if your CHM level was 2 higher. This also affects the duration on coated weapons by 2.

Viscous Coating: *[Requires Resurgence]* A coated weapons duration changes from rounds to charges. These charges are only expended when you attack with the coated weapon. Striking targets that are already affected by a Brew refreshes the duration without requiring a save and expends a charge. If the charges go unused for 1 hour the effect wears off.



Freelancer [FRL]



Freelancer's are a jack of all trades. Some adventurer's dable in a little of everything, trying to seek out an edge with which to overcome their adversaries. FRLs are capable of combat with weapons, arcane arts and divine powers and while they may not be a master of any particular skill, a little bit of luck can boost the FRL to great heights. FRLs also have an easier time learning more specialized classes and as such can sometimes create combat styles that are truly unique.

Skill Proficiencies: Choose 10 skills to be proficient in. 2 must be Knowledges.

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+0	+0	+0	Specialize
2	+0	+0	+0	+0	+0	
3	+1	+1	+1	+1	+1	Bonus Trait
4	+1	+1	+1	+1	+1	
5	+1	+1	+1	+1	+1	
6	+2	+2	+2	+2	+2	Bonus Trait
7	+2	+2	+2	+2	+2	
8	+2	+2	+2	+2	+2	
9	+3	+3	+3	+3	+3	Bonus Trait
10	+3	+3	+3	+3	+3	

HP/LVL: 8 MP/LVL: 8 Skills/LVL: 4

Weapons: All
Armor: All

Class Traits:

Specialize: Choose to have a "Good" MaB or RaB, or be "Medium" with both. Choose 1 Save to be "Good"

Bonus Trait: Gain a Trait.

Combatant:

Sense Magic: By looking at an object you can tell if it is magical or not. Req.: CHA 12

Magic: When taking this talent Choose either Alchemy, Black Magic or White Magic. Gain +1 PL in that Magic Type. Req.: Sense Magic. Req.: INT or MND 13

Lucky Spell: Gain +1 PL to a Magic Type you already have. Saves against your spells are increased by 1. Req.: Magic

Lucky Hit: Gain +1 to either your RaB or MaB. Req.: STR or DEX 13

Lucky Crit: Your Critical Hit Range is increased by 1. Req.: Lucky Hit

Deadly Aptitude: Gain +1 to either your RaB or MaB and gain +1 DL with either Ranged or Melee weapons. Req.: Lucky Crit

Rumble Caster: You no longer suffer a Spell Failure Chance from Light Armor. Req.: Magic, Lucky Crit

Battle Caster: You no longer suffer a Spell Failure Chance from Medium Armor. Req.: Lucky Spell, Deadly Aptitude.

Riot Caster: You reduce the Spell Failure Chance from Heavy armor by half. Req.: Battle Caster.

Reflex Training: You gain +1 to your Ref Save. Req.: Dodge Bonus

Willpower Training: You gain +1 to your Will Save. Req.: MP Boost

Stalwart: You gain +1 MaB or RaB and a +1 dodge bonus to your AV. Req.: Fortitude Training, Reflex Training

Spellthief: Attacking and hitting a Flat Footed enemy steals your FRL level in MP from the target. Req.: Reflex Training, Willpower Training.

Zen Mastery: You gain +2 to all Saves. Req.: Reflex Training, Willpower Training

Freelancer:

Multi-Talented: Choose a Talent from any other Base Class so long as you meet the requirements for it. You may take Multi-Talented as many times as you want.

Bend the Rules: Designate a single attribute, you may use that attribute in place of any other for meeting talent requirements.

Flash of Aptitude: As a Full Round Action you gain +2 DL to any one weapon until the end of combat. Using Flash of Aptitude again replaces the previous effect. Req.: Weapon Focus, Weapon Specialization

Edge of Reason: Choose a single attribute, you may use that attribute in place of any other when using Weapon Skills. Req.: Bend the Rules

Jack of All Trades: Your FRL levels count as other class levels when you are determining the effect of an ability or spell that uses a class level in its calculation. Req.: Multi Talented

Combat Adaptability: This talent acts as a placeholder for Weapon Focus. You do not gain the effects of Weapon Focus for any weapon Category but can learn Weapon Skills from any category as if you had the Weapon Focus Trait for it. Req.: Flash of Aptitude

Rule Breaker: Designate a single attribute. You may use that attribute in place of STR or DEX when making Attack Rolls and Damage Rolls with basic attacks. Req.: Edge of Reason

Chaotic Ingenuity: After using Flash of Aptitude you may use any weapon skills you know with the selected Weapon Category. Req.: Flash of Aptitude

Limitless: You may learn any talent, from any class (Including Advanced Classes). Without meeting the requirements for it. Req.: Jack of All Trades, Rule Breaker

Self Improvement:

HP Boost: Gain +2 HP / Level

Dodge Bonus: Gain +1 Dodge bonus to your AV

MP Boost: Gain +2 MP / Level

Fortitude Training: You gain +1 to your Fort Save. Req.: HP Boost



Mechanic [MEC]



Skill Proficiencies: Acrobatics, Commerce, Concentration, Craft, Drive, Gather Information, Knowledge(Machina, Local), Perception, Pilot, Sleight of Hand, Use Machina

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+0	+1	+0	First Device
2	+1	+1	+0	+2	+0	
3	+2	+2	+1	+2	+1	Second Device
4	+3	+3	+1	+3	+1	
5	+3	+3	+1	+3	+1	Third Device
6	+4	+4	+2	+4	+2	
7	+5	+5	+2	+4	+2	Fourth Device
8	+6	+6	+2	+5	+2	
9	+6	+6	+3	+5	+3	Fifth Device
10	+7	+7	+3	+6	+3	

HP/LVL: 7 MP/LVL: 0 Skills/LVL: 6
Weapons: Hammers, Maces, Picks, Staves, Warhammers, Crossbows, Handguns, Rifles, Throwing
Armor: Cloth, Light, Buckler

Class Traits:

Device: A Mechanic can carry several devices on them, each of their devices have a unique effect that grows with the mechanic. Devices have 3 base forms, Trap Devices, Bomb Devices and Mammet Devices. The base effect of each device can be found at the end of the MEC section. For Trap and Attack Devices once used require Repair DC10 to make functional again (Re-Arm), this normally takes an hour. Deploying a Device is a Standard Action.

Saboteur:

Trapper Extraordinaire: As a Full Round Action, ou may Re-Arm one of your expended traps within 20ft.

Biting Trap: Your traps DL is increased by 1 for every Saboteur Talent you have besides this one. Req.: Trapper Extraordinaire.

Excellent Coordination: You can now Re-Arm your traps as a Move Action. Req.: INT14, Biting Trap.

Trapfinder: You can find traps that have DC's higher than 20. (Normally you cannot find a trap if its DC is higher than 20).

Quick Solutions: You may Re-Arm one of your expended Bombs as a Full Round Action.

Secret Formula: Your Bomb DL is increased by 1 for every Saboteur Talent you have besides this one. Req.: Quick Solutions.

Volatile Compounds: Your Bombs Base Range is increased to a 15ft. Burst.

Diffuser: You may defuse a bomb as a standard action. You gain a +4 to your "Use Mechanical Device" roll when specifically defusing a bomb. Attempting to Defuse a bomb happens before it explodes (it interrupts the interrupt action required to detonate it) but failure means it detonates immediately. You must be adjacent to a bomb in order to defuse it.

Nefarious Device: When Preparing your devices, traps and bombs may be built to also apply a status condition. The Condition is chosen when your first select your devices and may be changed by taking 1 hour / device to rebuild it. For Traps you may choose to add Paralysis, Bind or Slow as a status condition. For Bombs you may choose Poison, Silence or Blind as a status condition. The DC to resist these is Fort for Traps and Ref for bombs at a rate of DC 10 + MEC Level.

Trickster:

Wandering Trap: On your turn your Traps can move 15ft.

High Explosive: Your Bomb Damage is increased by DL 2 against any target sharing a space with the bomb when it detonates.

Dangerous Design: When you Re-arm a bomb you get to choose its damage type. It can be Fire, Lightning or Wind damage. Req.: Wandering Trap.

Elemental Compounds: When you Re-arm a bomb you get to choose its damage type. It can be Fire, Lightning or Wind damage. Req.: High Explosive.

Tenacious Trap: Your traps now continuously deal damage to the target. At the start of the targets turn they take DL 1 + $\frac{1}{3}$ MEC Levels. To Remove the device the creature must pass a DC 10 Acrobatics(Escape Artist) check. Req.: Wandering Trap.

KA-BOOM!: Your bombs burst template is increased by 5ft. / Level from its base. Req.: High Explosive.

Trickery: Your devices now have a "Stealth" score equal to 10 + Your MEC Level + Number of your deployed devices. If this beats your opponents Perception Score they cannot locate your traps.

Shaped Affect: Your traps now have a 50ft. Range and can deploy on targets that come within the "Sight". Your Bombs can be shaped to deal damage in a cone or line equal to its range instead of a burst.

Easy Deployment: You can now place a Device as a move action.

Robotics:

Quick Fix: While adjacent to your mammet you may use a Standard Action to roll Use Machina(Repair). On a result of 15 you can heal it DL1 damage, +1 DL for every 5 above 15.

Simulation Protocol: Your mammet gains levels in either ARC, BLM, MNK or WHM equal to $\frac{1}{4}$ your Level.

Equipment Override: You can now equip your mammet as if it were a character. Cost of equipment and upgrades are doubled for custom gear.

Reforged: You can now upgrade your mammet as if it were a piece of equipment, its maximum Material Tier (See Equipment section for details.) is 10 + MEC Level. All bonus' are applied directly to the Mammet. Req.: Quick Fix.

Battle Programming: Your Mammet gains Weapon Focus, Weapon specialization and the first 2 Weapon Skills for its primary weapon, switching its primary weapon switches these Traits as well. Req.: Simulation Protocol.

Affixed Sockets: Your mammet gains 3 Materia Slots, all bonus' are applied directly to the Mammet. Req.: Equipment Override.

Overdrive: You gain 5 points + 1 / MEC Level to distribute among your Mammets attributes on a 1 for 1 basis.

Specialized Tools: You gain 10 points + 1 / MEC Level to distribute among your Mammets Skills, all skills are considered class skills but the Mammet cannot gain Knowledge Skills.

Self-Repair: Your Mammet gains Fast Healing 3, this is disabled if the Mammet is reduced to 0 or less HP.

Bomb	Talent	None	PL-	MEC
None	-	5ft bust	15ft	Standard Action

You select a space within range to place your Bomb. If any creature is occupying that space they are immediately attacked DL1 Untyped damage to all creatures in the affected space. If no creature is in the space you may leave it, activating it as in Interrupt Swift Action.

Trap	Talent	None	PL-	MEC
None	-	Single	15ft	Standard Action

You select a space within range to place your trap. If any creature is occupying that space the trap springs immediately dealing DL1 Untyped damage. If the space is empty the trap is sprung when a creature passes through the space.

See the [FFDXX Bestiary](#) for Mammet Stats.

Monk [MNK]



Skill Proficiencies: Acrobatics, Athletics, Concentration, Investigation, Knowledge(Local, Nobility, Religion), Perception, Perform, Ride, Sincerity, Speechcraft, Stealth,

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+1	+0	+1	+1	+0	Improved Unarmed Combat I
2	+2	+0	+2	+2	+0	
3	+3	+1	+2	+2	+1	
4	+4	+1	+3	+3	+1	Hardy I
5	+5	+1	+3	+3	+1	Improved Unarmed Combat II
6	+6	+2	+4	+4	+2	
7	+7	+2	+4	+4	+2	Hardy II
8	+8	+2	+5	+5	+2	
9	+9	+3	+5	+5	+3	
10	+10	+3	+6	+6	+3	Improved Unarmed Combat III, Hardy III

HP/LVL: 10 MP/LVL: 0 Skills/LVL: 4
Weapons: Cestus, Claws, Kick, Pieste, Staff
Armor: Cloth

Class Traits:

Improved Unarmed Combat: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice. Each level of Improved Unarmed Combat increases your unarmed DL by 1.

Hardy: Each level of hardy increases your max HP by 1 per Character Level.

Sage:

Chakra: As a Full Round Action, ou may heal yourself DL2 Damage.

Boost: As a move action you may increase your next Unarmed, Hand to Hand, Kick or Natural Attack by DL2, and increase the attack roll by your WIS Mod. This can stack up to 3 times and the bonus is lost after landing an attack. Req.: WIS 13

Disrupt Chi: Your Unarmed Attacks inflict [Silence] until the start of your next turn. The opponent may make a Will Save DC 10 + MNK Level to resist.

Renewal of Spirit: On your next turn, after failing a Save, you may choose to use a Standard Action to roll again at a -4 penalty. Req.: Chakra

Chi Blast: As a Standard Action you may fire a ball of Chi at one foe within 30 ft. The Attack deals damage equal to your current Boost Bonus. If you hit, you may use a move action to use boost and not lose your current stacks. If you do not have a move action to use or miss the attack all stacks are lost. Increase your Boost limit to 4 stacks. Req.: Boost, WIS 15

Redirect Chi: Your "Disrupt Chi" Silence now lasts for 2 rounds. When dealing damage you may choose to deal damage to your opponents MP instead of HP. Req.: Disrupt Chi

Second Wind: Chakra may be used as a Move Action. Req.: Renewal of Spirit

Forbidden Chakra: You may double the DL of your Chi Blast, if you do so you may not use any MNK talents until you pass a DC 10 + MNK Level Concentration(Meditation) check to unlock the chakras you sealed to perform the act. This requires a Standard Action. Increase your boost limit to 5 stacks. Req.: Chi Blast, WIS 17

Perfect Balance: Each boost stack increases your AV by 1. Req.: Boost, AGI 13

Martial Artist:

Iron Kicks: Increase the DL on your kick attacks by 1. Req.: STR 13

Flurry of Blow: You may make an additional Unarmed Attack as part of a full attack, but every attack gains a -2.

Takedown Artist: You do not provoke attacks of opportunity when attempting to grapple, trip or bullrush a target.

Lightning Kicks: Add an additional Kick attack to your Full Attack Routine. It is made at your lowest ATK modifier. Req.: Iron Kicks, STR 15

Improved Flurry: The penalty to your Flurry of blows is reduced to -1. Req.: Flurry of Blows, MaB 5

Shoulder Tackle: You receive a +4 to your Grapple, Trip and Bullrush actions. Req.: Takedown Artist,

Dire Kicks: Increase the DL on your kick attacks by 1. Req.: STR 17, Lightning Kicks

Hundred Fists: You gain 1 additional punch at your highest attack bonus and 1 additional kick attack at your lowest attack bonus when Full Attacking. Req.: Improved Flurry, Dire Kicks, MaB 7

Submission: When dealing non-lethal damage damage to an opponent, increase your DL by your STR Mod. Req.: Shoulder Tackle.

Pugilist:

Counter: When an opponent misses you with a melee strike, you may immediately attack them with a -2 penalty. Can only counter when unencumbered.

Insightful Defense: Add your WIS Mod to your AV. Only works when unencumbered. Req.: DEX 13

HP Boost: Increase your Max HP by 2 per Level.

Improved Counter: Your counters no longer have a -2 penalty. Req.: Counter

Siegebreaker Stance: On your turn, you may assume the Siegebreaker Stance. This increases your AV by your DEX Mod. If an opponent attacks you and misses while you're in Siegebreaker Stance you may move behind them before taking further actions. If an opponent attacks you and hits you may attempt a free action Bullrush after damage is dealt. Req.: Insightful Defense, DEX 15

HP Boost II: Increase your Max HP by 2 per Level. Req.: HP Boost

Bonebreaker: After hitting an enemy with a counter, reduce their MaB and RaB by your STR Mod. This effect does not stack and lasts for the encounter. Req.: Improved Counter

True North: You are never considered "Flat Footed", your rear facing AV Modifiers are changed to +0, and gain +2 Attack when flanking an enemy. Req.: Siegebreaker Stance

Iron Body: Gain DR equal to $\frac{1}{2}$ your MNK Level. Req.: HP Boost II



Red Mage[RDM]



Skill Proficiencies: Acrobatics, Athletics, Concentration, Craft, Gather Information, Investigation, Knowledge(Arcana, Dungeoneering, History, Local, Nature, Nobility, Religion), Medicine, Perform, Ride, Speechcraft, Spellcraft,

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+1	+0	+1	Black Magic PL +1, White Magic PL +1
2	+1	+1	+2	+0	+2	
3	+2	+1	+2	+1	+2	
4	+3	+1	+3	+1	+3	Unconventional Mastery I
5	+3	+2	+3	+1	+3	Black Magic PL +1, White Magic PL +1
6	+4	+2	+4	+2	+4	
7	+5	+2	+4	+2	+4	
8	+6	+2	+5	+2	+5	
9	+6	+3	+5	+3	+5	Black Magic PL +1, White Magic PL +1
10	+7	+3	+6	+3	+6	Unconventional Mastery II

HP/LVL: 7 MP/LVL: 8 Skills/LVL: 4
Weapons: Knives, Sword, Mace, Wand, Staff, Radical
Armor: Cloth, Light, Buckler, Light Shield

Class Traits:

Black Magic: You gain access to Black Magic at PL1. Every instance of this trait increases your maximum PL by 1.

White Magic: You gain access to White Magic at PL1. Every instance of this trait increases your maximum PL by 1.

Unconventional Mastery: Reduce the MP Cost of Metamagic Traits by 2 per level of this trait.

Fencer:

Enchantment Proficiency: While under the effect of an Enhancement School Spell you gain +1 to attack rolls and AV.

Displacement: While under the effect of an Enhancement School Spell you may spend a move action to roll your Acrobatics(Tumble). If the result is higher than your AV replace your AV with the roll until the start of your next turn. Req.: DEX 13

Enchanted Riposte: Your physical attacks are always considered magic damage for the purpose of bypassing DR.

Embolden: While under the effect of an Enhancement School Spell the DL of your physical attacks is increased by 1. Req.: Enchantment Proficiency

Manafication: While under the effect of an Enhancement School Spell if an enemy attack misses you regain MP equal to your INT Mod. Req.: Displacement

Corps-a-corps: You can cast Enchantment School spells as part of a charge action. Req.: Enchanted Riposte

Fleche: While under the effect of an Enhancement School Spell you may reroll your damage once per turn. You must take the second result however even if its worse. Req: Embolden

Composure: While under the effect of an Enhancement School Spell you gain DR equal to the highest PL Enhancement Spell your being affected by. Req.: Manafication

Spontaneity: Enhancement school spells that would normally overwrite each others effects no longer do so, you may have 2 such spells active simultaneously. Casting a third will however overwrite the first, and so on. Req.: Fleche.

Arcanist Artist:

Manipulation: When you use Metamagic to modify a spell, the least expensive Metamagic Trait you use (that still costs MP) will be made free. Req.: INT 14, MND 14

Improved Counterspell: To counterspell you need only know a spell that shares the school and elemental tie of the spell you are attempting to counter. Counterspelling this way requires you to spend double the cost of the spell you are countering. Req.: CHA 13

Enduring Enchantment: Your Enhancing and Enfeebling School Spells have their duration increased by $\frac{1}{2}$ your RDM Level.

