OMEGA FANTASY

Gameplay

"You want quiet, you better take the next train."
 – Lightning

Introduction

Final Fantasy is a series of roleplaying video games that has significantly shaped the genre since its first release in 1987. Even though each Final Fantasy title features its unique story, setting and characters, they still feel very much as part of the same series. This is not only due to many recurring elements that they have in common, but also because the stories focus on a group of heroes who face a great conflict. **Omega Fantasy** is a tabletop game system that helps you and your friends to create and play in a Final Fantasy adventure of your own.

Getting Started

To play Omega Fantasy, you only need dice, paper, pens, this book and at least one more friend, but a group size of 4 to 6 is recommend. Choose one person to become the **Game Master**, who creates the fantasy world and narrates the adventure. Everyone else is a **Player**, who takes the role of one of the protagonists. You do not need any prior knowledge of Final Fantasy or roleplaying, everything necessary is explained in the following.

Players

Players create and roleplay as **characters** who are the protagonists of the story. They take the role of their characters and play the game from their perspective. These adventurers travel together as a **party**, who explore the world, interact with people and fight against enemies. Usually, the party is confronted with a **central conflict** by the game master, as the general goal of their adventure. This book includes various rules and options that help you to create and develop your character.

Game Master

The Game Master (shortened **GM**), creates the world the adventure takes place in by using the content and guidelines in this book. During the game, he describes the environment to the party and how it reacts to their actions. The GM takes the role of all non-player characters to narrate conversations and combat. The rules in this book help the GM determine the outcome of some actions, though often he needs to make his own rulings.

Dice

Dice rolls are used in various situations to help decide the outcome uncertain actions. However, depending on its context, the exact nature of such a roll may differ. The only dice used in this game are standard six-sided ones and we often use **d** shorthand to refer to such a die. Furthermore, we use for example "4d" to describe a roll of 4 dice, where the result is the sum of all rolled dice.

Example: Roleplaying

Hironobu (Game Master): You enter the Thunder Plains, which is a vast wasteland covered by thick fog and dark clouds. The locals have erected towers, that act as lightning rods, but you can see that bolts often strike the ground in the open field.

Yoshinori (playing as Wakka): We head north, not too near and not too far from the towers, ya?

Nobuo (playing as Rikku): I wanna go home! I hate lightning! I hate thunder!

Tetsuya (playing as Auron): This storm never stops. Better to cross quickly.

Hironobu (Game Master): You can also see a small building nearby, that looks like an inn.

Nobuo (playing as Rikku): Let's go rest over there! Please? I'm too young to die!

Tetsuya (playing as Auron): Fine, we rest. She is worse than the storm.

Adventuring

"Why not? Nothing to lose but my life... and I got that for free!"   – Setzer

Checks

Checks are the main tool to help the GM to decide and narrate the outcome of actions. He can either ask players for checks or perform them himself in secret. Checks are usually **2d** rolls and higher numbers mean a better outcome for the roller. The minimum result required to succeed is called Difficulty (shortened **DC**) and often has to be decided by the GM. He should base this DC on the difficulty of the action and the proficiency of the actor in it. Since checks are 2d rolls, the lowest and highest possible results are 2 and 12 respectively, which can be treated as unexpectedly good or bad, but plausible outcomes. A check can also have **Advantage** or **Disadvantage** when the environment substantially affects the attempted action. In both cases the check is made with 3d and with Advantage only the two highest and with Disadvantage only the two lowest dice are counted. The table below shows rough categories for DCs.

Difficulty Categories	
Action	**DC**
Very Hard	11 - 12
Hard	8 - 10
Medium	5 - 7
Easy	1 - 4

Example: Checks

Cloud meets Don Corneo in his mansion wearing a dress and make-up to convince him that he is a woman. The GM decides that this is a very difficult task (DC 11), because Cloud did not put much effort into his disguise. But as the room is not well lit and the Don had a bit too much to drink, he also decides that the check has Advantage. Cloud rolls 3d with the result [6,2,6] and since only the two highest dice count, he rolled the best possible outcome! The GM decides that Don Corneo is not only convinced that Cloud is a woman, but he finds him so irresistible that he drags Cloud into his room for some time alone.

