

Esper

"O holy guardian... hear our prayers... Deliver us out of darkness into light...." – Garnet and Eiko

Espers are extraordinarily powerful magical beings that exist beyond humans and monsters. They reside within their own plane of existence, but can manifest themselves in the real world when necessary. In rare cases, when an Esper is impressed by an outstanding mortal, it will lend its powers to aid his cause. The following rules replace the Summoner job by making similar powers available to all player characters: when reaching Level 6 each player chooses one Esper that bonds with their character. The bond grants one permanent benefit, as well as one summoning ability that can be activated once per day. All available Espers are listed below.

Alexander

"We need your help, big guy!" – Hope



Blessing: Whenever you use an Item on yourself or an ally, additionally increase the target's HP by 2d.

Divine Judgement (Summon): All enemies within 5u of you suffer holy damage equal to your current Level. The damage dealt is not reduced by the targets' DEF and RES. In addition, all affected targets suffer Immobile for 1 round.

Ramuh

"If our power is used for destruction, the skies will darken and life itself will fade from earth..." – Ramuh



Judgement Bolt: After you have rolled the damage for Techs or Magic, add 1d additional lightning damage for every 6 that you have rolled.

Storm (Summon): You conjure a heavy storm that reaches up to 100u and lasts for 3 rounds. Anyone inside it, except you, can only move half as fast as usual.

Ifrit

"I sense a kindred spirit..." – Ifrit



Flame: You can always conjure a small flame in a location within 3u of you. It does not deal any damage, but can for example be used to ignite wood.

Hellfire (Summon): You create a field of fire around yourself that reaches 2u and lasts for 3 rounds. Anyone that ends his turn within the field suffers fire damage equal to your current Level.

Shiva

"The Frostbearer's blessing shall be yours..." – Shiva



Diamond Dust: You can freeze any liquid that is smaller than 1u in every dimension with your touch. In addition, you can create a solid path of ice over a lake or river up to a length of 50u.

Ice Wall (Summon): You create an indestructible wall of ice in a location within 5u. The wall is 8u wide and tall and blocks the path for 3 rounds.

Titan

"The struggles of the frail and feeble end in loss." – Titan



Nature's Armor: Whenever you are in a natural environment such as a forest or cave, you gain Resilience against all elemental damage except dark and holy.

Gaia's Wrath (Summon): You grow 3 times in sizes for the next 3 rounds, accordingly you take up 3u in diameter when viewed from above. As long as this effect is active, you gain EnDEF and EnRES.

Leviathan

"This wretched pile of bone and flesh, ignorant of that which governs All, comes to requisition the might of a goddess?"

– Leviathan



Bubble: You can stay underwater indefinitely. In addition, you gain permanent Resilience against water damage.

Tidal Wave (Summon):

From the point you are standing, you summon a stream of water that is 5u wide, reaches up to 10u and lasts for 3 rounds. Anyone who starts his turn inside it receives water damage equal to your Level and is pushed to the end of the stream.

Phoenix

"You ask for a phoenix, yet you offer chicken feed!" – Yojimbo



Rise & Shine: Whenever you wake up from sleep or are revived from KO, you gain a temporary shield that breaks upon taking 1d total damage.

Flame of Rebirth (Summon):

Remove KO from all allies within 3u of you and increase their HP by 2d.

Bahamut

"Have you seen the light...?"

– Bahamut



Dragon Wings: Whenever you fall from any height, you can gracefully glide down to avoid damage. In addition, you can levitate 1u above ground for a distance up to 15u. While levitating you can move half as fast as usual.

Mega-Flare (Summon):

Choose a target within 5u. After 5 rounds, the target and everyone within up to 2u of him suffer magical damage equal to 7 times your current Level.

Siren

"You make it sound so easy..." – Zidane



Soothing Voice: You have Advantage on all checks related to deescalating a situation through speech.

Silent Voice (Summon):

You create a noise-absorbing field that follows you and reaches up to 10u for 15 minutes. No one outside of the field can hear any noise that is created inside of it.

Carbuncle

"Don't be afraid! I'll protect you through your darkest dreams!"

– Carbuncle



Illuminate: Whenever you want, you can make one of your hands glow in a bright red color. The emitted light allows you to see a distance of up to 20u in complete darkness.

Ruby Light (Summon):

You and all allies within 1u gain a magical shield that lasts for 3 rounds. As long as it's active, every Magic spell that would take effect on you, is instead immediately reflected back to its caster.

Odin

"I am Odin... To him who doth vanquish me, I grant my august powers."

– Odin



Sleipnir: You can perform a 10 minute long ritual to summon Odin's horse, Sleipnir. When riding on its back, you are twice as fast as usual. Sleipnir disappears whenever it takes any damage or when you dismiss it.

Zantetsuken(Summon):

Choose a target within 2u. He makes a DC 8 check and immediately suffers KO upon failure. If he succeeds the check or is Immune to this effect, the target suffers physical damage equal to 1d times your current Level.