Stymie: As a reaction to a spell being cast you can cast a spell of your own or attempt to counterspell, this forfeits your next turn. Req.: Improved Counterspell

Ver-casting: You may choose to cast your spells as a Full Round Action, doing so, the least expensive Metamagic Trait you use (that still costs MP) will be made free. Req.: Manipulation.

Tether: You may choose to cast your Enhancement or Enfeebling school spell as a full round action. Doing so will enable you to cast another Enhancement or Enfeebling school spell the same round as a free action. Req.: Enduring Enchantment

Master Counterspeller: You can now counterspell spells 3 PL's above your own maximum PL. Req.: Stymie

Chainspell: When casting a spell, if it has 5 or more Metamagic Traits applied to it you can cast it as a free action. Doing so doubles the MP cost of all metamagic Traits applied to it (Metamagic Traits that have their cost reduced remain Free). Req.: Ver-Casting

Spell Impact: When you hit a target with a spell you may attempt to Bull Rush them. Use the PL of the spell cast instead of your STR in the Opposed check. Req.: Tether

Inner Strength:

HP Boost: Gain +2 HP/Level

MP Boost: Gain +2 MP/Level

Spell Ties: Gain Resistance 1 to the elemental tie of each Enhancement School spell effecting you.

Silence Resistance: Gain resistance to silence equal to the number of Enhancement School spells affecting you.

Fortitude Training: Gain +1 to Fort Saves. Req.: HP Boost

Willpower Training: Gain +1 to Will Saves. Req.: MP Boost

White Magic PL +1: Gain 1 PL in White Magic. Req.: Spell Ties.

Black Magic PL +1: Gain 1 PL in Black Magic. Req.: Spell Ties.

Indomitable: You gain +4 to resist Silence and counterspelling attempts. Req.: Silence Resistance



Squire[SQU]



Skill Proficiencies: Acrobatics, Athletics, Concentration, Craft, Gather Information, Investigation, Knowledge(Arcana, Dungeoneering, History, Local, Nature, Nobility, Religion), Medicine, Perform, Ride, Speechcraft, Spellcraft,

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+1	+0	+1	+0	+1	
2	+2	+0	+2	+0	+2	Combat Ready I
3	+3	+1	+2	+1	+2	
4	+4	+1	+2	+1	+1	Magic Attunement I
5	+5	+1	+3	+1	+3	Combat Ready II
6	+6	+2	+4	+2	+4	
7	+7	+2	+4	+2	+4	
8	+8	+2	+5	+2	+5	Combat Ready III
9	+9	+3	+5	+3	+5	Magic Attunement II
10	+10	+3	+6	+3	+6	

HP/LVL: 10 MP/LVL: 4 Skills/LVL: 4
Weapons: Sword, Great Sword, Axe, Great Axe, Mace, Hammer, Warhammer, Polearm
Armor: Cloth, Light, Medium, Heavy, Buckler, Light Shield, Heavy Shield, Tower Shield

Class Traits:

Combat Ready: Choose One, Increase your MaB or AV by 1 per level of this trait

Magic Attunement: Gain 1 PL of either White Magic or Black Magic per level of this trait.

Knight:

Grounds of Valor: After being damaged by an opponent, your next attack against them has its DL increased by 1. Req.: CHA 13

Armor Specialization: Choose one, Light Armor, Medium Armor, Heavy Armor. Your AV is increased by 1 for each piece of that type of armor you are wearing.

Unyielding: You gain the ability “Unyielding”.

Unyielding	Talent	None	PL-	SQU
None	10MP	Self	-	Standard Action

Choose a creature type, you gain +1 DL against that creature type for a number of rounds equal to your MND Mod. Using Unyielding again overwrites the previous version.

Smite: When full attacking the target of your “Unyielding” gain +1 DL. Req.: Unyielding

Armor Mastery: You are no longer affected by the AVP of your chosen armor type. Req.: Armor Specialization, STR 16

Studious Knight: Gain either Black Magic PL +1 or White Magic PL +1. Req.: CHA 15

Blade of Justice: Your first Full Attack against an enemy gains DL +2. Req.: Smite

Juggernaut: Armor no longer affects your speed. Req.: Armor Mastery, VIT 15

Grounds of Glory: When an opponent becomes afflicted by [KO or [Dead] within 30 ft of you, you heal by $5 + \text{SQU Level}$. Req.: Grounds of Valor

Defender:

Shield Proficiency: Your Shield AV Bonus is increased by 1.

Shield Rush: When using a Charge Action while equipped with a Shield, you can charge through an ally that is between you and an enemy. Attempt a Bullrush, if successful you push the the enemy back and take their place between them and your ally. If you fail you are knocked prone and your ally must make a Reflex Save DC 15 to avoid being knocked prone. Req.: AGI 12

Shield Cover: You gain DR1/Magic with Bucklers, DR2/Magic with Light Shields, DR3/Magic with Heavy Shields and DR4/Magic with Tower shields to your front facing.

Awareness: You gain all shield bonus' to your Flanks. Req.: INT 13, Shield Proficiency

Impact: When you attempt a Bull Rush, all enemies in your front facing are effected. Req.: STR 13, Shield Rush

Shelter from the Storm: You grant adjacent allies half cover and they benefit from your Shields AV Bonus. Req.: Shield Cover

Bulwark: You gain all shield bonus' to your Rear Facing and your Shield AV Bonus is increased by 1. Req.: Awareness

Sentinel: You can move through allies freely, if you end your movement in the same space as a willing character, you may move them to any adjacent space. This Includes your Shield Rush (the Bull Rush Attempt no longer needs to be successful.) Req.: Shield Impact.

Shield Oath: You grant adjacent allies full cover and you gain DR equal to your Shield Bonus to your Front Facing. Req.: Shelter from the Storm

Hero:

Bravery: You and your allies gain +2 to Fear Checks

Battlefield Coordination: When you successfully damage a target, allies who attack it on their next action gain +1 to their attack rolls. Req.: CHA 13

No I in Team: When you aid an ally in a Skill Check you grant +3 instead of +2.

Valiance: You are immune to Fear. Req.: Bravery

Exemplary Ally: When you successfully damage a target, allies gain +1 to attack and damage during their next turn. Req.: Battlefield Coordination

Battlefield Awareness: You and your allies gain +3 Initiative. Req.: No I in Team

Grounds of Deliverance: Allies within 30ft. Of you gain +2 Damage. Req.: Valiance

Martyr: The round you fall in combat, and for a number of rounds thereafter equal to your CHA, allies gain +2 DL on all actions. Req.: CHA 17, Exemplary Ally

Hero of the People: This changes the default Demeanor of people you encounter. People who would normally be neutral or Docile towards you are now Loyal, even if you've never met them. Enemies who start off Hostile are now instead at Hated. Req.: CHA 20



Thief[THF]



Skill Proficiencies: Acrobatics, Athletics, Commerce, Craft, Drive, Gather Information, Investigation, Knowledge(Dungeoneering, Machina, Local), Perception, Pilot, Ride, Sincerity, Sleight of Hand, Speechcraft, Stealth, Use Machina

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+0	+1	+0	Sneak Attack I
2	+1	+1	+0	+2	+0	
3	+2	+2	+1	+2	+1	
4	+3	+3	+1	+3	+1	
5	+3	+3	+1	+3	+1	Hide in Plain Sight
6	+4	+4	+2	+4	+2	
7	+5	+5	+2	+4	+2	
8	+6	+6	+2	+5	+2	
9	+6	+6	+3	+5	+3	Impossible Feint
10	+7	+7	+3	+6	+3	

HP/LVL: 9 MP/LVL: 0 Skills/LVL: 8
Weapons: Boomerang, Bow, Chackram, Crossbow, Knife, Sword, Whip
Armor: Cloth, Light, Medium, Buckler

Class Traits:

Sneak Attack: Whenever you deal damage to an enemy who is flat footed, or from their Rear Facing you deal DL1 Precision Damage. Precision Damage is dealt separately from the attacks damage, and reduced by DR or Resistance separately.

Hide in Plain Sight: You can use Stealth in any situation, even with nothing to hide you from sight. Doing so results in a -4 to the stealth check.

Impossible Feint: As part of an attack action you may roll Sleight of Hand(Conceal) against your opponents Perception(Notice). If you succeed the enemy is considered Flat Footed for the attack.

Rogue:

Backstab: Attacks made against an enemies Rear Arc gain +1 to their attack roll.

Ranged Sneak Attack: Ranged attacks made from a distance greater than 30ft away may receive the bonus of Sneak Attack.

Enterprising Flanker: When engaging in combat against an opponent that is adjacent to an ally, you gain +1 to attack. Req.: INT 13

Improved Sneak Attack: Your Sneak Attack damage is increased by +1 DL Req.: Backstab

Lacerate: When you deal damage to an enemy, their next attack receives a -1 penalty. This does not stack. Req.: Ranged Sneak Attack

Opportunist: When an adjacent enemy is affected by a Combat Maneuver you receive a free AoO: Req.: Enterprising Flanker.

Greater Sneak Attack: Your Sneak Attack damage is increased by +1 DL. Req.: Improved Sneak Attack.

Deep Laceration: Whenever you deal Slashing or Piercing damage to a target you give them a Bleed stack that lasts for a number of rounds equal to your THF level.

Blade Torrent: Your Two Weapon Fighting penalty is reduced by 4. Req.: Opportunist, DEx 18

Battle Weaver:

Evasion: On a successful Reflex save, if you would still suffer effects, you instead take no damage and are completely unaffected. Req.: DEX 13

Duck and Cover: As a response to a Ranged Attack you may fall Prone.

Dodgy: You gain +1 Dodge Bonus to your AV so long as you are unencumbered.

Uncanny Dodge: You are never caught flat-footed, and your Rear Facing AV is increased by 1. Req.: DEX 15, Evasion

Kip Up: You may stand up from prone as a swift action so long as you are unencumbered. Req.: Duck and Cover

Improved Dodgy: You gain an additional +1 Dodge Bonus to your AV so long as you are unencumbered and your Acrobatics(Tumble) DC is reduced by 5 (Minimum 5). Req.: Dodgy

Improved Evasion: You take only half damage on a failed Reflex Save so long as you are unencumbered. Req.: DEX 17, Uncanny Dodge

Fancy Footwork: You gain +4 to Trip, Bull Rush and Grapple Checks. Req.: Kip Up

Perfect Dodge: After a successful Acrobatics(Tumble) Check, increase your AV by your THF Level. Req.: Improved Dodgy

Storyteller:

Trapfinder: You can find and disarm traps that are above DC 20.

Gilfinder: Each time you strike a target you receive 5 gil. Req.: CHA 13

Uncanny Balance: You add your THF level to Acrobatics and receive +2 to your Reflex Save.

Trap Sense: You gain a +2 to all saves against traps and your AV against traps that attack you. Req.: Trapfinder

Treasure Hunter: Each time you land the killing blow on an enemy you gain 100 gil. Req.: CHA 15, Gilfinder

Expert Delver: You add your TF level to Athletics and can move your normal speed while climbing, crawling or swimming.: Uncanny Balance

Quick Save: When you trigger a trap, you may roll a d20 to catch yourself. On a 15-20, you stop yourself just before setting it off. Req.: Trap Sense

Treasure Hound: When you land the killing blow on an enemy you are granted a level appropriate "Random Loot" roll. Req.: CHA 17, Treasure Hunter

Relic Hunter: You gain +5 to all Acrobatics and Athletics checks and take Half Damage from falling.



White Mage[WHM]



Skill Proficiencies: Concentration, Craft, Knowledge(History, Local, Nature, Nobility, Religion), Medicine, Sincerity, Speechcraft, Spellcraft

LVL	MAB	RAB	FORT	REF	WILL	Special
1	+0	+0	+0	+0	+1	White Magic PL +1
2	+1	+0	+0	+0	+2	
3	+2	+1	+1	+1	+2	White Magic PL +1
4	+3	+1	+1	+1	+3	
5	+3	+1	+1	+1	+3	White Magic PL +1
6	+4	+2	+2	+2	+4	
7	+5	+2	+2	+2	+4	White Magic PL +1
8	+6	+2	+2	+2	+5	
9	+6	+3	+3	+3	+5	White Magic PL +1
10	+7	+3	+3	+3	+6	

HP/LVL: 6 MP/LVL: 9 Skills/LVL: 2
Weapons: Hammer, Radical, Staff, Wand
Armor: Cloth, Light, Medium, Buckler, Small Shield, Large Shield

Class Traits:

White Magic: You gain access to White Magic at PL1, Every instance of this trait increases your maximum PL by 1.

Temple Knight:

Armored Healer: You become proficient in Heavy Armor and do not take a movement speed penalty while wearing it.

Req.:

CON

Trance Chant: You may cast spells as a full round action and reduce their MP cost by 3 (Minimum 1).

Holy Hunter: Your Full Attack gains DL 1 Light Damage. This damage is applied and reduced separately from the attack.

Afflatus Misery: Taking damage increases your STR and MND Modifier by 1 until the end of your next turn. This effect does not stack with itself. Req.: Armored Healer

Afflatus Solace: Casting a Healing School spell gives you +1 bonus to STR and MND Modifier until the end of your next action. This effect does not stack with itself. Req.: Trance Chant

Combat Channel: You may cast the spell "Cure", so long as you know it, as part of an attack action. Req.: Holy Hunter

Divinity: Taking damage heals DL1 Damage to allies adjacent to you. Req.: Afflatus Misery

Assize: Healing School spells deal DL1 Light Damage to enemies adjacent to your target. Req.: Afflatus Solace

Priest:

Divine Caress: As a full round action you may grant an ally within 30ft. Another save against a single status effect they failed against. Req.: CHA 13

Devotion: Your Healing School spells gain 1 free PL, this cannot be above your maximum PL. Req.: MND 13

Boost MP: Gain +2 MP per Level.

Saints Shroud: Targets affected by an Enhancing School spell of yours gain Fast Healing III for the duration of your spell. Req.: Divine Caress

Divine Veil: When casting a single target Healing School spell, if you boost its PL by 2 levels it effects your target and all allies within 15 ft of them. You must be able to cast at the designated PL. Req.: Devotion

Boost MP II: Gain +2 MP per Level. Req.: Boost MP

Benediction: As a reaction to an ally within 30ft. And line of sight taking damage that reduce them to 0 or less HP, you can cast a Healing School spell on them with 2 free PL's. This does not require you to be able to cast at the designated PL. Req.: Saints Shroud

Divine Benison: When casting a single target Healing School spell, if you boost its PL by 2 levels it can be cast as a swift action. You must be able to cast at the designated PL. Req.: Divine Veil

Boost MP III: Gain +4 MP per level. Req.: Boost MP II

Devout:

Radiance: When a white magic spell of yours deals damage, you recover 1MP per PL of the spell. You can only receive this once per spell. Req.: INT 13

Initiation: As a standard action, you can transfer 1 Enhancing School spell effect from yourself to an adjacent and willing target. Req.: CHA 13

Presence of Mind: Your Enhancing School spells gain 1 free bonus PL, this cannot exceed your maximum PL.

Splendor: When an opponent fails a save against one of your White Magic spells, you or an ally within 30ft of the target may heal DL1 HP. Req.: MND 15, Radiance

Transference: Initiation can be performed from up to 30ft. Away. Req.: Initiation

Asylum: Your enhancing school spells increase the saves of targets affected by +1. Req.: Presence of Mind

Brilliance: When you deal damage to an Opponent with a Holy School spell, you or an ally within 30ft. Heal DL1 HP. Req.: Splendor

Quick Transfer: Initiation can be performed as a swift action. Req.: Transference

Aetheric Burst: You may cast Two White Magic spells at once as a Full Round Action. Req.: Asylum



Skills

Skills in FFDXX determine success or failure in various actions you attempt. Each **Skill** is tied to an **Attribute** and gains a direct bonus from it, and under each skill you have can have **Emphasys** that influence the role when specifically using it for that action. Emphasys' cost 1 skill point to gain and give your character a +2 when specifically using the skill for that action. You can take each Emphasys only once. All TN's provided here are examples, in the end the GM decides what they should actually be.

Acrobatics [Agility]

Emphasys: Balance, Escape Artist, Tumble Acrobatics is a measure of your characters body control.

Balance: Used for crossing narrow baths or keeping your footing on unstable ground.

1-3ft. Wide	DC5	7-11in Wide	DC10
2-6in Wide	DC15	2in or Less	DC20

Escape Artist: Used for removing yourself from bindings and maneuvering through tight spaces.

Tied Up	DC15	Shackled	DC20
Exact Size Area	DC15	Smaller Area	DC20

Tumble: Used to move around and through enemies in combat

Move Through Threatened Space	DC+5/Enemy
Move through Opponent	DC5+5/Enemy

Terrain Modifiers:

Rough Terrain	DC+2	Severe Terrain	DC+5
Slight Slippery	DC+2	Severe Slippery	DC+5
Slight Slope	DC+2	Severe Slope	DC+5
Slight Unsteady	DC+2	Mod. Unsteady	DC+5
Sev. Unsteady	DC+10	Move FullSpeed	DC+5

Athletics [Strength]

Emphasy: Climb, Jump, Run, Swim
Athletics is a measure of your characters physical Prowes.

Climb: Used for climbing shear surfaces

Assisted Climb DC5	Unassisted DC10
No Handholds Dc15	Smooth Surface DC20

Jump: Used when trying to clear height or distance with a jump.

Long Jump TN = Distance(ft.)
High Jump TN = Distance(ft.) * 4
Running Jump = +1/2ft. of runway to a maximum of +5

Running Jump requires at least 2ft. Of runway to be successful and you must pass a Athletics(Run) Sprint check to gain the benefits.

Run: Used for sprinting or marathon running.

Sprint TN = 5 +5/Round

Sprinting: While sprinting you can maintain 4 times your normal movement speed, Each round you are moving at this speed accumulates a higher Athletics(Run) TN.

Athletics(Run) TN:
Marathon: While running long distance you can maintain up to twice your move speed. Each mile you are moving at this speed accumulates a higher Athletics(Run) TN.

Swim: Used for Swimming and Diving

Calm Water	DC5	Current	DC10
Rough Waters	DC15	Stormy Waters	DC20

When Diving, you can hold your breath for rounds equal to your Athletics(Swim) roll + VIT Mod.



Commerce [Intelligence]

Emphasys: Appraise, Haggle, Mathematics

Commerce is used for determining the value of items, animals and in darker situations people. It can also be used to increase or decrease the amount offered for bought or sold goods.

Appraise: Used for determining the value of goods

Basic Goods	DC5	Rare Goods	DC10
Exotic Goods	DC15	Legendary	DC20

Haggle: Is used to increase or decrease the value of goods at the point of sell.