Exploration

The party can explore the environment described by the GM at will. They can look for specific objects or wander around, but an appropriate amount of time passes while doing so. The GM may draw a map of the party's current location as a visual aid. He is also free to impose checks on all exploration related actions, such as picking locks or detecting traps. The party may go to sleep once per day to fully recover their HP and MP, even if unconscious. To gain this benefit, they have to sleep in a comfortable place like an Inn or a Tent for multiple hours.

Social Interaction

Throughout the adventure, the party will interact with other characters. These non-player characters are voiced by the GM and accordingly the players talk from the perspective of their own characters. To avoid confusion, it is important to clarify whether something you say is from the perspective of your character or from yours as player or GM. During conversations, the GM may ask for checks, for example to decide whether attempt to convince a character is successful.

Experience

Characters become stronger by gaining experience and we express the amount of experience a character has with **Levels**. Inexperienced adventurers start at Level 1 and can progress up to a maximum of Level 10 where they become renowned heroes. The GM decides when characters Level up, which we recommend for reaching adventure **Milestones**. Such Milestones are for example important character development events, victories against powerful foes, or resolution of major conflicts.

Death

When going on dangerous adventures, death is always a real possibility, especially as a consequence of unwise decisions by the party. The adventure is officially over if all party members fall **unconscious** in battle, as this is usually followed by certain death. Characters may also die or leave the party under special circumstances in which case that character becomes unplayable for their player.

Example: Experience & Death

Kain betrays the party and joins their enemies. He duels his friend Cecil and defeats him and the rest of the party in combat, but chooses to let them stay alive. The GM takes control of Kain from now on, who leaves the party and becomes an antagonist. The party resolves to stop Kain's plan and his former player decides to create a new character that joins the party. The GM rewards the party with a Level up for reaching a turning point in the adventure.

Combat

"Enough expository banter. It's time we fight like men. And ladies. And ladies who dress like men."
– Gilgamesh

Combat takes place in a series of **rounds** (shortened **r**) that take 10 seconds of in-game time each. Each participant takes one **turn** per round according to the turn order, which is determined through an **initiative check** at the start of each battle. Every combatant rolls 2d and the higher their result, the earlier they are placed in this order. The GM resolves equal results and once determined, the turn order does not change until the end of the battle. During your turn you can, in any order, move a distance of your AGI+1 units and take an action.

Attributes

Combat proficiencies are determined by the following 7 numerical attributes. Whenever a calculation results in a non-integer value, the result is always rounded down.

♡ **Hit Points (HP)** increase your durability. You have a maximum and a current number of HP, if your current HP falls to 0 you fall unconscious.

🎋 **Mana Points (MP)** are the resource required for using abilities such as Magic and Techs. Similar to HP, you have a maximum and a current number of MP.

🗡 **Strength (STR)** increases the damage dealt by your physical attacks.

🛡 **Defense (DEF)** increases your resilience against physical attacks.

🔮 **Magic (MAG)** increases the potency of your healing and attacking spells.

🌀 **Resistance (RES)** increases your resilience against magical attacks.

🏃 **Agility (AGI)** allows you to evade physical attacks and determines how quickly you can move.

Actions

Below is a list of combat actions, but the GM may allow any other action that can be completed in one turn:

🗡 **Attack:** You attack an enemy with your weapon. He may evade by passing an **evasion check** with a DC of 12 minus his AGI. If he fails the check, you reduce the target's HP by your weapon's DMG plus your STR. If the evader rolls a 2, you make a **critical hit**, doubling your usual damage. If he rolls a 12, not only does your Attack miss, but the evader makes an Attack action on you instead, which you cannot evade.

🔮 **Magic:** You cast a spell by spending MP, choosing a target within its range and **concentrating** for a duration. While concentrating, you cannot take actions or evade Attacks. After the cast time is up, the spell's effect occurs on the target right **before your turn** and cannot be evaded even if you are not in range anymore. If the spell deals damage or restores HP, add your MAG to the amount. Every spell's description has information on its cast time, MP cost, target, range and effect.

