Chocobos

"Kweh."
  – Chocobo

Chocobos are large, flightless avian creatures with yellow feathers and a long neck. They are very intelligent and even understand humanoid languages to some degree. Therefore, Chocobos are often domesticated and used as mounts, making them comparable to horses. This document illuminates various ideas on how you can incorporate Chocobos in your game world in an interesting way. The following content is inspired by the appearance of Chocobos in various Final Fantasy games.

Catching

The party can try to catch Chocobos that roam in the wild, they can usually be found in forests or wide grasslands. Such Chocobos generally consider them party to be hostile by default and engage in combat when feeling threatened. When taking any damage, a wild Chocobo performs a DC 7 check and upon failure it becomes scared and flees as quickly as possible. A character can gain its trust by using their action to feed it a Chocobo's favorite food, the Gysahl Greens. In this case, the player performs a check with a DC of 6 + the Chocobo's Level and if successful, it will join the party and follow his or her command from now on.

Renting

Due to high demand, renting out Chocobos is often a lucrative business for farmers. Although prices may fluctuate, the party can usually rent a Chocobo for about 10 Gil per day. In rare cases, farmers also sell Chocobo at extremely expensive prices, starting at around 3000 Gil.

Breeding

"Fat Chocobo? You're rude! Here it's the bird of the gods!"
  – Dwarf

Similar to most avian creatures, Chocobos lay eggs from which their babies hatch. However, Chocobos grow surprisingly quickly: an egg hatches only a few weeks after it is laid and after another month, most Chocobos are already as large as a player character. They are usually bred in stables, where they can be kept in a warm and safe environment. Chocobos can be of different types, which is determined by the color of their feathers. The most common one is the yellow Chocobo, other types are rather rare compared to it. A Chocobo's type depends on its parents and the table below shows the outcome of different pairings. In all cases that are not listed, a Chocobo has its parents' type if they are both the same and it is yellow otherwise.

Chocobo Pairings		
Parent 1	**Parent 2**	**Child**
Yellow	Blue	Green
Yellow	Red	Green
Blue	Green	Red
Red	Green	Blue
Blue	Blue	White
Red	Red	Black
Black	White	Gold

This knowledge is available at many experienced Chocobo breeders or in books about the topic. The party can try to breed some of the rare types, which often come with special abilities. Details about the different Chocobo types are shown at the end of this document. In some cases a newly born Chocobo's type might not adhere to the table above. Whenever a new Chocobo is born, make a DC 11 check and if you succeed, its type is instead determined as follows: roll 2d, the Chocobo is white on 2-3, blue on 4-5, yellow on 6-8, red on 9-10, black on 11-12.

Raising

"Man...Chocobo, we just can't get a break, can we?"
 – Sazh

Raising a Chocobo is not a simple task, as they require a lot of care and attention. In return, a Chocobo can the help the party in various ways through their unique capabilities, which improve throughout the adventure. As such, the current experience of a Chocobo is tracked through its Level, the same way as for player characters. However, Level ups are performed slightly differently for Chocobos. Firstly, a Chocobo can only learn a pre-determined set of abilities depending on its type. Secondly, the attribute increases at Level up are also handled differently for Chocobos: their maximum HP and MP increase both by 5 at each Level up. In addition, its owner can spend an additional 3 points to further improve the Chocobo's attributes as desired. The table below shows how many points need to be spent for different attribute bonuses. A final noteworthy difference compared to player characters is that Chocobos posses the additional **Stamina (STA)** attribute, which determines their affinity for long distance travel.

Attribute Increase Costs	
Attribute Bonus	**Required Points**
Max. HP +5	1
Max. MP +5	1
STR +1	1
DEF +1	1
MAG +1	1
RES +1	1
STA +1	2
DMG +1d	3
AGI +1	3

Travel

"She'll tell us when she's ready, so just hold your Chocobos until then, ya?"
 – Wakka

Characters can ride Chocobos for a fast and comfortable travel experience. Riding domesticated Chocobos takes no significant amount of skill, but a more experienced rider may come out ahead in sticky situations. They can carry a reasonable amount of weight without being affected and carrying standard adventuring equipment does not pose an issue for them. Nevertheless, Chocobos get tired after a certain amount of uninterrupted travel time. A Chocobo can walk an amount of hours equal to its Stamina attribute before it needs a break. This time is halved, if the carried total weight significantly exceeds that of two average humans. Even though Chocobos usually follow their owner's orders, they might refuse to keep going whenever they are particularly scared or caught by surprise.

Combat

Chocobos can be very capable combatants and thus crucial additions to the party line-up. They can fight alongside the party, in which case they are treated as any other allied combat participant with their own initiative score. A Chocobo is controlled by the player whose character is its owner and it obeys their commands. Alternatively, characters can also decide to stay mounted on their Chocobo during combat. If they do so, the Chocobo and its owner always take their turn together, where only the Chocobo handles the movement. Whenever the rider Attacks a small or medium sized enemy while mounted, the target has Disadvantage on the evasion check. However, when the Chocobo suffers damage while carrying a rider, it has to make a check with a DC of 12 minus its STR attribute. If it fails this check, the rider is thrown off and suffers Immobile for 1 round.