Commerce(Haggle) v. Commerce(Appraise)

Haggling can increase or decrease the money you spend or receive for goods and services. The person attempting to haggle rolls Commerce(Haggle) against the other persons Commerce(Appraise). If the Haggler wins the roll the offered value of goods and services is changed by a percentage equal to the difference in the rolls. If the person attempting to haggle fails however the price remains the same, and if you fail by more than 5 the person's (if an NPC) Demeanor will degrade.

Mathematics: Mathematics is used when dealing with many numbers all at once, usually reserved for managing ledgers but it can be applied in various situations. The TN is decided by the DM, there is no concrete rule here.

Concentration [Mind]

Emphasys: Meditation, Focus

Concentration is used to control your own thoughts. It can be used in Meditation to recover MP at an expedited rate, or to focus when casting a spell while being assaulted. It has other various uses as well.

Focus: A focus roll is required by a spellcaster each time they start casting a spell.

Focus TN = AVP

Meditation: Used to recover MP, Meditation requires 1 hour of quiet concentration.

Meditation takes 1 hour, Recover MP equal to the Roll

Craft: [Intelligence]

Emphasys: Craft has no emphasys', but several sub-types each used for a different specific application. Craft can easily have other subtypes but the ones listed have specific roles within the game universe. The Craft sub-types are:

Bottler: Used for crafting Potions and other consumable items.

Bonecutter: Used for making items out of monster bones and horns.

Carpenter: Used for making items out of wood.

Cook: Used for making food items

Forger: Used for making copies of items such as keyes, paintings and personal seals.

Jeweler: Used for making items out of precious metals and Gems.

Materia Shaper: Used for crafting Materia used in equipment and weapons.

Smith: Used for making heavy metal items.

Tanner: Used for making items out of hides and leather

Weaver: Used for making items out of cloth and fiber.

Drive: [Dexterity]

Emphasys: By Vehicle

Drive is used to drive any single operator Machina. You can take an Emphasys for each vehicle (of which there are a great many.). Emphasys should be specific, as a real life equivalent you would take an Emphasys for "Sports Car" and you would not be able to apply it when driving a "Station Wagon".

Normal Driving DC5	Hard Driving DC10
Fast & Careful DC15	Stunt Driving DC20

Gather Information: [Charisma]

Emphasys: Gossip, Manipulate

Gather Information is a tool used to do exactly that, to gain information out in the streets. Gather Information TN's are decided by the GM and have no hard rules, as the availability of information is completely up to the person running the game.

Gossip: Gossip is used when your not sure what information you are trying to gather so you're looking for anything that may stand out.

Manipulate: Manipulate is used to drive conversations the direction you want them to go, when you know what information you're looking for and want greater detail.

Handle Creature: [Charisma/Intelligence]

Emphasys: By Creature

Handle Creature can be used to calm wild creatures and even train them to do basic tasks. A trained creature will not fight for you without the Trait "Companion" however.

TN's to calm and train creatures are dependant on their demeanor to start with. Training a creature takes 6 months of regular training before they are useful.

Neutral	DC5	Hostile	DC10
Ferocious	DC15	Savage	DC20



Investigation: [Intelligence]

Emphasys: Interrogation, Search

Investigation is used to find hidden or hard to see details or to pull information from an unwilling informant.

Interrogation: Interrogation comes in 2 varieties. Light and Intensive. Light interrogation can be used in public and for the most part won't change anyone's opinions about what kind of person you may be. Intensive Interrogation however should not be done in public and may break a few laws depending on where you are. Intensive Interrogation however gets you a +5 to your roll. The TN is dependant on the person's convictions, loyalty, and many other factors so are left up to the GM.

Search: Used to scour areas for information on a subject. TN's are completely up to the GM as searching is very dependant on a multitude of factors that are impossible to predict beforehand.

Knowledge: [Intelligence]

Emphasys: Knowledge has no emphasys', but several sub-types each used for a different specific application. Knowledge can easily have other subtypes but the ones listed have specific roles within the game universe. The Knowledge sub-types are:

Arcana: Knowledge of magic and mages.

Dungeoneering: Knowledge of dungeons, lairs and the monsters that inhabit them.

Architect/Machina: Knowledge of construction and Machina, from materials to methods.

Geography: Knowledge of the environments and how they interact.

History: Knowledge of the past.

Local: General Knowledge.

Nature: Knowledge of Flora and Fauna.

Nobility/Royalty: Knowledge of people and lineages.

Religion: Knowledge of the various religions and deities that rule over them.

The Planes: Knowledge of other astral planes and the beings that travel them.

Language: [Intelligence]

Emphasys: Cipher

Language allows you to learn other languages. Beyond your starting languages you must invest in Language to learn new ones, each rank you gain in Language is another language learned. Language is always treated as a class skill. Unless your character is Illiterate.

Cipher	Cipher	1	1	1	1	1	1
Cipher without Key TN = Lan.(Cipher) v. Lan.(Cipher)							
Cipher with a key TN = 10							

Medicine: [Mind]

Emphasys: Diagnose, Herbology, Surgery

Medicine is an important skill for the long term well being of a group. You can use it to diagnose illness and disease, Treat sickness and disease over time and also mend Permanent Injuries.

Diagnose: Used to dicerne the proper medical actions before any other use of Medicine. Diagnose always has a TN of 15.

Herbology: Most ailments can be fixed even without miracle medications like antidozes or echo drops. Healing an ailment this way can take up to 7 days.

Time = 7 days - 1 / 5 Medicine(Herbology) on initial roll.

Surgery: Permanent Injuries gained from various effects such as being KO'd or taking Massive Damage can be healed by Surgery.

Surgery TN = 10 + Permanent Injury Tier

Perception: [Mind]

Emphasys: Spot, Listen

Perception is not ever used actively, instead it sets a TN for others to beat in order to get one by you. Wearing heavy headgear can penalize this number.

Perform: [Charisma]

Emphasys: By Instrument/Act

Performance has no specific Emphasys', each style of performance can be its own type of performance so speak with your GM if you want something out of the ordinary.

Pilot: [Intelligence]

Emphasys: By Ship

Pilot is used to operate any Machina requiring a crew. You can take an Emphasys for each ship (of which there are a great many.). Emphasys should be specific, as a real life equivalent you would take an Emphasys for "Tug Boat" and you would not be able to apply it when piloting a "Speedboat". Piloting is a group effort however only the "Captain" requires a roll, it's assumed that you can give directions well enough that the individual does not need to roll to operate their device.

Crew 1-5	DC5	Crew 6-35	DC10
Crew 36-100	DC15	Crew 100+	DC20+

Ride: [Agility]

Emphasys: By Mount

Ride is used to ride any creature. You can take an Emphasys for each mount (of which there are a great many.). Emphasys should be specific, as a real life equivalent you would take an Emphasys for "Horse" and you would not be able to apply it when riding a "Camel". Riding is affected by AVP.

Easy Ride	DC5	Hard Ride	DC10
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Mounts have minds of their own and won't willingly ride into danger with you. The following are modifiers used for various instances.

Demeanor Neutral: DC+0 | Wild: DC+5 | Savage: DC+10

Riding into Danger: DC+10

Sincerity: [Charisma]

Emphasys: Deceit, Honesty

Sometimes how say something is important. When talking with someone you will sometimes have to make the unbelievable, believable.

Deceit: Used when telling a lie

Sincerity(Deceit) v. Speechcraft(Sense Motive)

Honesty: Used when trying to convince someone of the truth. There is no hard TN here as the GM will decide how hard the truth is to swallow for the individual and assign a TN depending on the situations.

Sleight of Hand: [Dexterity]

Emphasys: Conceal, Open Lock, Pick Pocket, Prestidigitation

Sleight of hand is an art in and of itself. Even in a world of magic those gifted in the ways of Sleight of Hand seem like wizards all the same.

Conceal: Conceal is used when attempting to hide something from view.

Sleight of Hand(Conceal) v. Perception(Spot)

Open Lock: Sometimes things aren't so easy to get into. Chests, doors and all manner of other things require this skill if no key is provided.

Simple lock on a shack door	DC5
Lock on a treasure chest	DC10
Lock on a guarded facility door	DC15
Prison cell lock/ancient magic lock	DC20+

Pickpocket: People often carry things in there pockets, this is how you get them out, or in some cases put things back in. The TN for pickpocketing is 10+ based on the weight of the item.

Less than 1lb	DC+5	Less than 5lb	DC+10
Less than 10lb	DC+15	More than 16lb	DC+20

Prestidigitation: You can perform tricks to inspire awe or draw attention.

Sleight of Hand(Prestidigitation) v. Perception(Highest)

Prestidigitation draws the attention all, Success will temporarily dull their Perception. They receive -10 to their perception until you stop performing. Attempting another action while you are performing Prestidigitation removes the Attribute bonus from that action (trying to perform and pickpocket, the later loses your DEX bonus).

Speechcraft: [Charisma]

Emphasys: Diplomacy, Etiquette, Intimidation, Sense Motive, Temptation
Speechcraft is your mastery of words, mannerisms and ability to read people. It is the single most useful skill for avoiding combat and getting what you want still. Most Speechcraft rolls are either opposed rolls or TN's decided by the GM as there are a lot of factors to consider usually.

Diplomacy: Diplomacy is used when trying to change the demeanor of people.

Etiquette: Etiquette is used to act in an appropriate fashion even if you don't necessarily know what that is. It lets you read a situation and keep from standing out.

Intimidation: Intimidation can also be used to change the demeanor of people, while this change is easier to achieve is much harder to maintain and will result in degradation of demeanor beyond its starting point.

Sense Motive: Sense Motive is used when attempting to read a situations and try and get a read on the demeanor of people you engage with.

Temptation: This is used when offering something in return for a change of demeanor, It's the easiest way to change demeanor without risking creating enemies but you need something that the other party wants in order to succeed.

Identify Magic TN = 10 + PL

Some magic may not necessarily have a PL and thus may be decided by the GM.

Use Magic Device: This is for using magic outside of casting spells, such as a magically locked door or magic wand. You can also increase the PL of scrolls used with Use Magic Device (See scrolls section for specifics)

Scroll PL + 1 / 5 Use Magic Device Result

Stealth: [Agility]

Emphasys: Ambush, Sneak, Shadow

Stealth is used when attempting to not be seen, The TN of all Stealth Checks is based on the Perception of the individuals whom you are hiding from. Stealth can normally only be used on people who don't have their eyes on you (In combat this means facing)

Ambush: Not everyone in a group is sneaky, however someone who is can instruct others by laying an ambush. One person rolls for the entire group, however an Ambush cannot move.

Sneak: Sneaking is used when you don't know what your hiding from. You move at half speed while sneaking.

Shadow: When you know who your hiding from and have a direct line of sight to them you can Shadow them, you move at full speed while shadowing.

Survival: [Mind]

Emphasys: Hunting, Tracking, Trailblazing
Survival is your ability to survive in the wilderness. Outside of civilization this will be your best tool for finding food, water and shelter.

Hunting: Hunting can provide food for a group. The base TN for Hunting is 15 to feed a group (regardless of size, you can find enough.) This is modified by the GM based on local fauna, weather conditions and other factors that the GM thinks notable.

Tracking: Tracking is used to follow trails, depending on what your tracking and where your tracking it the TN changes.

Create Scroll TN = Base PL * 5

Research: Research is used to identify magic being cast, enchantments and any other magic source you run into. It can also be used to create spells but that is a discussion for another section.

Tracking a large animal over muddy terrain	DC10
Tracking a medium creature through woods	DC15
Tracking a small creature in the mountains	DC20
Tracking a rat through a cobblestone city	DC30+

Trailblazing: Trailblazing is used to identify game trails, find shelter in the wilderness, find potable water and a variety of other things.

Find potable water in a forest	DC5
Find Shelter in a rainforest	DC10
Identify a predators hunting trail	DC15
Find water in the desert	DC20+

Use Machina: [Intelligence]

Emphasys: Blueprint, Build, Dismantle, Repair

Use Machina is a skill for building, operating, repairing and taking apart various Machina (machines). Machina is very complex so the TN's aren't easy but a few examples will be provided.

Blueprint: having a blueprint of a Machina helps tremendously in the process of working with it. Without a blueprint you cannot take a 20 on Use Machina.

Build: Building a Machina takes time, at least 4 hours / 5 of the TN. This can be expedited with more bodies at a rate of -30minutes/worker but will require a blueprint for others to follow.

Dismantle: Taking Machina apart without damaging it is a major task in and of itself. You cannot make a blueprint of a machina without having either built it yourself, or taken it apart.

Repair: Fixing something that's gone wrong in the elaborate workings of a Machina is an entirely different beast from making it or taking it apart. Repair takes 1 hour / 5 of the TN. Adding bodies to this action changes the time to 1 hour / 5(+1 / body) of the TN but will require a blueprint for others.

A simple clock	DC10
A small combustion engine	DC15
A complex electronic circuit	DC20
An android complete with self conscious AI	DC30+

Remember. All examples in this section are merely guidelines and not hard rules. If the GM deems it appropriate that certain conditions apply that change a TN then that is the rule. If your looking for water in a desert and don't find it after rolling a 20, this should not start an argument, sometimes water just isn't in the desert.



***Note:** Taking skills that your current class' are not proficient in requires 2 points/rank and 3 points/emphasis. If you however become proficient in the skill later then you recover the excess skill points spent.

The maximum number of ranks you can have in a skill is equal to your CL + 3. The Maximum Emphasys you can gain is equal to your level.

Traits

Traits modify your character pretty significantly, allowing you to specialize or gain new abilities completely separate from your class or race. A player gains a Trait during character creation, again at level 3 and again every 3 levels thereafter. Traits are permanent and therefore should be chosen carefully. Prereq's may include specified Attribute scores, Skill Ranks, Emphasys Ranks or even other Traits. Pay close attention to the requirements of a Trait.

Bounty Hunter

Prereq: Investigation(Search), Stealth(Ambush), Survival(Tracking)

You gain the Trait "Track". When setting an Ambush, the Ambush can move at half the slowest members movement speed.

Break and Burn

Prereq: Speechcraft(Intimidation), Spellcraft(Use Magic Device), Use Machina(Dismantle)

Normally, creatures with the "Machina" Sub-Type are unresponsive to any sort of diplomacy, you make them nervous however. Machina treat you one Demeanor friendlier on first meeting.

Classy Thief

Prereq: Sleight of Hand(Pickpocket), Speechcraft(Etiquette), Stealth(Sneak)

When engaging with someone, if you roll Speechcraft(Etiquette) and get a 15 or higher, you can lower their perception by 5 for the scene.

Dubious Incentive

Prereq: Commerce(Mathematics), Speechcraft(Temptation)

You may roll a Commerce(Mathematics) if you know the profession of someone to know the proper amount of "Incentive" to offer for the favor you are asking, and as long as you roll above 10 on your Speechcraft(Temptation) check you will not risk offending or alerting anyone of your intentions.

Dungeoneer

Prereq: Acrobatics(Escape Artist), Sleight of Hand(Open Lock), Perception(Spot)

You gain a special Emphasys, Sleight of Hand(Disarm Trap). You gain the Trait "Trapfinder" and finally your Perception(Spot) can now passively find things as if you were rolling Investigation(Search).

Fluid Trance

Prereq: Acrobatics(Balance), Concentration(Meditation), Stealth(Shadow)

As a free action, You may put yourself into a trance like state that gives you a bonus to Acrobatics(Balance), Concentration(Meditation), and Stealth(Shadow). The bonus is equal to half of your Perception rank, while in this trance you cannot use your Perception however. The trance lasts until you take damage or the scene ends, a player is unable to end the trance themselves (also they cannot damage themselves to break the trance)

Inventor Extraordinaire

Prereq: Use Machina(Blueprint), Use Machina(Build)

You take half as long to build Machina and do not require a blueprint to take a 20 on the Use Machina Skill.

Legendary Captain

Prereq: Pilot(Any), Speechcraft(Diplomacy)

Your command of a ship is unrivaled, each crew member counts as 2 when you are piloting a ship.

Master Craftsman

Prereq: Concentration(Focus), Craft(Any 2)

You may use any Craft sub-category at your lowest known Craft Rank.



Master Trainer

Prereq: Handle Creature (6 different Emphasys), Nature's Ally

Creatures whom you have Handle Creature Emphasys with have the Demeanor Docile towards you and act as if trained regardless of if they actually are trained or not when you give them commands. Training creatures takes only 1 month.

Merchant Prince

Prereq: Commerce 12, Rags to Riches

You've built your reputation on Trade. When buying or selling your bonus is now +4 to Commerce(Appraise) and Commerce(Haggle) rolls, and you gain triple benefit from Commerce(Haggle) Success'.

Natural Mechanic

Prereq: Drive(Any), Use Machina(Remove)

You can repair Vehicles, Ships and Machina, even while they are running.

Nature's Ally

Prereq: Handle Creature (3 different Emphasys)

Creature's of the "Animal" category always have the Demeanor "Docile" towards you and will not attack you unless they are defending themselves. Training a creature takes only 4 months.

Perfect Disguise

Prereq: Sincerity(Deceit), Sleight of Hand(Conceal), Perform(Acting)

Perfect disguise allows you to not be in a scene. At any point during the scene you may roll Perform(Acting), a success means you were actually there the whole time! This does not immediately reveal you but instead you were just close enough to know what is going on, disguised as a random background character.

Crowd of 100+ people	DC15
Crowd of 50+ people	DC20
5+ people	DC25
2+ people	DC30

Private Eye

Prereq: Gather Information(Manipulation), Investigation(Interrogation), Speechcraft(Sense Motive)

Your deduction skills are renowned, people have a harder time hiding information from you. When rolling Gather Information (Manipulation), Investigation (Interrogation) or Speechcraft(Sense Motive) your opponent is treated 1 Demeanor friendlier towards you.

Rags to Riches

Prereq: Commerce(Appraise), Commerce(Haggle)

You've built a reputation as an accurate appraiser of value. When buying or selling you gain double benefit from Commerce(Haggle) Success'.

Renowned Doctor

Prereq: Medicine(Diagnose, Surgery), Sincerity(Honesty)

Your reputation as a healer proceeds you. You can take a 20 on Medicine Rolls, even in combat.

Survivalist

Prereq: Medicine(Herbology), Survival(Hunting), Survival(Trailblazing)

You do not need to roll to be able to find food and water in the wild.

Talk of the Town

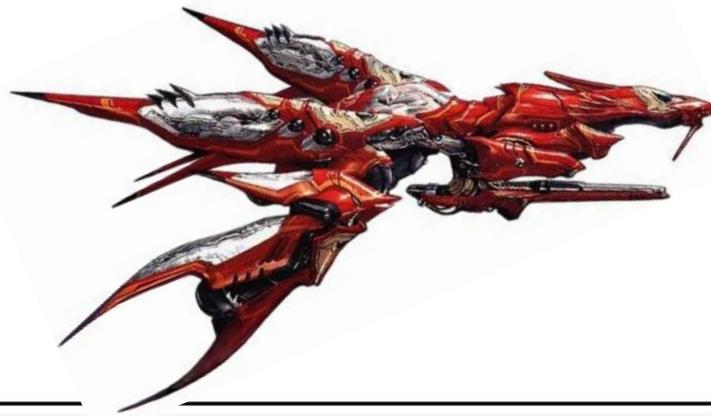
Prereq: Gather Information(Gossip), Perception(Listen), Perform(Any)

If you play in a busy area people will pass by and listen to you, those people will usually gossip amongst themselves. You may treat your Perform Check as a Gather Information Check as well, listening in on the conversations as people chat amongst themselves. When your performance ends roll DL = Perform Roll and gain that much Gil!