⚙ **Tech:** You use a non-magical ability. Techs are used the same way as magic, but their damage is not amplified by your attributes.

🛡 **Defend:** All damage that you receive by Attacks until your next turn is halved.

⌛ **Item:** You use an Item from your inventory on yourself or someone within 1u.

Special Abilities

Apart from Magic and Techs, characters can also learn the following special abilities:

◎ **Passive:** Effects that are permanently active.

⚡ **Reaction:** Allow you to take certain actions on someone else's turn under specific conditions.

Example: Combat

Squall (DEF:4, AGI:2, RES:1) and Seifer (STR:6, MAG:2) decide to duel. Both are wielding a gunblade (DMG:1d). They roll 2d for initiative: Squall rolls 9 and Seifer rolls 10, so Seifer takes the first turn. He begins casting "Fire" (DMG:2d, Time:1r) by spending 4 MP, choosing Squall as target and concentrating. Then it's Squall's turn, who chooses to Defend. It's Seifer's turn again, so Fire takes effect and Squall suffers 2d+2-1 damage. Seifer can still take his turn, so he also Attacks. Squall could evade by passing a DC 12-2 check, though by rolling 2 he not only fails, but suffers a Critical Hit! Seifer hits him right above the nose with his blade, inflicting 1d+6-4 damage (Defend and Critical Hit cancel each other out) and leaving a scar.

Damage Types

All damage dealt has one of the following basic types:

Physical: damage dealt by Attacks and Techs is usually physical. Whenever you receive physical damage, subtract your DEF from the amount.

Magical: damage dealt by Magic and Items is usually magical. Whenever you receive magical damage, subtract your RES from the amount.

In addition, damage can have an elemental type, e.g. due to the used weapon or spell. Combatants can have **Weaknesses** or **Resiliences** against these types. When resilient, they only suffer half the usual damage and when weak, they suffers double the usual damage.

Elemental Damage Types			
Fire	🔥	**Ice**	❄️
Lightning	⚡	**Water**	💧
Wind	🌀	**Earth**	🔶
Holy	✴️	**Dark**	🟣

Distances

Units (shortened **u**) are the basis to measure distance, where 1u is roughly 1m or 3ft. Characters usually occupy a circle of 1u in diameter in top view. The following terms are often used to describe effect distances:

Range: the maximum distance between the center of the caster and the center of the effect. An effect with range **Self** is centered at the caster, and one with range **Weapon** has the same range as the used weapon.

Target: the area of the effect as a maximum distance from its center. Unless stated otherwise, everyone fully or partially in the target area is affected, including allies. An effect with target **Single** affects only a single entity.
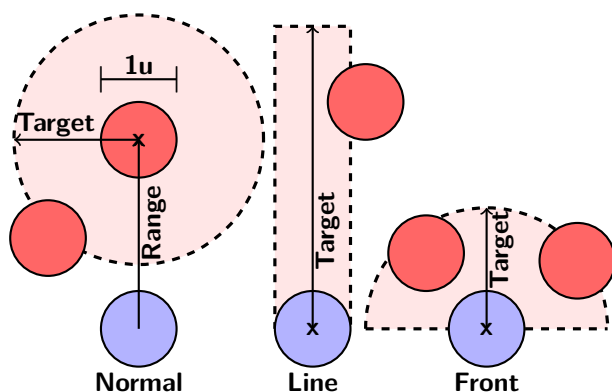
The illustration above shows the use of a ranged effect in the normal case and with the two special target shapes **Line** and **Front**. In situations where you are not able to measure distances accurately, you can also use the following descriptors to give a rough estimate:

Adjacent: approxmimate distance of 1u or less.

Close: approxmimate distance between 1u and 3u.

Near: approxmimate distance between 3u and 6u.

Far: approxmimate distance of 6u or more.

