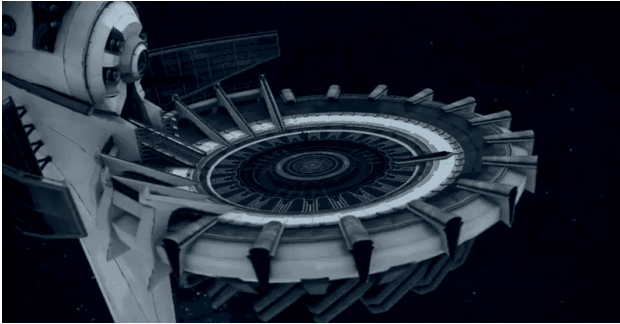


Coliseum

"My domain exists outside the march of time. It is unseen and unknown, beyond life and death"
- Arbiter of Time



We know that powerful heroes and villains travel through time and space during their adventures. But have you ever wondered what happens when they get lost between the many different dimensions and timelines? Well, sooner or later most of them tend to turn up in the Coliseum. Accordingly, this place has become a famous location to meet and fight for all travels of time and space. This content is inspired by the video game Final Fantasy XIII-2.

Arbiter of Time

"Warriors seeking to claim supremacy gather from beyond the continuum. Now is the time for glory!"
- Arbiter of Time



The Coliseum was built by the Arbiter of Time, a mysterious and powerful being that seeks strength above all else. He thus wants the Coliseum to be a place, where the strongest beings that have ever existed, fight for all eternity. The Arbiter of Time is extremely arrogant and feels disgusted by everything that he perceives as weak. He can assume many different forms, such as the one shown in the image above, but in combat he will assume his true form, Valfodr. However, he only challenges those that stand out from all other combatants and he has not yet been defeated by anybody.

Paradox Scope

The Paradox Scope is an immensely powerful artifact, that has the ability to manipulate time and space. It is in the possession of the Arbiter of Time and was used by him to create and maintain the Coliseum. He will promise the artifact to anyone who manages to defeat him in combat. The Paradox Scope allows its user to travel seamlessly between different timelines to relive and change past events. The artifact is thus capable of creating time paradoxes, in fact the existence of the Coliseum itself is a paradox.

Rules


"A battle unlike any seen in history looms bloody on the horizon. Prove who is the strongest among you!"
- Arbiter of Time

The Coliseum can be reached by anyone who travels between timelines or dimensions, often by accident on the first time. However, once discovered, visitors can easily find their way back to this location, as the Arbiter can help them to create a permanent portal between a place in their world and the Coliseum. Inside the Coliseum, the flow of time is effectively frozen, so all time spent here will not have an effect anywhere else. Anyone can challenge anyone to a fight in the arena, which is heavily encouraged by the Arbiter. Visitors are allowed to team up to fight in groups and uneven fights are allowed. Battles should be fought without any hesitation, because all possible deaths are prevented by the Arbiter, who removes the KO status from all participants after each battle. The only thing prohibited by the Arbiter during combat is the use of Items, everything else is allowed. There are no official tournaments or prices, but the combatants are free to make their own agreements.

Visitors

The party will meet and interact with various individuals from different worlds, timelines and dimensions in the Coliseum. The visitors may be good or evil natured, but the presence of the Arbiter ensures that the Coliseum remains a generally neutral location. Although the primary purpose of the Coliseum is combat, many visitors also come here to trade goods and information or sometimes even to find new allies. Nevertheless, most visitors are interested in fighting strong enemies to improve their own combat abilities. Below, some examples of Coliseum visitors are shown, but you are encouraged to add your own creations to the list.

Ciri
Level 10



Health:	180
Mana:	150
Strength:	8
Defense:	5
Magic:	6
Resistance:	4
Agility:	4

Zirael: 4d DMG
Resilient: **Immune:**

Flash Strike

MP: 5 Target: Single Time: 0r Range: 5u
 You teleport to the target and perform an **Attack** on him. This ability activates the effect of *Flash*.

Charge

MP: 15 Target: Single Time: 1r Range: 3u
 You teleport to a target in range and make an **Attack** on him. You can then repeatedly use this effect at no additional cost as long as there are targets within its range, but you cannot target the same enemy more than once. The effect's range is re-calculated after every use of the effect, allowing you to potentially target enemies far beyond its original range. The last **Attack** that you perform also activates the effect of *Flash*.

Blade Oil

MP: 10 Target: Single Time: 1r Range: Self
 For the next 5 rounds, whenever you make an **Attack** on a target, he has to make a DC 8 check. Upon failure, he suffers **Poison** for 3 rounds.