Tower Wizard

Prereq: Spellcraft(Inscribe), Spellcraft(Inscribe)

Experience spent on creating scrolls is now calculated as the base PL of the spell multiplied by 25.



Wisdom of Ancients

Prereq: Knowledge(Any 2), Language(Rank 3)

You are fluent in all common and uncommon languages and you may use any Knowledge subcategory at your lowest known Knowledge Rank.

World Athlete

Prereq: Athletics(Climb, Jump, Run, Swim)

If your Athletics roll total is 20 or more you double the effect of the roll.

Combat Traits

Combat Traits give your character a more defined combat style by alleviating certain penalties and adding certain bonus. While a single Trait may only ever be taken once, certain class Traitures and talents will stack on top of them.

Battlefield Positioning

Prereq: Dual-Wield

Your charge is not limited to a straight line.

Cleave

Prereq: Doublehand

When one of your attacks reduces an opponent to 0 or less HP, you may immediately strike again.

Doublehand

Prereq: STR 15

Increase the bonus from Two Handing a weapon from x1.5 to x2.

Dual-Wield

Prereq: DEX 13

Reduce your Two-Weapon Fighting penalties by 2. Gain an extra Off-Hand attack at your lowest modifier.

Duelist

Prereq: MaB 4

While wielding a single handed weapon and a shield you gain +1 to your front facing AV.

Eagle Eye

Prereq: RaB 6, Ranger's Focus

Your penalty for shooting into melee and grapples is reduced by 3. Your DL against foes within 30ft. Of you is increased by 1.

Greater HP

Increase your HP gain by 2 / level.

Greater MP

Increase your MP gain by 2 / level.

Greater Saves

Prereq: Fort 6, Ref 6, Will 6, Improved Saves

Gain +1 to all of your saves.

Heroic Charge

Prereq: Acrobatics(Tumble), Ride(Any)

You may charge an enemy while mounted, gaining +4 to your attack roll instead of +2. You may also dismount as a Swift Action using Acrobatics(Tumble) DC15 without provoking AoO's.

Improved Dual-Wield

Prereq: DEX 18, Dual-Wield

Reduce your Two-Weapon Fighting penalties by 2. Gain an extra Off-Hand attack at your lowest modifier.

Improved Saves

Prereq: Fort 2, Ref 2, Will 2

Gain +1 to all of your saves.

Killer

Prereq: MaB or RaB 5

You may actually take this Trait more than once, but each time you take it you name a different creature sub-type. You gain +2 to your attacks and +1 DL against that sub-type.



Last Stand

Prereq: VIT 18, Greater HP

When your HP reaches 0 you do not fall unconscious. You will still die as normal if you reach your death limit, and you lose DL1 HP each round you are up at 0 or less HP.

Ranger's Focus

Prereq: RaB 1

Your penalty for shooting into melee and grapples is reduced by 2.

Rapid Fire

Prereq: RAB 9, Eagle Eye

You gain an additional attack with your Standard Ranged Attack for every 5 RaB you have.

True Doublehand

Prereq: STR 18, Doublehand

You increase the DL of Two Handed weapons while using them in two hands, but may also wield them in a single hand without penalty (You do not gain the normal two handed bonus' this way however.)

Origin Traits

Origin Traits have some powerful effects but can only be taken as your creation Trait (Every character starts with 1 free Trait, this can only be chosen with that Trait). Not only do the Traits give you decent effects but provide a level of backstory to play off of for your character.

Bearer of the Fire Crystal

You have no memories of your past, no inclination of who you were or where you came from. The only thing you have is a raging fire that burns within your soul and an unwavering drive to accomplish your goals. You gain +2 to Fear saves and +1 MaB.

Bearer of the Wind Crystal

You have always been realistic with your goals and intentions, never one to daydream too long, but when you focus on something it's like a strong tailwind carries you to success. You gain 1 extra skill point per level and have your movement speed increased by 5ft.

Bearer of the Earth Crystal

Life is best when your at peace. Years of hard work and training have turned you into a mountain, immovable. You gain +2 against Combat Maneuvers used against you and +1 HP / Level.

Bearer of the Thunder Crystal

Outwardly you seem raucous but inwardly you are focused and precise. People have a hard time liking you and you have a hard time relating to people but are strangely in tune with the natural world. You gain +2 to Handle Animal checks and +1 RaB.

Bearer of the Water Crystal

You are strongly influenced by your emotion, when your calm you could be described as kind and compassionate, but when angered you are frightening and loud. Every shift in your temperament is portrayed openly with no reservation. You gain Sincerity as a Class Skill and the Emphasys (Honesty) as well as +1MP / Level.

Bearer of the Ice Crystal

You are calm, cold and calculating. You often come to the most optimal conclusion even if its not the most compassionate one. Your willpower is unnerving to others but it's what allows you to make a decision that nobody else can. You gain +2 to Will Saves and Speechcraft(Sense Motive) checks.

Wild Rose

You were orphaned at a young age. You never had much but your friends and your strength, so are easily tempted. That being said it doesn't get in the way of the sense of justice that drives you to see evil brought to its knees. You suffer a -2 penalty to Speechcraft(Sense Motive) checks but gain +1 DL to physical attacks and +1 to your Will Saves.

Heroism

You are confident and optimistic, but not to the point of arrogance or naivete. People tend to turn to you for support be it emotional or physical because you exude the aura of a hero. To you it doesn't matter if its a friend, a stranger, a royal family member, you are willing to lend a hand to any who ask. Once per day you can make an ally reroll a failed save and gain +1 to your own saves, however you are unable to turn down a reasonable request for help (a vagrant asking for all of your gil and items is not reasonable, but providing them some aid would be. A parent who has had their child abducted by the demon lord and is begging for your to help is completely reasonable).

Duality of Life

You have been deeply betrayed by someone you once trusted. The duality of the light and dark within you is in turmoil and your confidence has taken a hit because of it. You have a hard time trusting people and try to make the right decisions but are constantly second guessing yourself. You gain +2 to Speechcraft(Sense Motive) and Sincerity(Deceit) rolls.

A Simple Wanderer

You are motivated to see the world. Climbing every mountain and delving every cave. Your goal is to fill your life with the gifts the world has to offer while you still can, as you have known too many that had their life stripped away too soon. Your wanderlust gives you +1 to all Athletics and Acrobatics rolls, however you are unable to leave a comrade behind for fear of losing another person you care about.

Path of Knowledge

You know very little about the world. For one reason or another you were kept from the truths of the world and only recently have you begun to learn. During character creation you cannot assign any skill points to knowledge skills. Each knowledge skill you get to rank 8 grants you a 1 Skill Point / Level bonus. After you get 5 Knowledge Skills to Rank 8 you gain a bonus Attribute Point. If you get all knowledge skills to Rank 8 you gain an additional Attribute Point.

Forsaken Soldier

You were once a soldier in a grand army. For one reason or another you left, but the military is not happy about your desertion. You still have your equipment and training and use it to keep yourself safe from those who would seek to return you to the brass, you gain 3 pieces of equipment at MT1

Seed of Hope

You are a graduate of a prestigious program. You were given the knowledge and tools needed to succeed in your field. Select 3 skills, you have no Skill Rank Limit with those skills (Your level does not dictate the max rank of these skills)

Subject X

You have vague memories of a time when you did not have your freedom, faces in the fog and dull pain. You can't completely grasp what happened but its always lingering at the back of your mind. You try not to think about it too much but the sensation is always there. You gain 4 Skill Emphasys'.

Superstar

You have gained much fame and infamy in your trials and tribulations up till now. It is unlikely that someone hasn't heard your name. Loyal Demeanor automatically becomes Subservient, and Hated automatically becomes Nemesis for you.

Mix of Divinity

You have seen the gods, spoken with them, done their bidding and for it you have gained their power. You start the game with 1 Avatar's Blessing.

Runaway Royal

You are secretly of noble heritage. For one reason or another you are on the run in secret. You have a single T1 Materia, it is imbedded in an Accessory and is proof of your noble heritage.



Metamagic Traits

Metamagic Traits require you to cast spells at a higher PL (increasing the MP cost and requiring the appropriate PL) without gaining the spells normal effects from a PL increase.

Ag-Spell

Can only be applied to spells with the [Fire] Elemental Tie. This spell lights the area that it effected on fire, dealing DL4 [Fire] damage to anything that starts their turn in the burning space. The area burns for 5 rounds or until put out (using a standard action). Spells cast using this Trait require 2 PL Boosts.

Co-Spell

Can only be applied to spells with the [Light] Elemental Tie. ConSeJa-Spells targeting [Undead] or [Demon] enemies have their DL increased by 5. Spells cast using this Trait require 2 PL Boosts.

Cu-Spell

Can only be applied to spells with the [Water] Elemental Tie. The target of this spell must make a Fort Save DC 10 + PL or be afflicted with [Poison]. Spells cast using this Trait require 2 PL Boosts.

Spell-Ga

Spell-Ga cannot effect "Self" target spells. Increase the target of your spell from "Single" to "15ft. Burst". If your spell already has an area of effect increase it by 15ft. Spells cast using this Trait require 1 PL Boost, this Metamagic Trait can be applied multiple times to a single cast.

Ho-Spell

Can only be applied to spells with the [Wind] Elemental Tie. The target of this spell must make a Reflex Save DC 10 + PL or be knocked [Prone]. Spells cast using this Trait require 2 PL Boosts.

Spell-Ja

Spells hit with a Spell-Ja spell have [Weakness: 10] applied to them corresponding with the spells Elemental Tie. You increase that save by 2. Spells cast using this Trait require 1 PL Boost, this Metamagic Trait can be applied multiple times to a single cast.

Jo-Spell

Can only be applied to spells with the [Lightning] Elemental Tie. The target of this spell must make a Will Save DC 10 + PL or be afflicted with [Confuse]. Spells cast using this Trait require 2 PL Boosts.

Spell-Ra

Increase the DL of a spell by 4. Spells cast using this Trait require 3 PL Boosts, this Metamagic Trait can be applied multiple times to a single cast.

Ry-Spell

Can only be applied to spells with the [Ice] Elemental Tie. The target of this spell must make a Fort Save DC 10 + PL or be afflicted with [Frozen]. Spells cast using this Trait require 2 PL Boosts.

Te-Spell

Can only be applied to spells with the [Earth] Elemental Tie. The target of this spell must make a Ref Save DC 10 + PL or Suffer -2 to all actions until they take a Full Round Action to "Find their Footing" as the ground seems to shift and stir beneath their feet . Spells cast using this Trait require 2 PL Boosts.

Vo-Spell

Can only be applied to spells with the [Dark] Elemental Tie. Vo-Spells targeting [Fey] or [Celestial] enemies have their DL increased by 5. Spells cast using this Trait require 2 PL Boosts.



Items and Equipment

The Economy

The primary currency traded in the realms of FFDXX is Gil. While some smaller tribes outside of civilization may use other currency, for the most part Gil will always carry with it purchasing power as the coins are minted from rare metals. You have **Copper Gil(cg)**, **Silver Gil(sg)**, **Gold Gil(gg)**, and **Platinum Gil(pg)**.

100 Copper Gil = 1 Silver Gil

50 Silver Gil = 1 Gold Gil

10 Gold Gil = 1 Platinum Gil

Many people live many different lifestyles, and to some gil carries more weight than others. For instance most town guards make the same amount of money as a vagrant after expenses, the difference being the guard usually supports a family while the vagrant supports themselves and lives in the street.

Melee Weapons

Axe	DL	Special	Cost
Battleaxe	DL4	Crit(20/+3)	450
Taber	DL3	Disarm +2, Crit(20/+3)	400
Francisca	DL4	5ft. Throwing, Crit(20/+3)	450
Hatchet	DL3	10 ft. Throwing, Crit(20/+3)	400

Axe Head: Smith

Axe Handle: Smith, Carpenter, Bonecutter

Axe Eye Deco: Jeweler, Carpenter, Weaver, Bonecutter, Tanner

Cestus	DL	Special	Cost
Knuckles	DL5	Cannot deal NL Damage, Crit(20/+2)	425
Weight Glove	DL3	Grapple +1, Crit(20/+2)	400
Tekko	DL4	Deals either Slashing or Bludgeoning damage, Crit(20/+2)	525
Himantes	DL5	Attack -1, Crit(18/+1)	350

Cestus Bindings: Tanner

Cestus Deco: Smith, Jeweler, Bonecutter

Cestus Plate: Smith, Jeweler, Carpenter, Tanner

Cestus are always considered Light Weapons

Claws	DL	Special	Cost
Baghnakhs	DL3	Crit(18/+2)	400
Neko-te	DL5	DL -2 v. Medium Armor+, Crit(19/+2)	450
Wheels	DL4	Disarm +2, Deals either Slashing or Piercing damage, Crit(20/+2)	675
Claws	DL4	Crit(19/+2)	350

Claw Bindings: Tanner

Claw Deco: Smith, Jeweler, Bonecutter, Carpenter

Claw Blades: Smith, Jeweler, Bonecutter

Dai Katana	DL	Special	Cost
Tachi	DL6	2-Hand, Attack -2 if unmounted, Crit(18/+2)	800
Uchigatana	DL5	2-Hand, Crit(18/+2)	700
Nodachi	DL6	2-Hand, DL -2 v. Medium Armor+, Crit(18/+2)	600
Zanbato	DL5	2-Hand, Reach 10 ft., DL+2 v. Mounted Targets, Crit(18/+2)	975

Dai Katana Tsuka: Smith, Carpenter, Bonecutter

Dai Katana Tsuba: Smith, Jeweler, Bonecutter

Dai Katana Blade: Smith, Bonecutter

Gunblade	DL	Special	Cost
Gunblade	DL5/4	6r. Cylinder, Standard Action Reload, 3oft. Range, Crit(Special)	1000
Flintrapier	DL4/4	Single Shot, Standard Action Reload, 5oft. Range, Crit(Special)	1350
Blundergun	DL3/6	Single Shot, 2oft. Cone (Ref v Atk Roll -10 for half), Stnd A. Reload, Crit(Special)	1050
Gunaxe	DL4/6	6r. Cylinder, Standard Action Reload, 3oft. Range, , Crit(Special)	1000

Gunblade Frame: Smith

Gunblade Parts: Smith

Gunblade Blade: Smith

~Gunblades have 2 DL types, The first is when used as a Gun, the Second is when used as a blade. On a crit (20) add them.

Great Axe	DL	Special	Cost
Great Axe	DL9	2-Hand, Crit(20/+3)	650
Tabarzin	DL7	2-Hand, Disarm +2, Crit(20/+3)	650
Bearded Axe	DL10	2-Hand, Crit(20/+1)	650
Labrys	DL7	2-Hand, Crit(18/+4)	450

Great Axe Haft: Smith, Carpenter

Great Axe Head: Smith, Bonecutter

Great Axe Beard: Smith, Jeweler, Bonecutter

Greatsword	DL	Special	Cost
Greatsword	DL7	2-Hand, Crit(19/+2)	550
Zweihander	DL8	2-Hand, Crit(20/+2)	650
Claymore	DL6	2-Hand, Attack +1, Crit(19/+2)	850
Dadao	DL6	2-Hand, Coup de Grace DL+12, , Crit(19/+2)	850

Great Sword Hilt: Smith, Jeweler, Carpenter, Bonecutter

Great Sword Pommel: Smith, Jeweler, Bonecutter, Carpenter

Great Sword Blades: Smith, Bonecutter

Hammer	DL	Special	Cost
Hammer	DL5	Crit(20/+3)	400
Light Hammer	DL4	2oft. Throwing, Crit(20/+2)	400
Shillelagh	DL6	Can “Down” opponent with no bleedout, Crit(20/+3)	450
Jadagna	DL4	Deals either Piercing or Bludgeoning damage, Crit(20/+3)	450

Hammer Handle: Smith, Carpenter

Hammer Claw: Smith

Hammer Head: Smith, Jeweler, Bonecutter

Katana	DL	Special	Cost
Katana	DL6	Crit(19/+2)	450
Tsurugi	DL5	Crit(18/+2)	500
Boken	DL5	Deals Bludgeoning Dmg, Can “Down” opponent with no bleedout, Crit(19/+2)	525
Kyu Gunto	DL8	Crit(20/+2)	450

Katana Tsuka: Smith, Carpenter, Bonecutter

Katana Tsuba: Smith, Jeweler, Bonecutter

Katana Blade: Smith, Bonecutter

Knife	DL	Special	Cost
Dagger	DL3	10 ft. Throwing, Crit(19/+2)	200
Baselard	DL3	Initiative +1, Crit(20/+3)	450
Kukri	DL3	Crit(18/+2)	400
Cinqueda	DL4	Crit(19/+2)	350

Knife Hilt: Smith, Jeweler, Carpenter, Bonecutter

Knife Pommel: Smith, Jeweler, Bonecutter, Carpenter

Knife Blades: Smith, Bonecutter

Knives are always considered Light Weapons

Mace	DL	Special	Cost
Morningstar	DL6	Deals either Bludgeoning or Piercing damage, Crit(20/+2)	525
Kanabo	DL8	Missing leaves you [Vulnerable] until your next turn, Crit(20/+2)\	350
Flail	DL6	Trip +1, Disarm +1, Crit(20/+2)	450
Heavy Flail	DL8	2-Handed, Trip +1, Disarm +1, Crit(19/+2)	400

Mace Handle: Smith, Bonecutter

Mace Deco: Smith

Mace Head: Smith, Jeweler, Bonecutter

Nunchaku	DL	Special	Cost
Nunchaku	DR4	Disarm +2, Crit(20/+2)	350
3-Section Staff	DR7	2-Hand, Disarm +2, Trip +2, Crit(20/+2)	500
Chainstick	DR5	Crit(20/+3)	450
Hyoshiki	DR3	Attack +2, Crit(20/+2)	300

Nunchaku Kusari: Smith, Weaver, Tanner

Nunchaku Chukon-bu: Smith, Carpenter, Bonecutter

Nunchaku Kontel: Smith, Jeweler, Bonecutter, Carpenter

Pick	DL	Special	Cost
Light Pick	DL2	Crit(19/+4)	400
Heavy Pick	DL4	2-Hand, Crit(19/+4)	750
Mandril Pick	DL4	Crit(20/+2)	500
Alpenstock	DL3	Athletics (Climbing) Emphasys, Crit(20/+2)	800

Pick Handle: Smith, Carpenter

Pick Claw: Smith

Pick Spike: Smith, Jeweler, Bonecutter, Carpenter

Pieste	DL	Special	Cost
Katars	DL5	Crit(20/+3)	350
Patas	DL6	AV +1 while Fighting Defensively or Full Defense, Crit(20/+2)	525
Jamadhrs	DL3	Crit(20/+4)	350
Hooks	DL3	Disarm +2, Sunder +2, Crit(20/+3)	300