Status Effects

Status Effects alter your the combat potency in a positive or negative way for a limited duration. Combatants can suffer multiple different Status Effects at once, but applying the same one twice only refreshes its duration. They can also be **Immune** to certain statuses, meaning they have no effect. Below is a list of all Status Effects.

💀 **KO:** You are unconscious and your turns are skipped. You suffer KO when your current HP drops to 0 and your HP cannot be increased until this status is removed. Immunity against KO only makes you immune against effects that cause it when above 0 HP.

🔅 **Blind:** Whenever you Attack an enemy, he has Advantage on the evasion check.

✨ **Blink:** Whenever you are targeted by an Attack, you have Advantage on the evasion check.

⚔️🛡️⚔️🏃 **DeATR:** The according attribute is reduced by 3 (minimum 0), e.g. DeMAG reduces MAG.

⚔️🛡️⚔️🏃 **EnATR:** The according attribute is increased by 3, e.g. EnMAG increases MAG.

🚫 **Immobile:** You are unable to move.

🎲 **Poison:** You take damage equal to 10% of your maximum HP at the end of each turn, but cannot fall below 1 HP due to this effect.

🔇 **Silence:** You cannot begin casting Magic or using Techs, but you can still Attack.

💤 **Sleep:** Your turns are skipped, but you wake up immediately if you take any damage.

💀 **Zombie:** All healing effects are reversed for you. Healing reduces your HP and effects that normally remove KO, inflict it to you instead.

Example: Status Effects

Noctis and his party fight Malboro. The monster surprises them and uses his Bad Breath ability to inflict multiple Status Effects. Prompto suffers Sleep and Poison. He cannot move or take actions and before his turn is finished, he loses 3 HP, because his maximum HP is 37. Noctis suffers Silence and Blind. He cannot use abilities, so he tries to Attack Malboro. The monster (AGI: 2) rolls [1,6,4] on the evasion check, barely passing the DC 12-2 due to Advantage.

Characters

"I am THE Basch fon Ronsenburg!"
– Vaan

All players play as one of the adventurers in the party of protagonists. They immerse themselves into their character and talk and act from their perspective. The GM also creates and takes the role of many non-player characters throughout the adventure. All these characters inhabit the world created by the GM and shape it through their actions and decisions. This section details different aspects that describe a character.

Character Creation

Characters usually have distinct appearances, personalities, strengths and weaknesses. Therefore, the character creation rules present many opportunities to customize how characters feel and play. The following guide walks you through all necessary steps to create your character.

1. Copy or print out the Character Sheet that is included on the next page. The sheet helps you to keep track of important information about your character which you can fill in while following this section. There is also an example of a filled out sheet, which you can use as a guideline to fill out yours.

2. Choose your character's name and give a short **Description** of him or her. Here, you should also communicate with your GM so you can integrate your character better into the game world. For example if different races or tribes exist in the world, your character may be part of one of them.

3. Briefly summarize your character's **Story** until now and explain his or her motivation for joining the party on this adventure. Consider that this is most likely your character's first serious adventure, so he or she probably does not have significantly more experience than the average person.

4. Choose your character's **Talent**, which grant special proficiencies in a non-combat skill. Read the Talents subsection for more details.

5. Choose your character's **Job** which determine combat related proficiencies. Characters usually start the game at Level 1, where their starting attributes and abilities are determined by the chosen Job. Read the Jobs subsection for more details.

6. Depending on the chosen job, your character gains expertise in certain classes of weapons and armor. Discuss with your GM which specific starting **Equipment** makes sense for your character. Read the Equipment subsection for more details.

Example: Character Creation

We create a character named "Vaan", who is a 17-year old, blonde-haired human boy with athletic appearance. Vaan is an orphan, who gets by in the big city by stealing from the townsfolk and often acts as a father figure to other orphans. He dreams of owning an airship and being a sky pirate one day. First, we check with the GM that Vaan fits well enough with the given setting and the rest of the party. Then, we choose the Leading Man talent and the Thief job, which seem to fit Vaan best. From the Basic Attributes table of the job we determine Vaan's maximum HP (20), maximum MP (14) and AGI (4), all other attributes start at 0. We also note that he learns the "Steal Gil" tech. Finally, we decide with the GM that it makes sense that our poor thief has a Mythril Knife, Clothes and 100 Gil as his starting equipment.