Chocobo Racing

"Ya know, all I want to do is ride on a chocobo. Faster than the wind!"
   – Clasko

Due to their high speed and stamina, many sports games revolve around Chocobos, with the most popular one being racing. Chocobo races may existing in different forms: they may for example take place on long off-road tracks with many participants or in controlled conditions inside a stadium with only an elite selection. In addition, a race may involve only the Chocobos as participants, while others include their riders as well. A race consists of multiple rounds and during a round, each participant performs a sprint check to determine which distance they are able cover. Each participant continuously adds up the results of all their sprint checks as their total score and the first Chocobo which surpasses a certain amount wins the race. This amount is equal to the track's length in units divided by 10, so for example on a 1000u long track you need a score of 100 to win. The score of every participant should be announced after every round to keep track of the current state of the race. If multiple participants reach the finish line in the same round, the one with the highest score wins the race. The sprint check that is performed in each turn is a 2d check that is modified as follows:

- The result of each sprint check is reduced by the difference between the Chocobo's Stamina attribute and its current level of fatigue. Everyone starts with zero fatigue and gains one point of fatigue per round. For example, if a Chocobo has a current fatigue of 10 and a Stamina of 8, the result of their check would be reduced by 2, but if it had 10 or more Stamina it would receive no penalty. This reduction cannot cause the total of a sprint to drop below 0.

- Before each check, a participant can decide to perform a dash action on their turn. In this case, they gain Advantage on the check, but also an additional point of fatigue. Within a race, you can dash only a maximum amount of times equal to your Agility attribute.

If the party owns Chocobos, they may participate in races, where they can win a variety of prices. Below is a table with possible prices, depending on the difficulty of the race, which is based on the average Level of the participants.

Chocobo Race Prices (1st Place)	
Level	**Price**
1	Phoenix Down
2	1000 Gil
3	Elixir
4	2000 Gil
5	Champion Belt
6	4000 Gil
7	Moogle Charm
8	Mega-Phoenix
9	9999 Gil
10	Ribbon

Alternatively, they may also try to bet on the winner of a race, in which case the GM takes control of all participants. For the sake of simplicity we define the rule for betting on races as follows: The players can place up to a maximum of 1000 Gil on any one Chocobo and if it ends up winning, they receive twice the amount of Gil they have placed. Of course you are free to expand on this ruling, for example by placing different quotes on Chocobos that you believe are more or less likely to win.

Yellow Chocobo — Level 1

HP:	17	MP:	12
STR:	1	DEF:	0
MAG:	1	RES:	0
AGI:	2	STA:	2

Beak: 1d DMG

Cure — Level 1
MP: 4   Target: Single   Time: 1r   Range: 3u
The target regains 2d HP.

Esuna — Level 3
MP: 8   Target: Single   Time: 1r   Range: 3u
Remove all Status Effects except KO.

Berserk — Level 6
MP: 10   Target: Single   Time: 0r   Range: 5u
The target performs a DC 8 check and upon failure he has to move towards you on his next turn and if possible perform an Attack on you.

Fat Chocobo — Level 9
MP: 30   Target: Single   Time: 0r   Range: 5u
All enemies in the target area suffer 8d damage and Immobile for 1 round.

Choco Glide
You can glide down slowly from heights up to 30u without taking any damage.

Blue Chocobo — Level 1

HP:	13	MP:	20
STR:	0	DEF:	0
MAG:	2	RES:	1
AGI:	2	STA:	2

Beak: 1d DMG   **Resilient:**

Water — Level 1
MP: 8   Target: Single   Time: 1r   Range: 4u
You deal 3d water damage to the target.

Accumulate — Level 3
MP: 4   Target: Single   Time: 0r   Range: 3u
The target gains EnMAG for 3 rounds.

Waterga — Level 6
MP: 14   Target: Single   Time: 2r   Range: 5u
You deal 8d water damage to the target.

Supersonic Wave — Level 9
MP: 18   Target: 3u (front)   Time: 1r   Range: Self
All enemies in the target area suffer 4d damage and make a DC 8 check. Upon failure they suffer Silence for 3 rounds.

Choco Swim
You can swim slowly through any river or sea without excessive current.

Red Chocobo — Level 1

HP:	20	MP:	8
STR:	2	DEF:	1
MAG:	0	RES:	0
AGI:	2	STA:	2

Beak: 1d DMG   **Resilient:**

Choco Kick — Level 3
MP: 4   Target: Single   Time: 0r   Range: Weapon
The target suffers 3d damage and is knocked back by 1u.