Pieste Bindings: Tanner

Pieste Deco: Smith, Jeweler, Bonecutter, Carpenter

Pieste Binde: Smith, Jeweler, Bonecutter

Poleaxe	DL	Special	Cost
Guisarme	DL4	2-Hand, Trip+2, 10 ft. Reach, Crit(20/+3)	550
Halberd	DL8	2-Hand, Deals either Piercing or Slashing damage, 10 ft. Reach, Crit(20/+3)	975
Bardiche	DL6	2-Hand, 10 ft. Reach, Crit(20/+2)	550
Glaive	DL6	2-Hand, 10 ft. Reach, Crit(20/+4)	700

Poleaxe Haft: Carpenter, Bonecutter

Poleaxe Pommel: Smith, Jeweler, Bonecutter, Carpenter

Poleaxe Blade: Smith, Bonecutter

Scythe	DL	Special	Cost
Scythe	DL5	Trip +1, Crit(20/+4)	500
War Scythe	DL8	Two-Handed, 10 ft. Reach, Crit(20/+4)	900
Sickle	DL4	Light Weapon, Crit(20/+2)	525
Romphaia	DL5	10 ft. Reach	650

Cestus Bindings: Tanner

Cestus Deco: Smith, Jeweler, Bonecutter

Cestus Plate: Smith, Jeweler, Carpenter, Tanner

Stave	DL	Special	Cost
Quarterstaff	DL5	2-Hand, Double Weapon, Crit(20/+2)	375
Khakkhara	DL5	2-Hand, Deals Either P. or B. Damage, Know(Rel) Emphasys, Crit(20/+2)	450
Escríma	DL3	Light Weapon, Crit(20/+2)	150
Crook	DL5	Trip +1, 10 ft. Reach, Crit(20/+2)	450

Stave Haft: Smith, Jeweler, Bonecutter, Carpenter

Stave Grip: Smith, Carpenter, Tanner

Stave Pommel: Smith, Jeweler, Bonecutter, Carpenter, Tanner

Sword	DL	Special	Cost
Shortsword	DL5	Light Weapon, Crit(19/+2)	425
Longsword	DL6	Crit(20/+2)	450
Bastard Sword	DL8	Attack -1, Crit(19/+2)	450
Scimitar	DL5	Crit(18/+2)	500

Sword Hilt: Smith, Jeweler, Carpenter, Bonecutter

Sword Pommel: Smith, Jeweler, Bonecutter, Carpenter

Sword Blades: Smith, Bonecutter

Radical	DL	Special	Cost
Crosier	DL3	2-Hand, "Magic" DL increased by 1, Crit(-)	900
Dorje	DL3	2-Hand, "Magic" Save DC's increased by 2, Crit(-)	900
Caduceus	DL3	2-Hand, "Magic" Heals damage as if it were 1 PL higher, Crit(-)	900
Shareeravadi	DL3	2-Hand, "Magic" MP cost of spells reduced by 2 (minimum 1)	900

Radical Haft: Jeweler, Bonecutter, Carpenter

Radical Flare: Smith, Jeweler, Bonecutter, Carpenter

Radical Deco: Jeweler, Bonecutter, Weaver, Tanner

Radicals are made to focus a Mage's magical abilities, not to attack. They cannot Crit.

Rapier	DL	Special	Cost
Epee	DL6	Crit(19/+2)	450
Foil	DL6	Crit(18/+2)	600
Estoc	DL3	Crit(17/+3)	350
Colichemarde	DL5	Crit(19/+2), AV +2 when <i>Fighting Defensively or Full Defense</i>	525

Rapier Hilt: Smith, Jeweler, Carpenter, Bonecutter

Rapier Pommel: Smith, Jeweler, Bonecutter, Carpenter

Rapier Blades: Smith

Wakizashi	DL	Special	Cost
Wakizashi	DL5	Crit(19/+2)	350
Tanto	DL4	Crit(18/+2)	400
Kodachi	DL6	Light Weapon, Crit(20/+2)	450
Yoroi Toshi	DL5	Crit(20/+3)	350

Wakizashi Tsuka: Smith, Carpenter, Bonecutter

Wakizashi Tsuba: Smith, Jeweler, Bonecutter

Wakizashi Blade: Smith, Bonecutter

Wakizashi are always considered Light Weapons

Warhamer	DL	Special	Cost
Maul	DL7	2-Hand, Crit(20/+3)	500
Lucerne WH	DL10	2-Hand, 10 ft. Reach, Crit(20/+3)	700
Warhammer	DL6	Crit(20/+3)	600
Battle Hammer	DL9	Crit(20/+2)	600

Stave Haft: Smith, Jeweler, Bonecutter, Carpenter

Stave Grip: Smith, Carpenter, Tanner

Stave Pommel: Smith, Jeweler, Bonecutter, Carpenter, Tanner



Ranged Weapons

Boomerang	DL	Special	Cost
Boomerang	DL4	Range 3oft, Can be used to Trip, Crit(20/+2)	450
Almurtadu	DL6	Range 10 ft. Deals Slashing Damage, Crit(20/+2), Does not Return	450
Atlatl	DL3	Range 2oft. Crit(18/+2), Does not Return	25
Lai-Lai	DL3	Range 5oft. Can be used to Trip, Crit(20/+2)	225

Boomerang Body: Bonecutter, Carpenter

Boomerang Wing: Bonecutter, Carpenter, Tanner

Boomerang Flare: Jeweler, Weaver, Bonecutter, Tanner

Bow	DL	Special	Cost
Shortbow	DL5	Range 4oft., Crit(20/+3)	750
Longbow	DL7	Range 6oft., Crit(20/+3)	850
Gendawa	DL5	Range 2oft., Can be folded up and concealed, Crit(20/+2)	725
Greatbow	DL8	Range 12oft., Crit(20/+3)	900

Bow Body: Bonecutter, Carpenter

Bow Arm: Bonecutter, Carpenter

Bow String: Weaver, Tanner

Crossbow	DL	Special	Cost
Zamburak	DL0	Range 4oft, Standard Action Reload, -2 Atk if unmounted, Crit(20/+3)	600
Arbalest	DL8	Range 3oft, Standard Action Reload, Crit(20/+3)	700
Handbow	DL4	Range 2oft. Move Action Reload, Crit(20/+3)	350
Wallarmburst	DL9	Range 4oft. Full Round Action Reload, Crit(20/+3)	850

Crossbow Body: Bonecutter, Carpenter

Crossbow Arm: Smith, Bonecutter, Carpenter

Crossbow String: Weaver, Tanner

Handgun	DL	Special	Cost
Hand Cannon	DL9	Single Shot, Range 2oft, Standard Action Reload, Crit(20/+4)	900
Miquelet	DL6	Single Shot, Range 7oft, Standard Action Reload, Crit(20/+4)	950
Revolver	DL5	Six-Shot, Range 4oft, Full Round Action Reload, Crit(20/+4)	700
Hexagun	DL5	8 Barrels, Range 2oft, Stnd. Act. Reload, <i>Burst Shot</i> , Crit(20/+4)	600

Handgun Frame: Smith

Handgun Parts: Smith

Handgun Barrel: Smith

Hexagun: Can fire all loaded barrels at once to increase DL by number of barrels fired

Rifle	DL	Special	Cost
Hakenbuchse	DL8	100ft. Range, Standard action Reload, Crit(20/+4)	1000
Arquebus	DL7	11ft. Range, Move Action Reload, Crit(20/+4)	1300
Blunderbuss	DL6	30ft. Cone, Targets REF v. Attack roll -10 for half, Crit(20/+4)	600
Tanegashima	DL7	130ft. Range, Standard Action Reload, Crit(20/+4)	1350

Rifle Frame: Smith

Rifle Parts: Smith

Rifle Barrel: Smith

Thrown	DL	Special	Cost
Shuriken	DL2	Light Weapon, 30ft. Range, Crit(20/+2)	5
Knife	DL3	Light Weapon, 20ft. Range, Crit(20/+2)	5
Hatchet	DL4	10 ft. Range, Crit(20/+2)	5
Bomb	DL5	20ft. Range, 10 ft. Burst, Crit(-)	25

Shuriken: Smith

Knife: Smith, Bonecutter

Hatchet: Smith, Bonecutter

Thrown weapons only have a single MT part, Bombs have none and are expended completely after use. Bombs cannot Crit

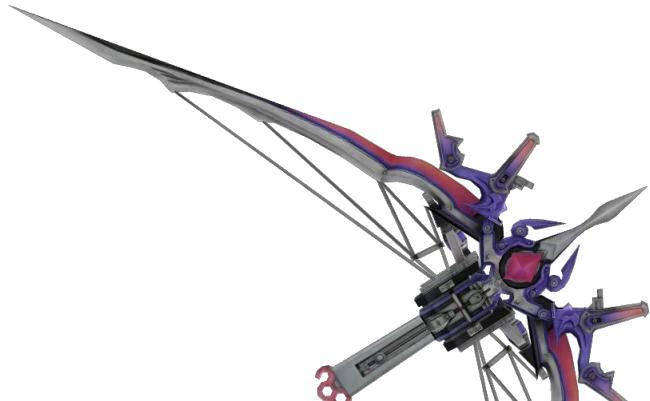
Whip	DL	Special	Cost
Whip	DL2	15ft. Reach, Trip +2, Disarm +2	450
Spiked Chain	DL3	10 ft. Reach, Trip +2, Disarm +2	450
Cat Nine Tails	DL4	15ft. Reach	500
Sjambok	DL4	10 ft. Reach, Ride +2	450

Whip Handle: Smith, Jeweler, Bonecutter, Carpenter

Whip Thong: Tanner

Whip Popper: Smith, Jeweler, Bonecutter, Carpenter, Tanner

Spike Chain parts can only be made by Smith or Jeweler



Cloth Armor

Headgear	AV	Max Agi	AVP	Special	Cost
Cap	o	-	1	Fort v. Hot Weather +1	165
Hat	o	-	o	Concentration(Focus) +1	310
Beret	o	-	o	Gather Information(Manipulate) +1	310
Mask	o	-	4	Sincerity(Deceit) +2	175
Bandana	o	-	o	Speechcraft(Intimidate) +1	310
Hachimaki	o	-	o	Unarmed Attack +1	355
Ribbon	o	-	o	Speechcraft(Diplomacy) +1	310
Chapeau	o	-	o	Spellcraft(Inscribe)+1, Perform +1	355
Corsage	o	-	o	Enfeeble Resistance +1	310
Jinpachi	o	-	o	Concentration(Meditation) +2	355
Hachigane	o	-	1	Stealth(Sneak) +2	265
Turban	o	-	o	Speechcraft(Diplomacy) +1, Conc.(Meditation) +1	355
Horn	o	-	o	Spellcraft +2	355
Keffiyeh	o	-	o	Fort v. Hot Weather +2	465
Mortarboard	o	-	o	Knowledge(All) +1	760
Patasos	o	-	o	Perception +1	310
Hood	o	-	1	Blind Resistance +1	265
Garland	o	-	o	Confusion Resistance +1	310
Cloche	o	-	2	Confusion Resistance +1, Concentration +1	565
Haube	o	-	o	Spellcraft(Research) +1	310
Caubeen	o	-	o	Survival +1	355
Chappel	o	-	o	Spellcraft(Use Magic Device) +1	310
Mandarin Hat	o	-	o	Investigation(Search) +1	265
Zucchetto	o	-	o	Will +1	355

Cloth Headgear Primary Material: Weaver

Cloth Headgear Secondary Material: All

Cloth Headgear Deco: All

Shirt	AV	Max Agi	AVP	Special	Cost
Robe	o	-	o	Spellcraft +1	500
Kenpogi	o	-	o	+1 AV while [Unencumbered]	600
Gi	o	-	o	Grapple +1	500
Dogi	o	-	o	Stealth +1	500
Tunica	o	-	o	Reflex +1	600
Saio	1	4	2	Will +2, HP +10, Cannot wear Pants	800

Shirt (cont.)	AV	Max Agi	AVP	Special	Cost
Coat	0	-	0	Fort v. Cold Weather +1	500
Separates	1	6	0	Acrobatics +1	800
Cloak	0	-	0	Sincerity(Deceit) +1, Stealth +2, Sl. of Hand(Conceal) +1	600
Cowl	2	5	1	Stealth +4, Cannot wear Headgear	300
Justaucorps	1	6	1	Speechcraft +1	400
Gown	1	6	1	Speechcraft(Diplomacy, Temptation) +2	500
Cylas	0	-	0	Fort +1	500
Alb	0	-	0	Enfeeble Resistance +1, MP+10, Cannot wear Pants	600
Bliaut	0	-	1	Concentration(Meditation) +2	500
Frock	0	-	0	Gather Information(Manipulate) +1, S.craft (Tempt) +1	500
Houppelande	0	5	2	Knowledge(Arcana)+2, Spellcraft +2	400
Manteel	0	-	0	Save v. Hot Weather +1, Perform +1	600
Gomlek	0	-	0	Investigation(Search) +1	500
Weskit	0	-	0	Initiative +1	500
Frac	0	-	0	Speechcraft(Diplomacy) +1, Sincerity(Deceit) +1	600
Redingote	1	6	1	Gather Information +1, Investigate(Search) +1	500
Pluviale	1	6	0	Stealth +1, Survival +1	600
Kaftan	0	-	0	Perform +2, Speechcraft(Diplomacy) +2	800

Cloth Shirt Primary Material: Weaver

Cloth Shirt Secondary Material: All

Cloth Shirt Deco: All

Pants	AV	Max Agi	AVP	Special	Cost
Hose	0	-	0	Save v. Cold Weather +1	300
Shorts	0	-	0	Save v. Hot Weather +1	300
Trunks	0	-	0	Athletics +1	400
Pants	0	6	0	Initiative +1	400
Slacks	0	6	0	Speechcraft(Diplomacy) +1	400
Loincloth	0	-	0	Survival +1	400
Slops	0	-	0	Investigate(Search) +1	400
Tights	0	-	0	Acrobatics +1, Perform +1	500
Koshita	0	6	0	Unarmed and Kick attacks deal +1 DL Damage	700
Hakama	0	-	0	Initiative +1 when equipped with Wakizashi or Katana	700
Seraweels	0	5	0	MP +10	900
Pantaloons	0	6	0	Sincerity(Deceit +1, Perform +1	500
Tonbans	0	-	0	Concentration(Focus) +1	400
Trews	0	-	0	Confusion Resistance +1	400
Rhingrave	0	4	0	Speechcraft(Diplomacy)+2, Gather Info(Gossip) +1	600
Fuseau	0	-	0	Stealth +1	400

Cloth Pants Primary Material: Weaver

Cloth Pants Secondary Material: All

Cloth Pants Deco: All

Light Armor

Headgear	AV	Max Agi	AVP	Special	Cost
Goggles	0	-	0	Use Machina +1, Perception(Spot) +1	400
Circlet	0	-	0	Concentration(Focus)+2, Spellcraft(Research) +1	520
Hairpin	0	-	0	MP+10	700
Crown	0	-	0	Speechcraft(Diplomacy) +1, Will +1	900
Spectacles	0	-	0	Commerce(Appraise)+2	700
Tiara	0	-	0	Knowledge(Arcana)+2, Speechcraft(Temptation) +1	460
Kosshin	0	-	0	HP+10	700
Roundlet	0	-	1	Concentration(Focus) +1, Sincerity(Deceit) +1	400
Hatsuburi	1	-	1		280
Taj	0	-	1	Commerce(Haggle)+2	700
Corona	0	-	0	Blind Resistance +1, Speechcraft(Diplomacy)+1	460
Tam	0	-	0	Save v. Cold Weather +1	400
Qalansuwa	0	-	0	Speechcraft(Sense Motive) +1	400
Calot	0	-	0	Perception +1, Initiative +1	460
Gappette	0	-	0	Stealth +1, Range Increment +1	700
Zukin	1	-	2	Stealth +2	380
Jester's Cap	0	-	1	Intimidate -2, Sincerity(Deceit) +3	340

Light Headgear Primary Material: Weaver, Tanner

Light Headgear Secondary Material: All

Light Headgear Deco: All

Shirt	AV	Max Agi	AVP	Special	Cost
Vest	1	6	0		760
Tunic	1	6	1	Survival(Trailblazing) +1	760
Doublet	1	5	1	Sincerity +1	750
Kariginu	1	3	3	Knowledge(religion) +3	515
Bodice	0	5	1	Sincerity +2, Perform +2	1085
Gambison	1	4	2	Initiative +1, Survival(Trailblazing) +1	740
Hara-Ate	2	4	3	Initiative +1	520
Jupon	0	6	0	Ride +2	865
Aketon	1	5	2	Gather Information(Gossip) +1	635
Peti	1	6	0	Concentration(Meditation) +1	875
Tobi	1	-	0	Initiative +1, Stealth +1	1030
Surcoat	0	4	3	HP+5, MP+5	1075

Shirt (cont.)	AV	Max Agi	AVP	Special	Cost
Talar	1	-	0	Spellcraft +2	625
Chasuble	1	3	4	Will +1, Know(Religion) +1, Cannot wear Pants	270
Khazagand	1	5	1	Perform +2	865
Jaseran	2	3	4	Fort +1	

Light Shirt Primary Material: Weaver, Tanner

Light Shirt Secondary Material: All

Light Shirt Deco: All

Pants	AV	Max Agi	AVP	Special	Cost
Chausses	1	5	1	Acrobatics +1	685
Trousers	1	6	0		695
Sitabaki	1	6	0	Grapple +1	820
Brais	2	3	3	Athletics +2	550
Braccae	1	5	2	Range Increment +1	685
Codpiece	1	4	2	Speechcraft -2, Enfeeble Resistance +2	685
Spats	1	4	1	Concentration(Focus) +1, Spellcraft +1	800
Churidars	1	6	2	Perform +1, MP +10	1300
Cannions	1	4	3	Perform +2	570
Kecks	0	6	0	Initiative +1, Reflex +1	810
Shalwar	0	6	1	Will +1	810
Braconi	1	3	2	MP +10, Spellcraft +1	1290
Lappas	1	5	2	Silence Resistance +1	560
Pantalonei	1	6	1	Survival(Trailblazing) +1	695
Tayt	1	5	1	Perception +1, Concentration(Focus) +1	810

Light Pants Primary Material: Weaver, Tanner

Light Pants Secondary Material: All

Light Pants Deco: All



Medium Armor

Headgear	AV	Max Agi	AVP	Special	Cost
Full Mask	1	-	5	Sincerity(Deceit) +2, Speechcraft(Intimidation) +2	470
Faceguard	1	-	2	Fort +1	630
Visor	1	-	0	Blind Resistance +1	630
Salade	1	-	2	Concentration(Focus) +2	550
Khud	1	-	1	Concentration +1, Survival +1	630
Coif	1	-	1	Concentration +1, Slashing Resistance 10	1030
Warbonnet	0	-	0	Knowledge(Nature) +1, Ride +1, Handle Animal +1	790
Puggaree	0	-	0	Concentration(Meditation) +2, Investigation(Search) +1	790
Somen	1	-	0		300
Cerveliere	1	-	0	Concentration +1, Stun Resistance +1	710
Kavuk	0	-	0	Speechcraft(Diplomacy) +1, Sincerity(Deceit) +1	710