CHARACTER SHEET

Name:

Story:

♡ Health: |

Job:

Level:

Archetype:

❀ Mana: |

Abilities:

⚔ Strength:

Talents:

◎ Defense:

✦ Magic:

♨ Resistance:

⚑ Agility:

Status Effects:

Passive:

Evasion DC:

Reaction:

Movement:

Limit Break:

⚔ Weapon:

Inventory:

Gil:

Effect:

♗ Armor:

Effect:

◎ Accessory:

Effect:

◎ Accessory:

Effect:

CHARACTER SHEET

Name: Lightning

Age: 21
Race: human
Gender: fem.
Hair: rose
Height: 1.7m
Right-Handed

Personality: Cold, Determined

Story:

Both of my parents died when I was young. I raised my sister Serah and joined the army where I became a sergeant. But now Serah is in danger, so I have quit the army to find her.

"It's not a question of can or can't. There are some things in life you just do."

♡ Health: 19 | 70

𒀭 Mana: 60 | 71

⚔ Strength: 6   Talents:
🛡 Defense: 3   Guardian Corps
♟ Magic: 5   Sceptic
♨ Resistance: 3

🎴 Agility: 3   Status Effects:
Evasion DC: 9   Blind (1r)
Movement: 4u   EnSTR (2r)

Job: Red Mage   Level: 8
Archetype: Ravager

Abilities:
Cure, Poison, Fira, Blizzara,
Thundara, Silence, Esuna,
Elemental Strike, Wall, Imperil

Passive: Overwhelm
Reaction: Swiftcast
Limit Break: Thundara

⚔ Weapon: Blazefire Saber (Lv. 1)
Effect: Ranged Attack after ability

⚙ Armor: Guardian Corps Uniform
Effect: DEF +1

⊘ Accessory: Power Armlet
Effect: STR +1

⊘ Accessory: −
Effect: −

Inventory: Gil: 2009

Survival Knife
5x Bomb Fragment
5x Potion
3x Remedy
2x Phoenix Down
1x Elixir

Talents

"Sweet Christmas, it's a talking turtle!"
– Bartz
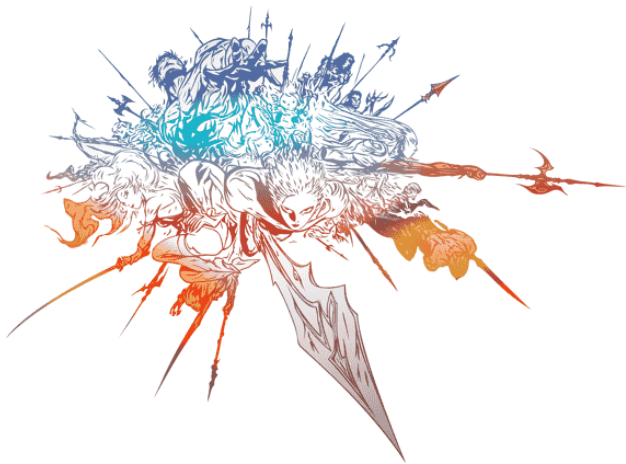
Talents are non-combat related skills that a character is especially proficient with. Every character starts the game with one talent and acquires a second one at **Level 6**, through his or her newly made experiences. The GM may also allow characters to gain additional Talents under special circumstances. Below, some Talents are shown that can be used as given, but the GM may also allow players to create their own Talents by using the given ones as examples.

Alchemist: After every successful battle against monsters you can spend a few minutes to create a Bomb Fragment, Arctic Wind or Lightning Gem out of their remains.

Archylte Hunter: You have Advantage on all checks related to catching animals including hunting and fishing.

Blue Mage: You can quickly learn most simple non-combat skills by carefully observing someone proficient during the act for a while. Such simple skills are for example cooking a meal or riding a Chocobo.