Choco Dash — Level 6
MP: 10   Target: 5u (line)   Time: 0r   Range: Self
You dash in a line of up to 5u dealing 4d damage to everyone in the target area and knocking them to the side by 1u.

Choco Blaze — Level 9
MP: 16   Target: 3u   Time: 1r   Range: Self
Everyone in the target area except you suffers 6d fire damage.

Choco Counter
Whenever you are hit by an Attack, immediately make an Attack on the perpetrator.

Choco Jump
You can perform a powerful high jump to cover a distance of up to 10u vertically.

Green Chocobo — Level 1

HP:	15	MP:	16
STR:	0	DEF:	1
MAG:	1	RES:	1
AGI:	2	STA:	2

Beak: 1d DMG   **Immune:**

Protect — Level 1
MP: 5   Target: Single   Time: 1r   Range: 3u
The target gains EnDEF for 3 rounds.

Regen — Level 3
MP: 10   Target: Single   Time: 1r   Range: 3u
The target regains 2d HP at the start of each turn for the next 3 rounds.

Reflect — Level 6
MP: 12   Target: Single   Time: 1r   Range: 3u
The target gains a shield that reflects the next spell that targets them back to its caster.

Full-Life — Level 9
MP: 32   Target: Single   Time: 2r   Range: 3u
Remove KO status from the target and fully restore his HP.

Choco Mend
Whenever you are not in combat, you can spend 10 minutes of time to cure an ally from any Status Effect except KO.

White Chocobo — Level 1

HP:	18	MP:	19
STR:	1	DEF:	0
MAG:	1	RES:	1
AGI:	2	STA:	3

Beak: 1d DMG · **Resilient**: ❄

Haste — Level 1
MP: 10   Target: Single   Time: 1r   Range: 3u
For the next 3 rounds the target may either make an additional movement or action on his turn and all of his cast times are reduced by 1 round.

White Wind — Level 3
MP: 14   Target: 5u (line)   Time: 1r   Range: Self
All allies in the target area regain an amount of HP equal to half of your current HP and are cured of all negative Status Effects except KO.

Recharge — Level 6
MP: 12   Target: 3u   Time: 1r   Range: Self
All allies within the target area except you regain 3d MP.

Holy — Level 9
MP: 26   Target: Single   Time: 3r   Range: 5u
You deal 8d+20 holy damage to the target.

Choco Sense
You can sense the presence of hostile monsters in distance of up to 200u.

Black Chocobo — Level 1

HP:	19	MP:	18
STR:	1	DEF:	1
MAG:	1	RES:	0
AGI:	2	STA:	3

Beak: 1d DMG · **Resilient**: ◉

Gravity — Level 1
MP: 5   Target: Single   Time: 1r   Range: 3u
The target suffers 1d damage and can only move half his usual distance on his next turn.

Petrify — Level 3
MP: 8   Target: Single   Time: 1r   Range: 3u
The target makes a DC 8 and suffers Immobile for 3 rounds upon failure.

Imperil — Level 6
MP: 10   Target: Single   Time: 1r   Range: 3u
The target suffers DeDEF and DeRES for 3 rounds

Ultima — Level 9
MP: 40   Target: 3u   Time: 3r   Range: 5u
Deal 10d+20 dark damage to all enemies in the target area.

Choco Fly
You can fly up to 50u above the ground.

Golden Chocobo — Level 1

HP:	25	MP:	30
STR:	1	DEF:	1
MAG:	1	RES:	1
AGI:	3	STA:	3

Beak: 2d DMG · **Immune**: All Status Effects

Shine — Level 1
MP: 7   Target: 3u   Time: 0r   Range: Self
All enemies in the target area perform a DC 7 check and suffer Blind for 2 rounds upon failure.

Good Breath — Level 3
MP: 10   Target: 3u (front)   Time: 1r   Range: Self
Remove all Status Effects except KO from all allies in the target area.

Firaga — Level 5
MP: 12   Target: Single   Time: 2r   Range: 5u
You deal 6d fire damage to the target.

Blizzaga — Level 5
MP: 12   Target: Single   Time: 2r   Range: 5u
You deal 6d ice damage to the target.

Thundaga — Level 5
MP: 12   Target: Single   Time: 2r   Range: 5u
You deal 6d lightning damage to the target.

Curaja — Level 7
MP: 30   Target: 3u   Time: 2r   Range: 5u
All allies in the target area regain 8d+10 HP.

Choco Meteor — Level 8
MP: 40   Target: 3u   Time: 3r   Range: 10u
Everyone within the target area suffers 10d+30 damage.

Final Phoenix — Level 10
MP: 55   Target: 3u   Time: 3r   Range: Self
Remove KO from all allies in the target area and fully restore their HP.

Choco Sense
You can sense the presence of hostile monsters in distance of up to 200u.

Choco Fly
You can fly up to 50u above the ground.

Choco Swim
You can swim slowly through any river or sea without excessive current.