Medium Headgear Primary Material: Tanner, Jeweler, Bonecutter

Medium Headgear Secondary Material: All

Medium Headgear Deco: All

Shirt	AV	Max Agi	AVP	Special	Cost
Harness	2	3	5	Fort +1	815
Jerkin	1	3	3	Reflex +1	1105
Togi	3	2	6	Survival(Hunting) +1	545
Cuir Bouilli	2	3	4	HP +10, Speechcraft(Diplomacy) +1	1705
Cotehardie	1	3	2	Initiative +1	1105
Lorica	2	2	4	Knowledge(Nobility) +2	960
Corazza	3	3	4	Will +1	920
Kyudogi	2	2	5	Grapple +1, Concentration(Meditation) +1	815
Samue	1	4	2	Speechcraft(Intimidation) +1	1125
Korazin	3	1	6	Ride +2, Handle Animal +1	815
Jackcoat	1	4	3	Spellcraft +2	1125
Jubbah	1	4	3	Concentration +1	980
Haramaki	3	1	6	HP +10	1250
Osode	2	3	4	Investigation +1	835
Wardecors	2	2	5	MP +10, Spellcraft +1	1540
Brigandine	2	3	4	Stun Resistance +1	

Medium Shirt Primary Material: Tanner, Jeweler, Bonecutter

Medium Shirt Secondary Material: All

Medium Shirt Deco: All

Pants	AV	Max Agi	AVP	Special	Cost
Subligar	2	3	3	Fortitude +1	1000
Braguette	2	5	2	Reflex +1	1190
Breeches	2	3	5		400
Haidate	3	2	5	Initiative +1	550
Culottes	1	4	3	Investigation +1, Perform +1	1000
Poleyn	3	3	4		570
Hizayoroi	2	4	4	Stealth(Shadow) +1, Ride +1	870
Quijotes	2	4	4	Stun Resistance +1	720

Medium Pants Primary Material: Tanner, Jeweler, Bonecutter

Medium Pants Secondary Material: All

Medium Pants Deco: All



Heavy Armor

Headgear	AV	Max Agi	AVP	Special	Cost
Bascinet	2	-	5	Concentration(Meditation) +1	300
Helm	2	-	4		300
Headgear	1	-	3	Fortitude +1, Concentration +1	600
Sallet	1	-	4	Concentration +3	600
Eisenschaller	1	-	4	Stun Resistance +2	500
Kabuto	1	-	3	Speechcraft(Intimidate) +2	500
Armet	1	-	5	Will +1	400
Burgeonet	1	-	2		500
Barbut	1	-	3	Concentration(Focus) +1	500
Celata	1	-	2	Concentration(Focus) +1	600
Cabasset	1	-	3	Critical Reduction DL -1	700
Mezail	2	-	3	Concentration(Focus) +1	900

Heavy Headgear Primary Material: Smith, Bonecutter

Heavy Headgear Secondary Material: All

Heavy Headgear Deco: All

Shirt	AV	Max Agi	AVP	Special	Cost
Mail	3	1	6	Critical Reduction DL -1	1310
Cuirass	3	2	5		1020
Armor	4	0	7	Fortitude +1	990
Breastplate	3	2	6	HP +10	1545
Hauberk	3	1	6	Stun Resistance +1	990
Briault	3	1	5	Concentration(Focus) +3, Medicine +2	1625
Domaru	4	1	7	Initiative +1	845
Jawshan	3	2	7	Ride +1	845
Haubergeon	3	2	6	Investigation(Search) +1	1050
Byrnies	3	3	5		1050
Brunne	3	1	6	Speechcraft(Intimidate) +1	990
Corselet	2	2	5	Speechcraft(Diplomacy) +2, Perform +1	1515
Plastron	4	1	8	Weapon Skill Reduction DL -1	670
Coselete	4	0	8	Enfeeble Resistance +1	620

Heavy Shirt Primary Material: Smith, Bonecutter

Heavy Shirt Secondary Material: All

Heavy Shirt Deco: All

Pants	AV	Max Dex	AVP	Special	Cost
Cuisses	3	2	6		845
Deichlings	4	-	8	Critical Reduction DL -1	870
Brayettes	3	1	7	Stun Resistance +1	815
Salvars	2	3	5	Will +1, MP +10	2525
Flanchard	3	2	5	Ride +1	1195
Zerehs	3	2	5	Perform +1	1195
Schoss	4	1	8		495
Sosociales	3	1	8	Fortitude +1	815
Dirs	4	1	7	HP +10	1720

Heavy Pants Primary Material: Smith, Bonecutter

Heavy Pants Secondary Material: All

Heavy Pants Deco: All



Construction and Reforging

Equipment can be made using the various Craft Skills. Each weapon is made of 3 parts, and each of those 3 parts is given a **Material Tier (MT)**. The Material tier of a weapon imparts various bonus to the weapon. Equipment you find will have various MT's and random stats that may or may not benefit you as a player. Crafting the MT's yourself can give you significant benefits though.

The Cost of crafting a weapon is $\frac{1}{2}$ the base cost of the item multiplied by the sum MT of the weapons parts. MT 0 gives no benefits and just uses the $\frac{1}{2}$ base cost of an item. Each part can be increased to a maximum of MT15, imparting bonus' for each MT. The bonus' are rolled randomly unless the roll succeeds the TN by 5 or more, in which case the bonus' are selected by the crafter. The TN to successfully craft a part is $15 + \text{Target MT}$, failure destroys the "Materials" (or gil used for said materials) and is unrecoverable. Some Bonus require multiple MT levels to gain.

MT Required Armor Effect

1	Skill +
1	Skill Emphasis
2	+ v. Maneuver
3	Save+
3	Resistance+
5	Attribute+
5	AV+
6	DR+

MT Required Weapon Effect

1	Skill +
1	Skill Emphasis
2	Maneuver+
3	Attack+
5	Attribute+
5	Crit Damage+
6	Crit Range+
6	DL+

Bonus'

Skill +1: Increases a skill by 1.

Skill Emphasis: Gives you a skill emphasis for one of the skill bonus' its provided.

+ v. Maneuver: Increases your rolls against a *Combat Maneuver* by 1.

Maneuver+: Gives +1 to executing a specific *Combat Maneuver*.

Save +: Increases the associated save by 1.

Resistance +: Increase resistance to 1 Element or Damage type by 1.

Attack +: Gain +1 to attack rolls made with this weapon

Attribute +: Gain +1 to an attribute.

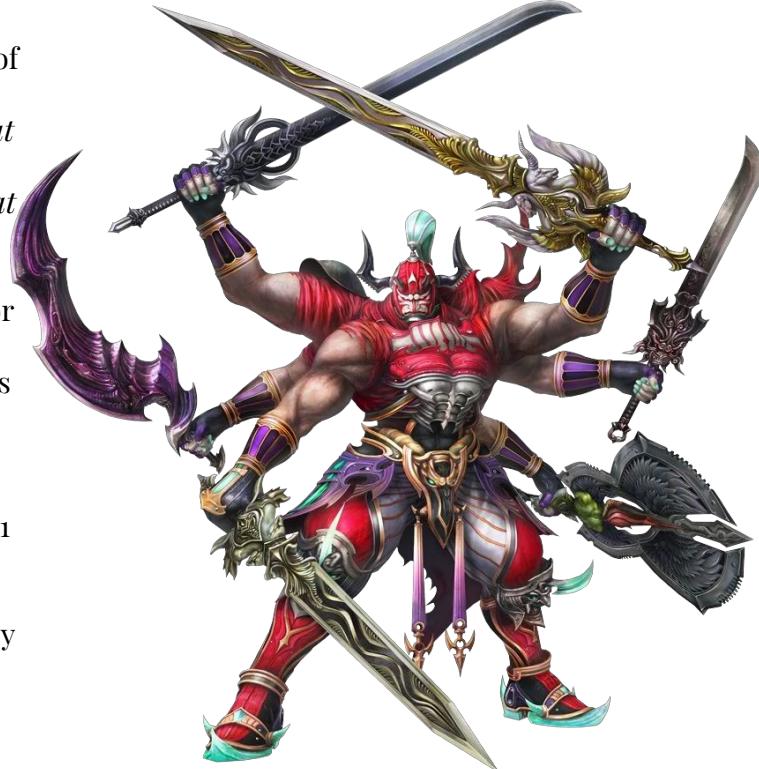
AV +: Increase your Armor Bonus to AV by 1.

Crit Damage+: Increase the DL increase of crits by 1

DL +1: Increase the weapons DL by 1

DR +: Increase DR1/-

Crit Range+: Increase the Crit Range of a weapon by 1.



Below you will also find tables with details about what the "Materials" may actually be, but this is mostly preference and not hard rules.

Smith Mats	Jeweler Mats	Carpenter Mats
Bronze	Copper	Maple
Brass	Brass	Ash
Iron	Silver	Elm
Steel	Mythril	Walnut
Mythril	Electrum	Oak
Cobalt	Rose Gold	Mahogany
Electrum	Gold	Rosewood
Darksteel	Platinum	Cedar
Wootz	Mythrite	Dark Chestnut
Mythrite	Aurum Regis	Larch
Titanium	Eikon	Persimmon
Adamantite	Cloud Mythril	Zelkova
Skymetal	Scintillant	Ebony
Oroghigane	Koppranickel	Cassia
Molybdenum	Durium	Torreya
Chromite	Palladium	Black Willow

Weaver Mats	Bonecutter Mats	Tanner Mats
Hemp	Bone Chip	Leather
Cotton	Undead Bone	Hard Leather
Dew Cloth	Aldgoat Bone	Aldgoat L.
Linen	Buffalo Bone	Toad Leather
Velvet	Walrus Bone	Boar Leather
Wool	Wolf Bone	Peiste Leather
Felt	Bear Bone	Raptor L.
Silk	Carapace	Uraeus L.
Jute	Gargoyle Shard	Hippogryph L
Vanya Silk	Ogre Bone	Patent Leather
Rainbow Cloth	Hippogryph Bone	Saurian L.
Ramie	Roc Bone	Archaornis L.
Ruby Cotton	Petrified Treant	Wyvern L.
Cashmere	Golem Shard	Dragon L.
Cloud Cloth	Dragon Bone	Pterodactyle L
Rhea	Primal Bone	Sacred L.



Combat

Combat and Casting

The following are rules for basic combat actions. Different fighting styles impose different rules and roll bonus' or penalties. This section describes the different ways to fight.

Two Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way, you suffer a -6 penalty with your main hand, and a -10 penalty with your off-hand. If your wielding a light weapon in your Off-Hand, the penalties are reduced by 2 each. Unarmed is always considered light.

Two Handed

While wielding a weapon in two hands you apply 1.5x your strength to attack and damage rolls. You also increase your DL by 1 unless the weapon has the "Two Handed" trait, in which case your damage level remains as stated. If you attempt to wield a weapon with the "Two Handed" trait in a single hand you suffer a -10 penalty to attacks made and your DL is decreased by 2 (Minimum 1).

Counterspelling

To counterspell you ready an action to counterspell. When a spell is cast, if its a spell you have learned, you may roll Spellcraft and spend the MP cost of the enemies spell (Including all Metamagic costs) to counter it. The caster then rolls Concentration(Focus) to attempt to beat your counter, their roll must be at least equal to yours in order to counter the spell. You may only counterspell spells up to 1 PL higher than your own max PL.

Standard Ranged Attack

When making a ranged attack, first determine the distance from you to the target. If it's within the range of your weapon you then you take no penalties to the attack. If its outside of your range you take a -2 to your attack roll, and an additional -2 for every 15ft. Outside of your attack range that it is. If shooting into melee combat you take a -2 penalty to the attack to ensure that you avoid hitting your allies, if they are in a grapple with the enemy you take a -5 to your attack roll to avoid hitting your ally.

Standard Melee Attack

There is not much that goes into make a melee attack, Reach weapons can attack a unit at range with a melee attack, otherwise you simply roll your attack and deal damage if you hit.

Spellcasting

Determine the spell you want to cast and the PL you are casting it at, select a target and spend the appropriate mana. If you are adjacent to an opponent while casting you will need to pass a Concentration(Focus) check DC 10 + 5/adjacent (or semi adjacent if the opponent has reach) opponent. Failure to hit the DC means you take AoO's before the spell effect happens, if you are downed from an AoO the spell fails to take effect.

Combat

Combat Maneuvers are special actions that can be taken during combat. Combat Maneuvers are always standard actions (Unless otherwise noted by an ability) and almost always provoke an Attack of Opportunity (Unless otherwise noted by an ability)

Aim:

As a Move Action you can increase your Ranged Attack Roll by 1 for a Standard Action Ranged Attack.

Bull Rush:

Bull Rush attempts to move an adjacent opponent. Doing so first requires a Touch Attack against them. After you succeed, you may roll an opposed **MaB + STR + Bull Rush Bonus** Check (**Bull Rush Check**). If you succeed, move your opponent directly away from you a number of feet equal to the amount you succeeded by (rounded to the nearest multiple of 5). If they are knocked into a wall they suffer $DL1 + 1$ damage for every 5 feet they were supposed to move.

Charge:

Charge is a Full-Round Action that allows you to move up to twice your movement speed in a uninterrupted, straight line towards an enemy, when you reach them you are given a Standard Attack Action and your turn ends. Charging gives you a +2 Bonus to your Attack Roll and a -2 Penalty to your AV until the start of your next turn.

Casting Defensively:

Casting Defensively is a Full-Round Action. Doing so however grants you +10 to any Concentration(Focus) checks you would need to make for the spell to succeed.

Maneuvers:

Disarm:

Disarm attempts to remove the weapon from an opponent within reach. Doing so first requires a Touch Attack against them. After you succeed, you may roll an opposed **MaB or RaB (Depending on the weapons being held) + STR (If Melee) or DEX (If Ranged) + Disarm Bonus** Check (**Disarm Check**). If you succeed, your opponents weapon falls to the ground in an spot adjacent to them. They must move and use a standard action to pick up the weapon, the action of picking up the weapon provokes Attacks of Opportunity.

Fighting Defensively:

Fighting Defensively uses your movement and swift actions for the turn, however you can still take a Standard Attack Action and you gain your DEX Mod as a Dodge Bonus to your AV.

Full-Attack Action:

You may make Multiple Melee Attacks as a Full Round Action. Each Melee attack after the first incurs a -5 penalty to your MaB. If your MaB would be 0 or lower for the next attack, you cannot perform it.

If you have an off-hand weapon you can attack with it as well but incur the Two-Weapon Fighting penalties. After performing a Full-Attack your AV is reduced by 5 until the start of your next turn.



Grapple:

You may attempt to Grapple with an adjacent opponent. Doing so first requires a Touch Attack against them. After you succeed, you may roll an opposed **MaB + STR + Grapple Bonus** Check (**Grapple Check**). Success means your grappling with your opponent and you are in control of the grapple. Grappling causes both people involved to lose any Dodge Bonus to their AV, as well as prevents attacks with anything besides Light or Natural Weapons. To break free of a grapple you must win an opposed Grapple check during your turn.

Move to Pin/Control the Grapple:

Once you are in a grapple if you are in control of the grapple, on your turn you may Move to Pin your opponent, again this is an opposed Grapple Check, Success means you have pinned your opponent. If your opponent is pinned you do not lose your Dodge Bonus to AV and the opponent suffers from [Helpless] until they can get out of the pin. If you aren't in control of the grapple or are being pinned you may attempt to unpin yourself, or control the grapple with an opposed Grapple Check. You have to move through the stages of a grapple one at a time, so if your pinned it will require 3 checks minimum to first get unpinned, then to not get repinned, and then later to control the grapple.

Shield Bash:

When Equipped with a Medium Shield, Heavy Shield or Tower Shield, you can perform a shield bash. Doing so first requires a Touch Attack against them. After you succeed, the opponent must pass a DC 10 + STR Fortitude Save to resist being [Stunned].

Trip:

Trip attempts to knock an opponent within reach prone. Doing so first requires a Touch Attack against them. After you succeed, you may roll an Opposed **MaB + Dex or AGI (Whichever is higher) + Trip Bonus** Check (**Trip Check**). If you succeed, the enemy is knocked prone and suffers DL1 Blunt damage.

Spells

Spells in FFDXX require a few things to be able to cast them. First you have to have the associated Magic Talent at the proper PL in order to cast the spell. Second you have to know the spell, these are learned from scrolls, valuable items created by other mages. Lastly you have to have the MP available to cast the spell, you cannot spend more MP than you have. Below is a Spell Template and explanations of each section.

Spell Name (1)	Spell Type (2)	Spell School (3)	Power Level (4)	Required Class (5)
Elemental Tie (6)	MP Cost (7)	Target (8)	Range (9)	Action (10)
Description (11)				

- 1: Spell Name - This is the name of the spell or scroll required to cast the spell.
- 2: Spell Type - This is the Magic Talent required to learn the spell.
- 3: Spell School - This is the school of magic the spell comes from.
- 4: Power Level - This is the minimum PL required to cast the spell
- 5: Required Class - This is the Class Required to learn the spell.
- 6: Elemental Tie - This is the magic element the spell is tied too.
- 7: MP Cost - This is written as #MP/#MP. The first number indicates the initial cost of a spell, and the second indicates the MP cost for each PL Boost
- 8: Target - This is what you can target with the spell.
- 9: Range - This is how far away your spell target can be.
- 10: Action - This is the action type used for casting the spell.
- 11: Description - This is a description of a spells effects.

Alchemy

Potion	Alchemy	-	PL1	CHM
-	5MP/3MP	Single	15ft.	Varies

You create a potion that heals DL3 damage from a single target.

Salve	Alchemy	-	PL1	CHM
-	9MP/6MP	Single	15ft.	Varies

You create a salve that can enhance a single attribute by PL. This effect lasts for rounds equal to your CHM level.

Solution	Alchemy	-	PL1	CHM
-	4MP/2MP	Single	15ft.	Varies

You create a solution that can enhance a single skill by MIND+PL. This effect lasts for Hours equal to your CHM level.

Poison	Alchemy	-	PL1	CHM
-	5MP/3MP	Single	15ft.	Varies

You create a poison that deals DL3 damage to a single target. The damage is untyped.

Virus	Alchemy	-	PL1	CHM
-	9MP/6MP	Single	15ft.	Varies

You create a virus that can damage a single attribute by PL. This effect lasts for rounds equal to your CHM level. Targets may make a Fort save of 10+PL to avoid the effect.

Toxin	Alchemy	-	PL1	CHM
-	6MP/3MP	Single	15ft.	Varies

You create a toxin that reduces a targets AV and Saves by 1/2PL. The effect lasts for rounds equal to your CHM level. Targets may make a Fort save of 10+PL to avoid the effect.