Calculator: Given enough time, you can solve any mathematical problem. Furthermore, you can make reliable numerical estimates, e.g. for various distances or the amount of people in a group.

Camping Again: While outside, you can spend an hour to build a comfortable shelter to spend the night out of materials found in nature.

Carpenter: Given enough time and materials, you can create and repair any object that is mostly made out of wood, including sculptures, furniture and vehicles.

Chemist: You can spend an hour to create a Potion or a Remedy from ingredients found in nature or in stores.

Chocobo Sage: You can comfortably tame and build friendships with friendly animals and monsters like Chocobos.

Cid's Apprentice: Given enough time and materials you are able to repair any broken device or gadget.

Conjurer: You can spend a few minutes to perform a ritual that creates an illusion of a character or an at most similarly sized monster or object. To understand that it is an illusion, a character either has to touch it or pass a DC 8 check.

Dedicated Driver: You are able to perfectly drive or navigate any vehicle including ships and airships.

Doma's Enemy: You can spend an hour to create a potent poison out of materials found in nature or in stores. The poison is liquid, tasteless and odorless, so it can only be detected by experts such as yourself. A character that consumes the poison makes a DC 8 check and suffers KO upon failure. Otherwise, he suffers Poison for 3 rounds.

Eyes Peeled: You are able to capture perfect images of scenes, landscapes and people as a painting or photograph.

Excalipoor: Whenever you see an equipment piece, you can immediately understand its special effects. Furthermore, whenever you upgrade weapons and armor for your own use, it only costs you half as much Gil as usual.

Flower Girl: You are able to identify any plant and know how to grow them even in very unfavorable conditions.

Gambler: You have Advantage on all checks that involve in-game random events such as dice rolls or card draws.

Geomancer: You have Advantage on all checks that require proficiency and experience related to nature, such as following tracks in a forest.

Guardian Corps: You do not suffer damage by falling from any height.

Haven't We Met Before: Whenever you meet a new character, you may declare that you have met them before. If you do so, the GM decides what kind of connection you have to that character. You can only use this effect a total of 3 times in the entire adventure.

Hope's Assistant: Given any object or trace, you can determine its date and place of creation accurately.

King's Shield: You have Advantage on all checks that mostly rely on strength such as lifting heavy objects or opening tight jar lids.

Lady Luck: Whenever you roll a total result of 2 on a check that you make outside of combat, you can redo the roll.

Leading Man: You have Advantage on all checks that involve impressing or persuading someone through speech.

Let's Mosey: You can perfectly imitate the behavior and mannerisms of a person that you have spent a few days of time with.

Llymlaen's Disciple: You never lose your way, even in locations that you are unfamiliar with. Moreover, you have no issues with reading maps or following given directions.

Mognet: You can send telepathic messages to any person that you can see. If the recipient is further than 100u away from you, you have to pass a DC 7 check first.

O'aka XXIV: Whenever you are selling goods to someone who is willing to buy them, you can convince him to buy them at their original value despite being used.

Opera Floozy: You have Advantage on all checks that involve acting, singing, dancing or performing in general.

Orator: Whenever you talk to a character that you know, you can spend a few minutes of time to motivate and inspire them. The character then has Advantage on the next check that they perform.

Pharmacologist: Whenever you use an Item outside of combat on yourself, you gain the following additional benefits: if the Item increases your HP, you regain twice as much as usual. Otherwise, you regain 1d HP in addition to its usual effect.

Scanner: While you are not combat, you can observe a character to immediately know their Level as well as their Job. You can also make a DC 8 check and if you succeed, you also know their Talents.

Sceptic: You have Advantage on all checks related to understanding whether someone is lying or withholding information.

Shrouded One: You have Advantage on all checks related to hiding or staying undetected.

Simdemehkiym: You are fluent in 2 languages and can learn new ones in a matter of days.

Skywatcher: You can accurately predict the weather in your current location for the next week.

