

# Optional Rules

"Listen up! Teamwork means staying out of my way. It's a Squad B rule."

– Seifer

**Tactical Initiative:** Usually, the turn order is decided by initiative checks. You can use the following alternative system to remove the need for tracking turns and to increase tactical depth: at the start of each round the players choose one of their characters to take his turn. Then the GM chooses one combatant in the opposing party who takes his turn. In the same fashion, the party and GM take alternating turns until every combatant was chosen exactly once and then the next round starts. If one side has no combatants left to pick, their turns are skipped until the round is finished. Both parties are allowed to choose a different order in subsequent rounds. Optionally, you can make an initiative check between the party and the GM at the start of the battle to determine who gets to take the first pick in each round.

**Surrender:** In some cases the party might want to resolve combat more peacefully than simply beating the enemies until they are KO. The following rule allows players to conclude battles in a more graceful way: a combatant can use their action to intimidate a target within 1u to surrender the battle. In this case, the target performs a check and if he fails, he lays down his arms and stops fighting. The check usually has DC 8, but is increased to DC 10 if the target's current HP is less than 10% of his maximum HP. However, the check always succeeds if either the target's current HP is more than half of his maximum HP or if the target has at least as many allies as enemies within 3u.

**Randomized Start:** Character creation is designed to be simple and balanced, but can sometimes lead to mechanically similar characters at Level 1. The following rules allow you to add some random variance to new characters:

- Every character's maximum HP and MP is reduced by 3 at Level 1. Then each player rolls 2d and adds the result of one die to their character's maximum HP and the result of the other die to their maximum MP.
- Each player starts with 6d times 20 Gil.
- Each player rolls 1d and receives the following starting Items based on the result:
  - 1: 2x Potion
  - 2: 1x Phoenix Down
  - 3: 2x Bomb Fragment
  - 4: 1x Remedy
  - 5: 1x Ether
  - 6: 1x Sleeping Powder.

**Rebirth:** When the entire party is KO'd during a battle, this usually means that the game is over. With the following rule, you can give the party a chance to continue their adventure: all players roll 2d and if the sum of all results is higher than 7 times the size of the party, the check is successful. If this case, an ancient god named Fenix deems the adventurers worthy to continue their journey. As his gift, he removes the KO status from the entire party and fully restores their HP.

**Dual Wield:** The following rule allows characters to wield two weapons in combat: in place of their second accessory, characters can instead equip a second weapon. In this case, whenever they use the [Attack](#) action, they can perform two individual [Attacks](#) with each weapon. However, they do not add their STR to any of the damage dealt by their weapons.

**Reputation:** Throughout their adventure, the party will become more and more recognized, as they explore the world and play their part in it. The following rule allows you to measure and express their current level of reputation: whenever they complete a minor or major adventuring milestone (can be less than a Level up), they receive a number of Reputation Points between 1 and 10 depending on the overall impact of their deed on the game world. For example, helping a local farmer to fight off monsters might earn the party 1 Reputation Point, while assassinating the heir to a kingdom will earn them 10 points. The list below shows different Reputation classes and their benefits:

**Respected** (Reputation between 10 and 20):

The party is not recognized, but most people have heard of them in some form. They are regarded as a group of capable and experienced adventurers. As such, the party receives a 10% discount on Items bought from any merchant.

**Renown** (Reputation between 20 and 30):

The party is well known in most places and sometimes even recognized on the street. They are seen as a skilled group of adventurers that has made an impact on the world. Accordingly, most non-player characters below Level 4 will refuse to engage with them in combat.

**Famous** (Reputation above 30):

The player characters have become celebrities of the game world. The stories of their deeds have reached even the most desolate corners of the world by now. As such, the party is allowed to stay at any Inn for free.