White Magic

Aquaveil	White Magic	Enhancing	PL1	
Water	4MP/2MP	Self	-	Standard
Aquaveil lasts for a number of Rounds equal to PL. While under the effects of Aquaveil your Concentration Checks gain +10				
Arise	White Magic	Healing	PL9	WHM
Light	ALL*	Single	Touch	1 Hour
You may bring a creature that is [Dead] back to life. You need nothing besides the creatures real name, if it had no name you need something that belonged to it or a piece of it. The creature must not have been dead for more than 10 days. The MP Cost of this spell is unique, there is no minimum requirement but at the end of the retual the caster will be completely drained of MP. Has no effect on [Undead]				
Augeo	White Magic	Enhancing	PL5	
Earth	20MP/10MP	Single	Touch	Standard
Grants a single target a bonus to their DR equal to your MND. Opponents of your target that come within 30ft. of the effected character must pass a Will DC 10 + PL Save or be forced to attack the target of this spell for its duration. This spell lasts for a number of rounds equal to CL.				
Auspice	White Magic	Enhancing	PL5	
Dark	20MP/10MP	Single	Touch	Standard
Grants a single target a bonus to their attack rolls equal to the casters MND. The affected persons Melee Attacks force the target of their attacks to make a Will DC 10 + PL Save or suffer from [Amnesia]				
Banish	White Magic	Holy	PL1	
Light	11MP/3MP	Single	40ft	Standard
Banish deals DL4 (+1/PL)+MND [Light] Damage to a single target. Targets who are [Undead] must pass a Will Save of DC 10 + PL or be [Stunned] for rounds equal to the casters CHA				

Barele	White Magic	Enhancing	PL1	RDM
Based on Choice	4MP/1MP	Single	15ft.	Standard

Choose an element that is not [Light] or [Dark], You grant the target resistance to that element equal to your MND + INT for a number of Rounds equal to PL.



Barsta	White Magic	Enhancing	PL1	RDM
Based on Choice	14MP/2MP	Single	15ft	Standard

Choose a status effect that is not [Unconscious] or [Dead], The target gains resistance to that status effect equal to your MND + INT for a number of Rounds equal to PL.

White Magic

Blink	White Magic	Enhancing	PL2	
Wind	7MP/2MP	Self	-	Standard
Blink gives the caster [Incorporeal] for a number of Rounds equal to CHA + PL				
Cura	White Magic	Healing	PL4	WHM
Light	16MP/1MP P	Single	Touch	Standard
Cura heals DL8(+1/PL)+MND Damage from a single target. This spell has an inverse effect on [Undead] creatures dealing [Light] Damage to them instead of healing them.				



Cure	White Magic	Healing	PL1	
Light	8MP/1MP	Single	30ft	Standard
Cure heals DL4 (+1/PL)+MND Damage from a single target. This spell has an inverse effect on [Undead] creatures dealing [Light] Damage to them instead of healing them.				
Dia	White Magic	Holy	PL1	
Light	7MP/1MP	Single	40ft	Standard
Dia deals DL1+MND [Light] Damage to a single target. The effect lasts for a number of rounds equal to the casters CL, dealing damage at the start of the affected opponents turn and reducing their AV by 1 (+1/PL) for the duration.				

Elemental Aura	White Magic	Enhancing	PL5	
Based on Choice	25MP/10MP	30ft. Burst	From Caster	Full Round

Choose an Element, you and your allies within range gain +1 DL and your damage becomes the chosen element. You also Gain Resistance to the chosen element equal to the casters MND + INT. This effect lasts for a number of rounds equal to PL.

Erase	White Magic	Enhancing	PL3	WHM
Light	9MP/5MP	Single	30ft	Standard

Remove 1 Beneficial Effect from Spells or Abilities per PL from the target. This caster must choose from Beneficial Effects they know the target is currently effected by and this spell does not reveal any information regarding the current Effects on the target.

Esuna	White Magic	Healing	PL1	
Light	6MP/6MP	Single	30ft.	Standard

Remove 1 Detrimental effect/PL from the target, the caster chooses the effects to remove.

Flash	White Magic	Holy	PL4	
Light	14MP/4MP P	10ft. Burst	From Caster	Standard

All opponents within a 10ft(+5/PL) Burst of the caster must pass a Fortitude Save DC 10 + PL. Failure inflicts a penalty to the opponents Attack Rolls equal to the casters MND for 5 rounds.

Full Life	White Magic	Healing	PL5	WHM
Light	Special	Single	Touch	Full Round

Revives a target who is [Unconscious] and returns them to full health. Has no effect on [Undead]. The cost of Full Life equals 5 * the CL of the target.

White Magic

Gain	White Magic	Enhancing	PL5	
Light	20MP/10 MP	Single	Touch	Standard

Choose an Attribute, the target of your spell gains a bonus in this attribute equal to your MND for a number of rounds equal to PL.

Haste	White Magic	Enhancing	PL5	
Wind	16MP/12 MP	Single	30ft	Standard

The target of haste gains an extra Standard Action for the duration of this spell. The target also gains a bonus to their attack, AV, Reflex and concentration rolls equal to the casters MND. Only a single instance of this spell can exist on a character at a time, new instance applied only refresh the duration. This effect lasts for a number of Rounds equal to PL.

Holy	White Magic	Holy	PL5	
Light	21MP/6MP	Single	40ft	Full Round

Holy deals DL8 (+1/PL)+MND [Light] Damage to a Single Target. Targets who are [Undead] take DL12(+1/PL)+MND [Light] Damage.

Lamp	White Magic	Enhancing	PL1	RDM
Light	1MP/1MP	Self	-	Standard

The caster creates a spectral lamp that follows the caster. It illuminates a 50ft area around the caster for a number of hours equal to PL.

Libra	White Magic	Enhancing	PL2	RDM
Light	5MP/5MP	Self	-	Standard

Treat your next Knowledge check against an enemy as if you had 20 ranks in the corresponding skill. This roll cannot critically fail. You can use this bonus an additional time for each PL you cast this spell at.

Minuo	White Magic	Enhancing	PL5	
Wind	20MP/10 MP	Single	Touch	Standard

Grants a single target a bonus to their AV equal to your MND. The target's movement speeds are increased by 10ft for the duration. This spell lasts a number of rounds equal to PL.

Phalanx	White Magic	Enhancing	PL2	RDM
L/T/W	8MP/8MP	Self	-	Standard

The caster gains AV Equal to INT, DR Equal to VIT, and SR Equal to MND for a number of Rounds equal to PL

Protect	White Magic	Enhancing	PL1	
Light	7MP/4MP	Varies	30ft	Full Round

You gain [Protect] for a number of rounds equal to CL. You may effect an additional target for each PL you boost this spell.

Raise	White Magic	Healing	PL2	
Light	8MP/1MP	Single	Touch	Full Round

Revives a target who is [Unconscious] and heals them by DL4 (+1/PL)+MND. Has no effect on [Undead]



White Magic

Recall	White Magic	Enhancing	PL2	
Based on Choice	25MP/10 MP	10ft. Burst	From Caster	Full Round

When you learn Recall, as a free action you can create an Aetheryte Crystal. This crystal is roughly the size of an average person and has as much HP as the caster, 0 AV and no other stats. The Aetheryte floats where it was created and cannot be moved. When the caster decides to actually cast Recall they and their allies within a 10ft. Burst (+5ft/PL) are returned to the aetheryte, roughly in the same position they were in when the spell is cast. This will not teleport people into walls or over cliffs, the spell will generally place people in the safest place between the crystal and where they would have been. If there is not enough space the people affected by the spell may be piled together and forced to take DL1 Damage from the collision. The Caster may only control 1 Aetheryte at a time and may destroy their old Aethryte as a swift action, the destroyed Aetheryte evaporates without leaving a trace.

Reflect	White Magic	Enhancing	PL2	RDM
Light	12MP/4MP	Single	15ft	Standard

You gain [Reflect] for a number of Rounds Equal to PL + CL

Refresh	White Magic	Enhancing	PL2	RDM
Light	14MP/8MP	Single	30ft	Standard

The target of this spell regains DL1+MND MP at the start of their turn for a number of Rounds Equal to the casters MND + CL. You may effect an additional target for each PL you boost this spell.



Regen	White Magic	Enhancing	PL2	
Light	9MP/5MP	Target	Range	Action

The target of this spell heals DL1+MND HP at the start of their turn for a number of Rounds Equal to the casters MND + CL. You may effect an additional target for each PL you boost this spell.

Repose	White Magic	Holy	PL3	WHM
Light	10MP/2MP	Single	40ft	Standard

The target of Repose must pass a WILL Save of DC 10 + PL or be [Asleep] for CL + CHA Rounds. While asleep the target is considered helpless. If the target takes damage but is not killed it will immediately wake up.

Reraise	White Magic	Healing	PL2	WHM
Light	32MP/5MP	Self	Special	Full Round

Reraise lasts for 1 hour after it is cast. If the caster's HP is reduced to 0 or less Reraise is consumed and the caster immediately heals them by DL4 +MND. Has no effect on [Undead]. Each PL boost you give Reraise allows you to effect an additional target within 10ft.

Scrub	White Magic	Enhancing	PL1	
Dark	9MP/2MP	Single	30ft	Standard

The target of this spell gains a bonus to their Stealth Equal to your MND for a number of Minutes equal to PL. Also they cannot be tracked or identified by Scent.

Shell	White Magic	Enhancing	PL1	
Light	7MP/7MP	Varies	30ft.	Full Round

You gain [Shell] for a number of rounds equal to CL. You may effect an additional target for each PL you boost this spell.

Sight	White Magic	Enhancing	PL2	RDM
Light	7MP/2MP	Self	-	Standard

You gain Darkvision for a number of Minutes equal to PL.

White Magic

Stoneskin	White Magic	Enhancing	PL3	
Earth	7MP/4MP	Single	15ft	Standard

The target of this spell is protected by a magical aura that blocks damage from a number of attacks equal to PL. The spell lasts for a number of rounds equal to CL+CHA.

Teleport	White Magic	Enhancing	PL3	
Wind	25MP/10M P	10ft. Burst	From Caster	10 Minutes

Teleports you and your allies within a 10ft. Burst (+5ft/PL) to any location you have been before.

Wall	White Magic	Enhancing	PL3	RDM
Light	25MP/5M P	Other	30ft	Standard

Create a 5ft by 5ft wall within the spells range. The wall is transparent enough to see through clearly. It has HP equal to the casters, +1 DR/CL, 0 AV and no other stats. The caster can create 1 additional wall per PL, additional walls must be adjacent to a wall that has already been created, walls can be stacked on top of eachother to gain more hight and don't need to be in contact with the ground, just with another wall.



Black Magic

Aero	Black Magic	Elemental	PL1	
Wind	18MP/5M P	Single	40ft.	Standard

Aero deals DL4 (+1/PL)+INT [Wind] Damage to a single target. This reduces the targets AGI by 2 until the start of your next turn. This effect cannot stack and if a stronger effect is already in place it has no effect. The target must also make a Fortitude Save of DC 10 + PL or be afflicted with [Choke] For a number of rounds equal to the casters INT + CHA

Ancient Burst	Black Magic	Elemental	PL5	BLM
Lightning	20MP/2M P	Single	50ft.	Varies

Ancient Magic functions differently than other spells. First, the spell itself has no PL boosts. You spend your first turn casting an Ancient Magic spell charging it, this takes a Full Round Action. On your next turn you now have a DL10 Spell that you can either release as a Standard Action or charge again to gain +2 DL as if you were PL boosting it and consuming an additional 2 MP. You can charge the spell a number of rounds equal to Half of your Black Magic Power Level. These Boosts do not count towards your PL Bonus however, leaving them open for plenty of Meta Magic effects. Additionally other characters that know the Ancient Magic you are casting can spend a Full Round Action to charge your spell, this does not change the maximum number of charges however.



Ancient Flare	Black Magic	Elemental	PL5	BLM
Fire	20MP/2M P	Single	50ft.	Varies

Ancient Magic functions differently than other spells. First, the spell itself has no PL boosts. You spend your first turn casting an Ancient Magic spell charging it, this takes a Full Round Action. On your next turn you now have a DL10 Spell that you can either release as a Standard Action or charge again to gain +2 DL as if you were PL boosting it and consuming an additional 2 MP. You can charge the spell a number of rounds equal to Half of your Black Magic Power Level. These Boosts do not count towards your PL Bonus however, leaving them open for plenty of Meta Magic effects. Additionally other characters that know the Ancient Magic you are casting can spend a Full Round Action to charge your spell, this does not change the maximum number of charges however.

Ancient Flood	Black Magic	Elemental	PL5	BLM
Water	20MP/2M P	Single	50ft.	Varies

Ancient Magic functions differently than other spells. First, the spell itself has no PL boosts. You spend your first turn casting an Ancient Magic spell charging it, this takes a Full Round Action. On your next turn you now have a DL10 Spell that you can either release as a Standard Action or charge again to gain +2 DL as if you were PL boosting it and consuming an additional 2 MP. You can charge the spell a number of rounds equal to Half of your Black Magic Power Level. These Boosts do not count towards your PL Bonus however, leaving them open for plenty of Meta Magic effects. Additionally other characters that know the Ancient Magic you are casting can spend a Full Round Action to charge your spell, this does not change the maximum number of charges however.

Black Magic

Ancient Freeze	Black Magic	Elemental	PL5	BLM
Ice	20MP/2MP P	Single	50ft.	Varies

Ancient Magic functions differently than other spells. First, the spell itself has no PL boosts. You spend your first turn casting an Ancient Magic spell charging it, this takes a Full Round Action. On your next turn you now have a DL10 Spell that you can either release as a Standard Action or charge again to gain +2 DL as if you were PL boosting it and consuming an additional 2 MP. You can charge the spell a number of rounds equal to Half of your Black Magic Power Level. These Boosts do not count towards your PL Bonus however, leaving them open for plenty of Meta Magic effects. Additionally other characters that know the Ancient Magic you are casting can spend a Full Round Action to charge your spell, this does not change the maximum number of charges however.

Ancient Quake	Black Magic	Elemental	PL5	BLM
Earth	20MP/2MP P	Single	50ft.	Varies

Ancient Magic functions differently than other spells. First, the spell itself has no PL boosts. You spend your first turn casting an Ancient Magic spell charging it, this takes a Full Round Action. On your next turn you now have a DL10 Spell that you can either release as a Standard Action or charge again to gain +2 DL as if you were PL boosting it and consuming an additional 2 MP. You can charge the spell a number of rounds equal to Half of your Black Magic Power Level. These Boosts do not count towards your PL Bonus however, leaving them open for plenty of Meta Magic effects. Additionally other characters that know the Ancient Magic you are casting can spend a Full Round Action to charge your spell, this does not change the maximum number of charges however.

Ancient Tornado	Black Magic	Elemental	PL5	BLM
Wind	20MP/2MP P	Single	50ft.	Varies

Ancient Magic functions differently than other spells. First, the spell itself has no PL boosts. You spend your first turn casting an Ancient Magic spell charging it, this takes a Full Round Action. On your next turn you now have a DL10 Spell that you can either release as a Standard Action or charge again to gain +2 DL as if you were PL boosting it and consuming an additional 2 MP. You can charge the spell a number of rounds equal to Half of your Black Magic Power Level. These Boosts do not count towards your PL Bonus however, leaving them open for plenty of Meta Magic effects. Additionally other characters that know the Ancient Magic you are casting can spend a Full Round Action to charge your spell, this does not change the maximum number of charges however.

Aspir	Black Magic	Dark	PL2	
Dark	6MP/3MP	Single	30ft.	Standard

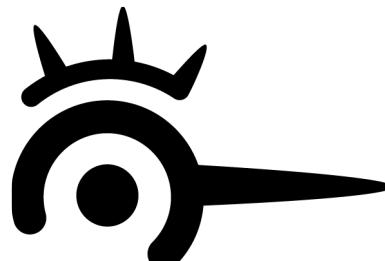
You drain DL1+PL MP from a single target.

Bane	Black Magic	Dark	PL3	
Dark	10MP/5MP P	Single	30ft.	Standard

The target of this spell must make a Will Save DC 10 + PL or be inflicted with [Curse]

Bind	Black Magic	Enfeebling	PL3	RDM
Ice	10MP/4MP P	Single	30ft.	Standard

The target of Bind must pass a Reflex Save of DC 10 + PL or be unable to Move for a number of rounds equal to INT + MND



Black Magic

Bio	Black Magic	Dark	PL1	
Dark	7MP/1MP	Single	40ft.	Standard
Dia deals DL1+INT [Dark] Damage to a single target. The effect lasts for a number of rounds equal to the casters CL, dealing damage at the start of the affected opponents turn and reducing their Attack by 1 (+1/PL) for the duration.				
Blizzard	Black Magic	Elemental	PL1	
Ice	18MP/5MP	Single	40ft.	Standard
Blizzard deals DL4 (+1/PL)+INT [Ice] Damage to a single target. This reduces the targets INT by 2 until the start of your next turn. This effect cannot stack and if a stronger effect is already in place it has no effect. The target must also make a Fortitude Save of DC 10 + PL or be afflicted with [Frozen] For a number of rounds equal to the casters INT + CHA				
Dispel	Black Magic	Enfeebling	PL5	RDM
Light	10MP/10 MP	Single	30ft.	Standard
Dispel removes the most recent temporary enhancement that the target received. This removes an additional effect for each PL Boost.				
Drain	Black Magic	Dark	PL2	
Dark	10MP/5MP	Single	30ft.	Standard
You drain DL1+PL HP from a single target.				

Elemental Spikes	Black Magic	Enhancing	PL2	
Based on Choice	MP Cost	Self	-	Standard
Choose either [Fire], [Ice] or [Lightning], you receive a cloak of that elemental energy that deals DL1+INT of the chosen Element Damage to melee attackers. When an opponent is damaged by the cloak they must pass a Save DC 10 + PL or suffer effects based on the element you chose until the end of their next turn, each attack against you deals damage and incurs another save. This cloak lasts for 4 rounds + PL.				
Effects: Fire: Reflex Save or be afflicted with [Burn] Ice: Fort Save or be afflicted with [Paralyze] Lightning: Will Save or be afflicted with [Fear]				
Element	Black Magic	Enhancing	PL2	RDM
Based on Choice	8MP/4MP	Self	-	Standard
Choose an Element that is not [Light] or [Dark], You gain +1 DL and your physical attacks become Elemental Damage based on the element chosen. This effect lasts for 3 rounds (+1/PL). subsequent casts increase the duration by 3 rounds (+1/PL) and apply additional +1 DL boosts (up to a maximum of your Black Magic PL..)				
Exit	Black Magic	Enhancing	PL2	
Wind	50MP/8MP	20ft. Burst	From Self	Full Round
Can only be cast while Inside. Teleports yourself and your allies within a 20ft. Burst (+5ft/PL) to the entrance of any indoor structure be it natural or manmade.				