Spira's Historian: You have knowledge on all important historical facts about the world. Furthermore, you have Advantage on recollecting and making connections to more obscure historical events.

Spoony Bard: You have perfectly mastered one music instrument of your choice. Furthermore, you can play any music piece on any music instrument to a convincing degree.

Starplayer: You are among the best in the world in one sport or game of your choice.

Strange Gourmand: You can spend an hour to prepare a tasty meal from almost anything that can be found in stores or in nature.

Tantalus Performer: You can use magic to create simple effects, including various voices and noises, small flames and gusts of wind.

Theologian: You have perfect knowledge on all religions in the world, including their deities, as well as their different customs and factions.

Thief's Caution: You have Advantage on all checks related to noticing possible ambushes or hostile intentions of characters.

Walkthrough: You have Advantage on all checks related to finding hidden locations and passages.

Weaver: Given enough time and materials, you are able to create any kind of cloth or clothing.

Yin and Yang: While not in combat, you can meditate for a few minutes to gain the following benefit: Reduce your MP by an amount of your choice and increase your HP by the same amount.

Jobs

"Off my seat, Jester. The King sits there."
– Noctis

Your character's Job determines his or her combat proficiencies including abilities, attributes and equipment expertise. A character's combat prowess increases further as he or she specializes in a job by gaining experience and Levels. All available jobs are detailed in their **Job descriptions** right after this page. We recommend that you print or copy the description of your chosen Job to use as the second page of your character sheet. Your character's attributes initially all start at 0 and increase by progressing in a job. The **Basic Attributes** table shows your character's attribute gains and equipment expertise at Level 1. The **Abilities** table shows which spells and techniques your character learns at different Levels.

Archetype

When your character reaches **Level 4** in his or her Job, you have to decide between one of its two Archetypes. Archetypes represent play styles within a job and can be regarded as taking different approaches to fulfil the same role. They emphasize progress in different aspects of combat by supporting a character's abilities through passive benefits. At Level 4, the chosen archetype grants your character Passive and Reaction abilities and also determines the attribute progression at further Levels.

Limit Break

Starting at **Level 5** you can choose any of your character's known abilities to become their Limit Break, which is an enhanced version of the original ability. You can only change the Limit Break to another ability during Level up and you can still use the chosen ability in its original version. When you use the Limit Break ability, it costs twice the amount of MP as usual and gains **one of the following** additional effects of your choice:

- The amount of damage dealt or HP restored by the original ability is doubled.

- If the original ability targets a single entity, you can target two entities within its range. If the ability targets an area, the target distance is doubled.

- If the original ability has an effect that lasts for a duration, the duration is doubled.

- If the original ability requires you or the target to pass a check, you can increase or decrease the DC by 2 depending on which benefits you.

Job Change

You can change your character's job only once during the adventure after reaching a Level up. Instead of increasing the Level of his or her old job, your character starts at Level 1 in the new job. When changing your character's job, he or she keeps all of the learned abilities, attribute improvements and equipment expertise from the old job. The only exception to this is the AGI attribute, where your character only gains the higher bonus between the two jobs. However, your character can only have a total maximum of 10 Levels between both jobs. Accordingly, the flexibility of changing jobs comes at the cost of not being able to become an expert in either one.

Example: Job Change

After fighting through the Wind Shrine and reaching its top, Bartz and his party realize that the Wind Crystal has already been destroyed. Regardless, the GM awards the party with a Level Up and everyone in the party except Bartz advances from Level 2 to 3. Bartz picks up one of the crystal shards and suddenly feels a rush of energy, which imbues him with magical powers. Instead of leveling up, he changes his job into Black Mage, starting at Level 1. Nevertheless, he keeps his attributes and the ability to equip swords and armor from his old Warrior job. In addition, his attributes are increased as noted in the job description for Level 1 Black Mages. The only exception is the AGI attribute, which he keeps from its old job since it is higher. Bartz also learns the spells "Fire", "Ice" and "Lightning" in addition to the "Rush" and "Beatdown" Techs that he already knows.