Elder Rage

MP: 30 Target: 5u Time: 2r Range: Self
 All enemies in the target area suffer 10d damage, as well as **Immobile** and **Silence** for 1 round. Furthermore, you gain **EnSTR** and **EnDEF** for 5 rounds.

Magic Amulet

MP: 15 Target: 2u Time: 1r Range: 5u
 All entities in the target area suffer 6d+10 **fire** damage.

Flash


Whenever you evade or perform an **Attack**, you can teleport to a location of your choice within 3u. If you do not use this effect during your turn, you instead gain **Blink** until the start of your next turn.

Elder Blood

You regain 1d MP at the start of each turn. In addition, you can make a DC 8 check at start of each turn and if you succeed, you can remove one Status Effect that you are currently suffering.

"This is my story not yours. You must let me finish telling it."

Lucina
Level 10



Health:	170
Mana:	160
Strength:	8
Defense:	6
Magic:	5
Resistance:	3
Agility:	4

Parallel Falcion: 4d DMG
Immune:

Aether

MP: 25 Target: Single Time: 0r Range: Weapon
 You make an **Attack** on the target and recover an amount of HP equal to half of the total damage dealt. Then, you make another **Attack** on the target that ignores his DEF. Both **Attacks** cannot be evaded.

Charm

MP: 15 Target: 3u Time: 1r Range: Self
 You and all allies within range gain **EnDEF** and **EnRES** for 3 rounds. In addition, all enemies within range suffer **DeDEF** and **DeRES** for 3 rounds.

Ignis

MP: 5 Target: Single Time: 0r Range: Weapon
 You make an **Attack** where the damage is of **magical** type and you add your MAG on top of your usual damage dealt.

Dual Strike

Whenever there is an ally within 1u of a target that you are **Attacking**, they may also perform an **Attack** on him immediately after you. Also, whenever there are two enemies within your weapon's range, you can **Attack** both of them on the same turn.

Rightful King

Whenever you perform a successful **Attack**, make a DC 10 check. If you succeed, you can immediately use a **Tech** of your choice, without any cast time.



















Awakening






















Whenever your current HP falls below half of its maximum, you gain **Blink** and **EnSTR** until the end of the battle. In addition, as long as this effect is active, you score a Critical Hit whenever a target rolls 5 or less on an evasion check against your **Attack**.











Support Attack/Guard




















Whenever an ally within 1u is targeted by an **Attack**, you can make a DC 10 check and if you succeed, you can completely block all damage dealt. In addition, whenever an ally within 1u performs an **Attack** you can also make a DC 10 check and if you succeed, you can immediately make an **Attack** against the same target.

"I just want a brighter future. I can deal with any hardship now in exchange."

Crono		Level 10
	Health: 170 Mana: 210 Strength: 7 Defense: 6 Magic: 8 Resistance: 6 Agility: 3	
Dreamseeker: 4d DMG Immune:   Resilient:    Weak: 		
Cylcone  MP: 10 Target: Weapon Time: 0r Range: Self You make an Attack against all enemies within your weapon's range, by making one damage roll that applies to all affected targets that fail to evade.		
Wind Slash   MP: 8 Target: 5u (line) Time: 1r Range: Self Make an Attack against everyone in the target area by making one damage roll that applies to all affected targets that fail to evade. The damage dealt is of the wind element.		
Lightning   MP: 12 Target: Single Time: 1r Range: 5u You deal 6d lightning damage to all enemies in the target area.		
Raise  MP: 24 Target: Single Time: 2r Range: 3u Remove KO status from the target and increase his HP by 2d.		
Luminaire    MP: 25 Target: 8u Time: 2r Range: Self All enemies in the target area suffer 10d holy damage and Blind for 3 rounds.		
Frenzy  MP: 15 Target: Single Time: 1r Range: 3u For the next 3 rounds, you can make an Attack against the chosen target on each turn if possible, in addition to your normal action.		
Cleave  MP: 8 Target: Single Time: 0r Range: 3u You jump onto the target and then make an Attack on him. If you hit, the target makes a DC 8 and is pushed back 3u upon failure.		
Chrono Trigger  Whenever you suffer KO, you are instantly revived and recover half of your maximum HP. In addition, you gain EnSTR , EnDEF , EnMAG and EnRES for 5 rounds. You can only use this effect once per day. "To bring back loved ones; that's what everyone wants. Crono must be proud to have friends like you."		

