

Limit Breaks

"When an enemy has pushed your anger to the limits, you can unleash unimaginable power."

– Cloud



Unlike common people, heroes tend to come up victorious in clutch situations more often than not. Usually, they achieve this with special abilities called Limit Breaks which can turn the tide when things look bleak, through outstanding skill, luck or destiny. This content presents an optional replacement for the Limit Break rules given in the Omega Fantasy rulebook.

Limit Bar

"Something to remember."

– Lightning, when using Limit Break



Using a Limit Break does not cost MP or require a cast time. Instead, characters have to completely fill up their Limit Bar as a prerequisite, which is emptied after a Limit Break is activated. Starting at Level 3, players can choose under which circumstances their Limit Bar is filled by selecting a Limit Mode. This selection can be changed at each Level up, but the current Limit Bar progress is discarded when the Limit Mode is changed. The list below shows all available Limit Modes.

Ambassador: Your Limit Bar is filled by 1/3 whenever you successfully avoid combat through diplomatic efforts.

Avenger: Your Limit Bar is filled by 1/5 whenever an ally that you can see suffers KO.

Brave: Your Limit Bar is filled by 1/2 whenever you successfully pass a check where you have disadvantage.

Coward: Your Limit Bar is filled by 1/3 whenever you successfully flee from a battle.

Dancer: Your Limit Bar is filled by 1/5 whenever you successfully evade an Attack.

Daredevil: Your Limit Bar is filled by 1/3 whenever you successfully finish a battle and your current HP is less than half of your maximum HP.

Dominator: Your Limit Bar is filled by 1/3 whenever you successfully finish a battle with full HP.

Explorer: Your Limit Bar is filled by 1/3 whenever you enter a new cave, dungeon or other underground structure.

Haggler: Your Limit Bar is filled by 1/2 whenever you successfully convince a merchant to give a discount on a bought item.

Healer: Your Limit Bar is filled by 1/3 whenever you successfully remove the KO status from an ally.

Saboteur: Your Limit Bar is filled by 1/4 whenever you successfully inflict a Status Effect on one or multiple enemies.

Sleepy: Your Limit Bar is filled by 1/8 whenever you successfully sleep for at least 8 hours.

Urban: Your Limit Bar is filled by 1/3 whenever you enter a new village, town or city.

Victim: Your Limit Bar is filled by 1/3 whenever you suffer KO.

Examples

"Don't forget to thank me if this works!"

– Rikku, when using Limit Break

At Level 3 each player chooses a Limit Break that their character can use. In the following, some examples of Limit Breaks are shown that can be used as given. However, the GM and players are encouraged to create their own Limit Breaks using the ones below as examples.

Example: Limit Break

Vivi and his friends are traveling on an airship, when suddenly a hostile mage named Black Waltz descends on the deck. The fiend immediately inflicts KO to 5 passengers using a powerful lightning spell. Vivi has currently selected the *Avenger* Limit Mode, so his Limit Bar is completely filled as he watches this incident. He vows to take revenge and engages in combat with Black Waltz. Vivi activates his Limit Break *Trance*, which empties his Limit Bar and temporarily grants him powerful combat benefits. The Limit Break gives Vivi and his party a much needed edge in the ensuing battle which ultimately allows them to defeat their mighty adversary.

Clairvoyant

For one hour you can see through every wall within a distance of up to 1000u. This ability allows you to draw up an accurate map of your current location.

Code Breaker

You can activate this effect whenever you are confronted with a lock, riddle or puzzle. You are able to break it without performing any checks. However, the GM decides how long it takes to find the solution.

Curse

You can activate this effect whenever someone that you can see performs a check. The outcome of this check is automatically as the lowest possible result.

Delta Attack

Choose any three abilities that your character has learned, you cannot pick the same ability more than once. As your action, use all chosen abilities, one after the other, without any cost or cast time.

Enemy Skill

You can activate this effect whenever you are targeted by an enemy Magic or Tech. You learn the same ability and can use it yourself from now on.

Gold Rush

You can activate this effect whenever your party receives 1000 Gil or more. The amount of Gil you receive is tripled.

Grand Summon

You summon a powerful creature to aid you in battle. You can choose any creature listed for the Summoner job whose Level is not higher than your character's. Alternatively, you can agree with your GM to summon a Monster of your choice. The summon permanently gains **EnSTR**, **EnDEF**, **EnMAG** and **EnRES** and it is dismissed after 1 hour.

Lucky 6

You can activate this effect after seeing the result for any check that you have performed. Change any one dice in the roll to a 6.

Master Blacksmith

Whenever you upgrade an equipment piece you bestow one of the following additional effects on it: STR +1, DEF +1, MAG +1 or RES +1. If the equipment piece is already at Level 3, you can instead upgrade it to any Legendary weapon or armor of the same type.

Mind Break

For the next 15 minutes, you can read the thoughts of one character that you can see.

Morph

You can spend one hour to disguise yourself as someone you have seen before. Unless you obviously give it away, no one is able to see through your disguise.

Overdrive

You can activate this effect whenever your HP is reduced to 0. You are immediately revived and your HP is fully restored. In addition, you gain **EnDEF**, **EnRES** and **Blink** until the end of the battle.

Second Chance

You can activate this effect whenever an ally that you can see has rolled for a check. The roll is not counted and instead the player is allowed to roll again.

Slots

Roll 1d. Depending on the result, one of the following events occurs:

- 1: You are overcome with a feeling of melancholy.
- 2: You and everyone within 5u of you suffer 6d fire damage.
- 3: Choose a target. Remove KO from him and increase his HP by 6d.
- 4: Choose a target within 5u. He suffers KO after 3 rounds. Some enemies may be Immune to this effect as decided by the GM.
- 5: Choose a target within 5u. All of his equipment disappears for 1 hour.
- 6: You gain 5000 Gil.

Trance

You gain **EnSTR**, **EnMAG** and **Blink** until the end of the battle. In addition, on each turn you can either perform 2 Attacks or use any ability without cast time as your action. Furthermore, your Attacks count as Critical Hits, whenever the target rolls 4 or less on their evasion check.

Ultimate Sacrifice

You can activate this effect whenever an ally that you can see suffers KO. Inflict KO on yourself to remove it from all allies that you can see and fully restore their HP.

Zantetsuken

An enemy within 1u performs a DC 10 check and upon failure immediately suffers KO. Some enemies may be Immune to this effect as decided by the GM.