Black Magic

Fire	Black Magic	Elemental	PL1	
Fire	18MP/5M P	Single	40ft.	Standard

Fire deals DL4 (+1/PL)+INT [Fire] Damage to a single target. This reduces the targets STR by 2 until the start of your next turn. This effect cannot stack and if a stronger effect is already in place it has no effect. The target must also make a Fortitude Save of DC 10 + PL or be afflicted with [Burn] For a number of rounds equal to the casters INT + CHA

Gravity	Black Magic	Enfeebling	PL1	RDM
Earth	8MP/4MP	Single	30ft.	Standard

The target of Gravity must pass a Willpower Save of DC 10 + PL or be afflicted with [Heavy] for a number of rounds equal to INT + MND.

Kilmaform	Black Magic	Dark	PL5	
All	All	Self	-	Full Round

You release all of your dark energies transforming into a beast. While under the effects of this spell you grow one size category, can +6 STR, +4 VIT, +4 Natural Armor, +2 DR and +5 to your attack rolls. You also gain +2 DL and your physical attacks deal [Dark] Damage. This form persists until you release it, the buff is dispelled, you run out of HP or you sleep. You cannot regenerate MP in any way while you are in this form.

Paralyze	Black Magic	Enfeebling	PL1	RDM
Lightning	8MP/4MP	Single	30ft.	Standard

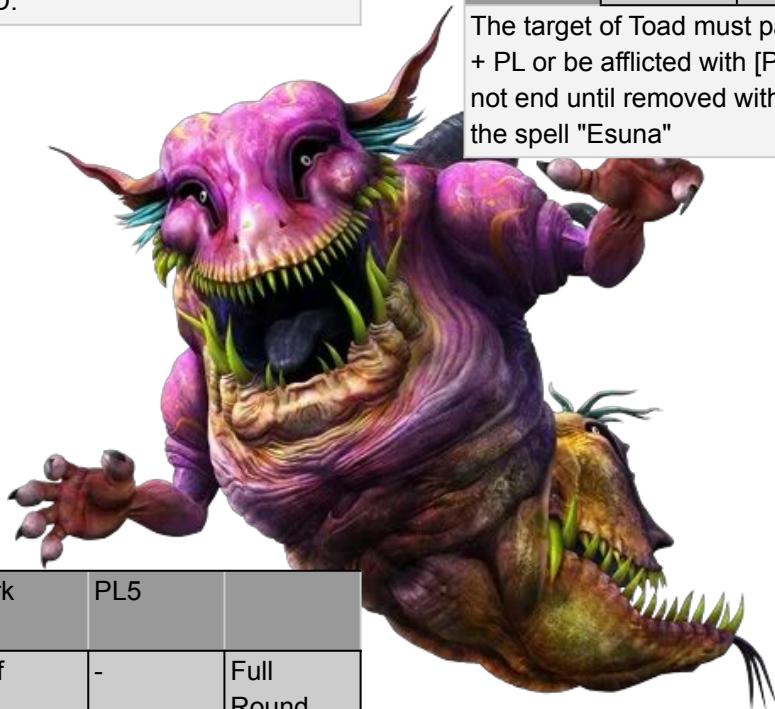
The target of Paralyze must pass a Reflex Save of DC 10 + PL or be afflicted with [Paralyze] for a number of rounds equal to INT + MND.

Poison	Black Magic	Enfeebling	PL1	RDM
Water	8MP/4MP	Single	30ft.	Standard

The target of Poison must pass a Fortitude Save of DC 10 + PL or be afflicted with [Paralyze] for a number of rounds equal to INT + MND.

Polymorph	Black Magic	Enfeebling	PL4	RDM
Dark	25MP/8MP	Single	30ft.	Standard

The target of Toad must pass a Fortitude Save of DC 10 + PL or be afflicted with [Polymorph]. This effect does not end until removed with by the item "Maidens Kiss" or the spell "Esuna"



Retrace	Black Magic	Enhancing	PL3	BLM
Wind	25MP/10MP	Single	Touch	Standard

The caster can see a line of aether that retraces the steps of the target of the spell. This effect lasts for 1hr/PL.

Black Magic

Scathe	Black Magic	Dark	PL1	BLM
Dark	2MP/2MP	Single	Touch	Standard

You deal DL1 (+1/PL) Dark Damage to a single target.

Scourge	Black Magic	Elemental	PL1	BLM
Dark	6MP/1MP	Single	40ft.	Standard

You deal DL3 (+1/PL) Dark Damage to a single target.

Sleep	Black Magic	Enfeebling	PL2	RDM
Dark	10MP/4MP P	Single	30ft.	Standard

The target of Sleep must pass a Willpower Save of DC 10 + PL or be afflicted with [Sleep] for a number of rounds equal to INT + MND.

Stone	Black Magic	Elemental	PL1	
Earth	18MP/5MP P	Single	40ft.	Standard

Stone deals DL4 (+1/PL)+INT [Earth] Damage to a single target. This reduces the targets VIT by 2 until the start of your next turn. This effect cannot stack and if a stronger effect is already in place it has no effect. The target must also make a Fortitude Save of DC 10 + PL or be afflicted with [Heavy] For a number of rounds equal to the casters INT + CHA

Stun	Black Magic	Dark	PL3	
Light	30MP/10MP	Single	15ft.	Standard

The target of this spell must make a Fort Save of DC 10 + PL or be [Stunned] for 1 + PL Rounds.

Thunder	Black Magic	Elemental	PL1	
Lightning	18MP/5MP P	Single	40ft.	Standard

Thunder deals DL4 (+1/PL)+INT [Lightning] Damage to a single target. This reduces the targets DEX by 2 until the start of your next turn. This effect cannot stack and if a stronger effect is already in place it has no effect. The target must also make a Fortitude Save of DC 10 + PL or be afflicted with [Paralyze] For a number of rounds equal to the casters INT + CHA

Tractor	Black Magic	Dark	PL3	
Dark	10MP/8MP P	Target	Range	Action

You may warp a willing target up to 30ft. in any one direction. You can effect 1 more target this way / PL this way, each additional target must be no more than 15ft. away from the original target and all targets warp to the same destination adjacent to one another.

Warp	Black Magic	Dark	PL4	BLM
Dark	35MP/8MP P	Target	Range	Action

You may warp any target up to 30ft. in any one direction. Unwilling targets must pass a Will Save of 10 + PL.

Water	Black Magic	Elemental	PL1	
Water	18MP/5MP P	Single	40ft.	Standard

Water deals DL4 (+1/PL)+INT [Water] Damage to a single target. This reduces the targets MND by 2 until the start of your next turn. This effect cannot stack and if a stronger effect is already in place it has no effect. The target must also make a Fortitude Save of DC 10 + PL or be afflicted with [Fatigue] For a number of rounds equal to the casters INT + CHA



Conditions & Effects

Many abilities in FFDXX apply status effects. These are noted in the abilities description, things like [Poison] and [Paralyze] are status effects. Here you will find detailed descriptions of every status effect in the game.

[Berserk]

Berserk increases Your STR by 2 and gives you temporary Bonus HP equal to your Level *4

[Blind]

While afflicted with Blind, any physical attacks you make have a 25% chance to miss. Roll a D4, on a 1 your physical attack misses. Your perception is also reduced to 0 while you are Blind.

[Blink]

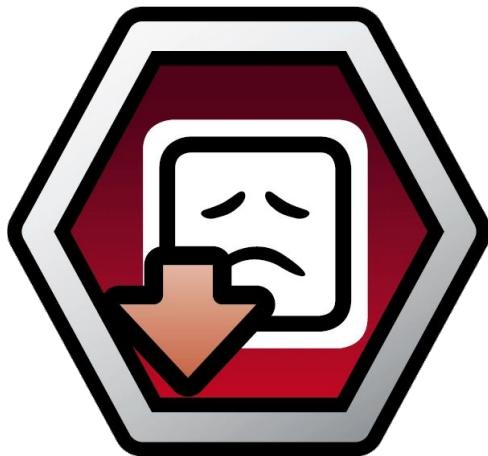
While you are under the effects of blink, you have a 25% chance of dodging physical attacks. Roll a D4, on a 4 you evade the attack.

[Burn]

While you are under the effects of Burn, if you take more than a single Move Action or Standard Action during your turn you take damage. The amount of damage taken is described in the ability that applies the Burn.

[Charm]

While Charmed, you perceive allies as enemies and enemies as allies. Depending on how you play it you can either keep control of your character acting as you would normally with your distorted perception, or the entity that charmed you can take control. How its played is largely left up to the players and DM.



[Confuse]

While confused you are unable to distinguish friend from foe, When targeting something with an ability, roll a d4, on a 1 or 2 instead you attack the closest target to you (if your target was the closest select the next closest.) After your target is selected choose your action and roll a D4, on a 1 or 2, you can't use that action and must use something else. The effect only happens once per round per each step (You don not have to roll over and over to select targets and actions.)

[Concealment]

You cannot be targeted with ranged attacks and gain +10 to Stealth Checks.

[Cover]

You gain +4 AV against ranged attacks and +5 to Stealth checks.

[Curse]

While Cursed, at the start of your turn you lose your Level * 4 MP.

[Death]

Death occurs when you reaches negative totals equal to half your Total HP or -15 (Whichever is higher). Death is impossible to cure without the spell Arise.

[Disease]

While Diseased, you have -2 to all saves.

[Disabled]

While Disabled, you have -5 to all Skill Checks.

[Doom]

Doom gives you a number of rounds described in the ability that applies the effect. On your turn the number counts down. If the number hits 0 before you cleanse the Doom Effect your HP drops to 1 HP before [Death]

[Exhaustion]

While Exhausted you have a -5 to all of your rolls and your HP and MP totals are reduced by half (Minimum 20).

[Fatigue]

While Fatigued you have a -2 to all of your rolls and your HP and MP totals are reduced by 10.

[Frozen]

While Frozen, You can only move at half your normal speed and have your STR, DEX and AGI reduced by 2.

[Haste]

While under the effects of Haste you gain another Standard Action during your turn.

[Imperil]

Imperil effects an element based on the ability that inflicts it. It will read in the ability as [Imperil: Stat]. While Imperiled you will take double damage from that element.

[Invisible]

While invisible you are completely undetectable by normal vision. Taking any actions that result in Damage being dealt to anyone however will break your Invisibility.

[KO]

KO is the state you are in while your health is at 0 or less, you remain KO'd until a spell that cures KO is cast on you, a Phoenix Down is used on you, or you naturally gain regain consciousness (you regain HP while KO'd at a rate equal to your VIT each day.) Spells and abilities that restore HP are ineffective while you have the [KO] Status.

[Paralysis]

While paralyzed you have a 10% chance to be unable to act on your turn. At the start of your turn roll a D10, on a 1 you cannot act.

[Petrify]

While Petrified, you are turned to stone and cannot act. You gain DR10/- and have an AV of 0 in this state.

[Poison]

While Poisoned you will take damage equal to 10 - your VIT Mod (Minimum 1) each round.

[Polymorph]

While Polymorphed all of your body turns into that of a [Critter] (See Bestiary) chosen by the entity that Polymorphed you. Only your mental stats remain intact but you can no longer use your normal equipment or cast spells.

[Protect]

While under the effect of Protect you gain a +3 Bonus to AV and DR5/Magic

[Rage]

While under the effect of Rage you must use Standard Attacks against the closest target to you. You may not move before attacking if already adjacent to something, you must always move to the closest target to you and you always Full Attack when given the option.

[Regain]

While under the effect of Regain you recover your CHA in MP at the start of your turn.

[Reflect]

While under the effect of Reflect All Spells cast on you have their effects applied to the caster instead.

[Regen]

While under the effect of Regen you recover your VIT in HP at the start of your turn.

[Reraise]

While under the effect of Reraise, if your HP would drop to 0 or lower you are immediately affected by the spell Raise.

[Resistance]

Resistance is always tied to an element or damage type. You take less damage from the corresponding damage type equal to the number associated with this Resistance.

[Root]

While under the effects of Root you are unable to move or use Move Actions.

[Shell]

While under the effect of Shell you gain a +3 Bonus to SR and DR5/Physical

[Silence]

While under the effect of Silence you cannot use spells or abilities that cost MP.

-ADD SICK AND Nauseous

[Slow]

While Slowed you move at half speed and cannot take Swift Actions or use the Charge Maneuver.

[Stop]

While under the effect of Stop you are completely helpless and unable to act on your turn.

[Weakness]

Weakness is always tied to an element or damage type. You take more damage from the corresponding damage type equal to the number associated with this Weakness.

[Weight]

While under the effect of Weight you are considered Encumbered.

[Zombie]

While under the effect of Zombie spells with the [Light] Elemental Tie do not affect you.

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Errata zone, I'm probably going to have a handful of other conditions and effects to add here, just from what's above [Encumbered] and [Helpless] should be conditions. This is still a WIP.

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Gods

The Celestial Realms

Beyond the boundary of reality there are places where beings of unimaginable power reside. Those skilled enough can commune with these beings, magic is drawn from their realm and with practice you can even allow these beings to manifest in our reality. Even just a fraction of one of these beings power can be a powerful force, and full realization of their power in our realm can change the course of history.

We know of 10 Celestial realms, though most will never lay eyes on the realms themselves we have reached out and made contact with the inhabitants of these realms. The Astral realms of Light, Wind, Water and Earth, the Umbral Realms of Dark, Lightning, Fire and Ice, the Realm of the Dragon King, and the Realm of Death. The following is the most commonly known information about these realms.

The Realm of Darkness

This realm is cast in perpetual darkness, the only light coming from withering stars and a pale moon. The lands can be described as Serine, with only the faint sound of wind sweeping over the land. Major Traitures of the Realm of Darkness include the Obsidian Keep, A massive black castle that rises into the night sky, blotting out the stars. The Obsidian Keep is said to be the territory of **Diabolos**, The Avatar of Darkness.

Outside of the keep the wilds stretch as far as the eye can see. When the moon is high overhead and the wind stops its said that **Fenrir**, The Avatar of the Moon can be found nearby. It's said that her howl makes the moon shine bright in the darkness to guide the last to their path.

Lastly in the night sky, you can occasionally see an outline of darkness. This is **Zodiark**, The Keeper of Precepts. Woe be unto those who cross paths with Zodiark, as his authority is absolute and his power so indomitable that all things near him become twisted and pressed into oblivion.

With the exception of Fenrir, very few commune with the realm of darkness as only sorrow is found there.

The Realm of Death

People altogether try to forget this realm exists, those skilled in the magical arts know that Death is not necessarily evil, but the fear of death overwhelms most people's senses and those who commune with the realm of death are looked at as broken and unredeemable.

Exodus guards the gates to the Realm of death, judging those who pass through. Exodus does not judge based on the morality of mortals, those he judges unworthy receive a terrible fate.

The Realm of death is also home to **Angra Mainyu** and **Manes**, These two spirits usher souls through the Realm of Death, Angra Mainyu is the Avatar of Darkened Souls, and Manes is the Avatar of Honored Dead. What becomes of the souls is a mystery but contact with these avatars has verified that there is something after death.

The Realm of the Dragon King

This realm is made up of towering mountains that seem to have no base. It's a realm entirely inhabited by dragons and dragonkin. While there is no base to these mountains what seem to continually plummet downards into infinity, there are peaks, and its at these peaks where the Dragon Kings make their home.

Atop the highest of the peaks is the Dragon God **Shinryu**, creator of all dragon kind and powerful beyond comprehension. While he is easily the strongest known entity he does not commune or lend his power to anyone, he does not act and instead chooses only to watch from atop his mountain.

The Mother of Dragons, **Tiamat**, births new dragons and is highly regarded by all as a diety. She is said to be equal parts benevolent mother and raging inferno.

There is also a most powerful force, **Bahamut**, The Dragon King of Destruction. Only those powerful enough and seeking complete destruction have formed pacts with Bahamut, and most have regretted it.

The Realm of Earth

Craggy mountains, shifting sands and muddy swamps stretch as far as the eye can see. The realm of earth is a place where the strong survive. The Rulers here exude the essence of strength itself.

The Goddess of Abundance, **Nophica**, makes her home in the Realm of earth. She creates life soil and is a common target of worship from farmers and ranchers. While she is not known for her strength like

denizens of The Realm of Earth, she is essential to continued life across the realms.

Among those that live in The Realm of Earth **Titan**, The Avatar of Gia, is appropriately considered one of the most powerful. Titan is said to have the power to raise mountains and sink continents. He is the deity of the kobolds, named the Under King, and among the summoners is known to have a life or death trial that few are willing to take up.

Summoner's prefer the trial of the **Brothers**. The Avatar's of Combat, That seek strong opponents to test their mettle. The Brothers Trial is much less deadly because they want would be summoners to come back stronger than before.

The Realm of Fire

The Realm of Fire is a hellscape for most. Fire and Magma fills the realm bursting forth from every corner. Though those seeking power often turn to the Fire Realm as the avatars here are a major destructive force and usually revel in it.

Ifrit, The Avatar of Hellfire, seeks summoners to accept pacts with him, for once released from the Realm of Fire he becomes a torrent of destruction. It is highly recommended that the inexperienced stay clear of Ifrit.

On the other hand many commune with **Phoenix**, The Avatar of Rebirth. Phoenix is known to bequeath her down feathers to those in need, and has incredible restorative powers.

Then there is the **Bomb Queen**, Paired with her other half, the **Bomb King** from the ice realm, these two can't help but cause destruction. Unlike Ifrit however they have no malevolent will, they simply act as is their nature.

	CHARACTER NAME:	CLASS:
RACE:	AGE:	EXP:
MAX HEALTH [HP]: $10 + VIT \times 5 () + [CLASS] \times CL () = []$		HP DAMAGE:
MAX MANA [MP]: $10 + CHA \times 5 () + [CLASS] \times CL () = []$		MP SPENT:
EVASION [EV]: $10 = AGI[DODGE] () + ARMOR VALUE () = []$		TOUCH: FLAT:
AV PENALTY:	WEAKNESS:	
DEITY:	RESISTANCE:	
STATUS:	STATUS:	STATUS:
STATUS:	STATUS:	STATUS:

	SCORE	MOD	TEMP	TEMP MOD
STRENGTH				
AGILITY				
DEXTERITY				
VITALITY				
INTELLIGENCE				
MIND				
CHARISMA				

MaB	STR	BONUS	TOTAL
RaB	DEX	BONUS	TOTAL
ATTACK	ROLL	CRIT	DAMAGE

SKILLS

BACKPACK

STR	ITEM NAME	QT	ITEM NAME	QT	ITEM NAME	QT
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

EQUIPMENT

GIL: p.

g.

c.

HEAD ARMOR	ARMOR VALUE	MAX AGI	AVP	MT1	MT2	MT3	SPECIAL

BODY ARMOR	ARMOR VALUE	MAX AGI	AVP	MT1	MT2	MT3	SPECIAL

LEG ARMOR	ARMOR VALUE	MAX AGI	AVP	MT1	MT2	MT3	SPECIAL

MATERIA	EFFECT

TRAITS TALENTS AND SPELLS

TRAITS TALENTS AND SPELLS