Revan		Level 10
	Health: 210 Mana: 200 Strength: 6 Defense: 7 Magic: 9 Resistance: 7 Agility: 3	
Lightsaber: 4d DMG Immune:    Resilient:   Weak: 		
Force Speed   MP: 7 Target: Weapon Time: 0r Range: Self For the next 3 rounds, you gain Blink and you can move twice your usual distance on each turn.		
Force Wave  MP: 8 Target: 10u (line) Time: 1r Range: Self All enemies in the target area suffer 6d damage are pushed back 5u. If they hit a large object or a wall on the way, they suffer an additional 4d damage.		
Force Storm    MP: 25 Target: 3u Time: 2r Range: 8u All enemies in the target area suffer 10d+10 lightning damage. In addition, all affected targets make a DC 8 check and suffer Silence for 3 rounds upon failure.		
Force Choke    MP: 12 Target: Single Time: 1r Range: 3u The target makes a DC 8 check and suffers 8d dark damage and Immobile for 3 rounds upon failure.		
Drain Life   MP: 10 Target: Single Time: 1r Range: 5u The target suffers 8d dark damage and you regain an amount of HP equal to half of the damage dealt.		
Dominate Mind  MP: 18 Target: Single Time: 1r Range: 5u The target makes a DC 8 check and if he fails, you take control of their character for the next 3 rounds. The target can repeat the check at the start of each turn and if they succeed, they regain control.		
Wound in the Force  Whenever you inflict damage to an enemy, you regain 1d MP.		
Adapt Lightsaber Form  At the beginning of each turn, you can choose to gain Resilience against either physical or magical until the start of your next turn. "Revan's strategies and tactics defeated the best of us. Even Mandalore himself was taken aback by the ferocity of his attacks, the tenacity of his defenses and the subtlety of his plans. Revan fought us to a standstill and then began pushing back. We didn't really have a chance."		

Sora		Level 10
	Health: 200 Mana: 150 Strength: 10 Defense: 6 Magic: 5 Resistance: 4 Agility: 4	
Keyblade: 4d DMG Immune:  Resilient: 		
Reflect  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.		
Aerial Combo  MP: 4 Target: Single Time: 0r Range: Weapon You make an Attack against a target within your weapon's range while you jump into the air. Then you glide down towards a location of your choice within 5u and if you pass another enemy on the way, you can make an Attack on him as well.		
Ground Combo  MP: 4 Target: ? Time: 0r Range: ? Choose one of the following effects: - You dash forward in a 3u long line and make an Attack against every enemy in the way. - You make Attack against all enemies within 1u and push them back by 1u if you hit. - You make an Attack against a target within your weapon's range. If you hit, he makes a DC 8 check and suffers Immobile for 1 round upon failure.		
Summon  MP: 15 Target: ? Time: 1r Range: ? Choose one of the following effects: - Donald: You regain 6d HP. - Goofy: All enemies within 3u suffer 8d damage. - Mickey: The next time you suffer KO you are instantly revived with 2d HP.		
Drive Form  MP: 25 Target: 1u Time: 2r Range: Self For the next 3 rounds you gain Blink , EnSTR , EnDEF , EnMAG and EnSTR . In addition, you can perform two actions on each turn.		
Collect Orbs  Whenever you reduce an enemy to 0 HP, you regain 6d HP and MP.		
Block-Counter  Once per round, when you fail to evade an Attack , you can try to block it instead. Make a DC 9 check and if you succeed, you not only negate the received damage, but you can also immediately perform a Ground Combo against the attacker.		
"I know now I don't need the Keyblade. I've got a better weapon. My heart."		

Yu		Level 10
	Health: 190 Mana: 250 Strength: 5 Defense: 6 Magic: 10 Resistance: 7 Agility: 3	
Blade of Totsuka: 4d DMG Immune:  Resilient:    		
Medigolaon  MP: 35 Target: 5u Time: 3r Range: 10u All enemies in the target area suffer 10d+20 damage. The damage dealt ignores the DEF and RES of the affected targets.		
Agidyne   MP: 15 Target: Single Time: 2r Range: 8u You deal 8d+10 fire damage to the target.		
Bufudyne   MP: 15 Target: Single Time: 2r Range: 8u You deal 8d+10 ice damage to the target.		
Ziodyne   MP: 15 Target: Single Time: 2r Range: 8u You deal 8d+10 lightning damage to the target.		
Garudyne   MP: 15 Target: Single Time: 0r Range: 8u You deal 8d+10 wind damage to the target.		
Mind Charge  MP: 4 Target: 1u Time: 0r Range: Self For the next Single target spell that you cast, you can choose two targets within its range that will be affected.		
All out Attack!  Whenever you inflict a Status Effect to a target within 3u of you or deal elemental damage that he has a Weakness against, you can immediately move towards the target and make two Attacks against him.		
Angelic Grace  Whenever you are targeted by Magic , that deals elemental damage, you can make a DC 9 check and if you succeed you completely negate the effect of the spell.		
Elemental Amp  Whenever you deal damage with an elemental type, the target has to make a DC 7 check. Upon failure, he suffers Immobile and Silence for 1 round.		
Victory Cry  Whenever you reduce an enemy to 0 HP, you regain 2d HP and MP and gain EnSTR and EnMAG for 3 rounds		
♪ Now I face out, I hold out, I reach out to the truth, seeking to seize on the whole moment ... ♪		

Ultimecia

Level 10



Health:	150
Mana:	300
Strength:	2
Defense:	5
Magic:	12
Resistance:	10
Agility:	2

Energy Beam: 4d DMG

Immune: All Status Effects

Resilient:

Time Compression

MP: 40 Target: 8u Time: 3r Range: Self
The current HP of all enemies in the target area is reduced to 1.

Apocalypse

MP: 30 Target: 2u Time: 3r Range: 8u
All enemies within the target area suffer 8d+30 damage.

Gravija

MP: 25 Target: 2u Time: 2r Range: 8u
All enemies within the target area suffer 10d damage and can only move half of their usual distance on their next turn.

Hastega

MP: 22 Target: 2u Time: 1r Range: 5u
For the next 3 rounds all allies in the target area, including yourself, may either make an additional movement or action on their turn and all of their cast times are reduced by 1 round.

Slowga

MP: 22 Target: 2u Time: 1r Range: 5u
For the next 3 rounds all enemies in the target area may either move or take an action on his turn but not both and all of their cast times are increased by 1 round.

Stop

MP: 32 Target: 100u Time: 1r Range: Self
You freeze time for everyone in the target area except yourself for up to 1 minute (6 rounds). Once you Attack or cast Magic, time unfreezes again.

Shockwave Pulsar

MP: 18 Target: 3u Time: 1r Range: 10u
You summon an orb of energy at the target location, that occupies a 3u diameter for the next 3 rounds. Anyone who comes into contact with the orb, suffers 8d damage, makes a DC 8 check and suffers **Silence** for 3 rounds upon failure.

Absorb into time...

Whenever an enemy suffers **KO**, you can remove them from the battlefield until the end of the battle. Also, you regain 50 MP, when you use this effect.

"I am Ultimecia. Time shall compress... ...All existence denied."

Valfodr

Level 10



Health:	350
Mana:	500
Strength:	9
Defense:	7
Magic:	8
Resistance:	7
Agility:	4

Axe: 5d DMG, 2u Range

Immune: All Status Effects

Resilient:

Slowga

MP: 22u Target: 2u Time: 1r Range: 5u
For the next 3 rounds all enemies in the target area may either move or take an action on his turn but not both and all of their cast times are increased by 1 round.

Imerilga

MP: 18 Target: 2u Time: 1r Range: 5u
All enemies in the target area suffer **DeDEF** and **DeRES** for 3 rounds.

Cursega

MP: 20 Target: 3u Time: 1r Range: 5u
For the next 3 rounds all enemies in the target area can not use any passive or reaction ability.

Gagnrath

MP: 10 Target: 2u Time: 0r Range: Weapon
All enemies in the target area suffer 6d damage and make a DC 8 check. Upon failure, an affected enemy suffers **Immobile** for 1 round.

Ultima

MP: 40 Target: 3u Time: 3r Range: 5u
You deal 10d+20 dark damage to all enemies in the target area.

Quasar

MP: 20 Target: 3u Time: 1r Range: Self
For the next 3 rounds, all enemies that are within 3u at the end of your turns, suffer 8d **earth** damage.

Enrage

Whenever you suffer any damage, make a DC 10 check. If you succeed, you gain **EnSTR** and **EnDEF** for 3 rounds.

Wound

Whenever you deal damage to an enemy, his maximum HP is also reduced by an amount equal to half of the suffered damage. This effect lasts until the end of the battle.

Auto-Haste

On each turn, you may either make an additional movement or action. If you are concentrating on an ability, you can instead, reduce its cast time by 1 round.

"Long has it been since I stood thus, grinning on the precipice of oblivion."