Black Mage

"You sure are a keen observer of the obvious, kupo!"
  – Montblanc

Black magic is a pathway to many abilities some consider to be unnatural. Black Mages are fragile in physical combat, but can wipe out multiple enemies from great distances and inflict nasty status effects. They can thus assert great control over the battlefield and are difficult to ignore for enemies.

Basic Attributes

Weapons:	Staff			
Armor:	Robe			
Level 1:	HP +17	MP +21	AGI +2	MAG +1
Level 2:	HP +5	MP +10	STR +1	RES +1
Level 3:	HP +10	MP +10	MAG +1	

Archetype: Arcanist

Magic Boost   Level 4
Whenever you cast Magic that targets a single entity, you can choose to also target everyone within 1u of him. The damage dealt to secondary targets is halved.

Critical Vanish   Level 4
Whenever you have more than 1 HP and an Attack would reduce you to 0 HP, you remain at 1 HP and gain Blink for 3 rounds or until you take an action.

Level 4:	HP +5	MP +5	MAG +2	DEF +1
Level 5:	HP +5	MP +10	RES +1	MAG +1
Level 6:	HP +5	MP +10	RES +1	DEF +1
Level 7:	HP +10	MP +10	MAG +1	
Level 8:	HP +5	MP +10	MAG +1	DEF +1
Level 9:	HP +10	MP +5	RES +1	MAG +1
Level 10:	HP +5	MP +10	RES +2	

Archetype: Scholar

Turbo MP   Level 4
Whenever you begin casting Magic, you can choose to double its range by also doubling the MP cost.

Return Magic   Level 4
Whenever you suffer damage caused by Magic, you can cast the same spell back to its caster. In doing this, you have to respect the cast time and MP cost of the spell. If you are already casting another spell, you have to break its concentration to use this effect.

Level 4:	MP +10	RES +1	DEF +1	MAG +1
Level 5:	HP +10	MP +10	MAG +1	
Level 6:	HP +5	MP +10	RES +1	MAG +1
Level 7:	HP +5	MP +10	MAG +2	
Level 8:	HP +5	MP +10	RES +1	DEF +1
Level 9:	HP +5	MP +10	RES +1	MAG +1
Level 10:	HP +10	MP +10	MAG +1	

Abilities

Fire   Level 1
MP: 4   **Target: Single**   **Time: 1r**   **Range: 3u**
You deal 2d fire damage to the target.

Blizzard   Level 1
MP: 4   **Target: Single**   **Time: 1r**   **Range: 3u**
You deal 2d ice damage to the target.

Thunder   Level 1
MP: 4   **Target: Single**   **Time: 1r**   **Range: 3u**
You deal 2d lightning damage to the target.

Blind   Level 2
MP: 6   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and suffers Blind for 3 rounds upon failure.

Bio   Level 3
MP: 8   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and suffers 2d damage and Poison for 3 rounds upon failure.

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.

Rasp   Level 6
MP: 4   **Target: Single**   **Time: 1r**   **Range: 5u**
You reduce the target's MP by 4d.

Quake   Level 7
MP: 22   **Target: 3u**   **Time: 2r**   **Range: 8u**
Deal 8d earth damage to everyone in the target area.

Flare   Level 8
MP: 24   **Target: Single**   **Time: 3r**   **Range: 5u**
You deal 9d+15 fire damage to the target.

Doom   Level 9
MP: 28   **Target: Single**   **Time: 1r**   **Range: 5u**
The target makes a DC 8 check and suffers KO after 3 rounds upon failure.

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

Dragoon

"Confident bastard, aren't you?"
    – Kain

Dragoons are masters of aerial combat, that strike their enemies with devastating attacks from the sky. They prefer spears as their weapon and have an affinity for the fire element. Even though they are humanoid, it is said that Dragoons have the soul of a dragon inside them.

Basic Attributes

Weapons: Spear
Armor: Heavy Armor

Level 1:	HP +23	MP +11	AGI +2,	STR +1
Level 2:	HP +5	MP +5	STR +1	RES +2
Level 3:	HP +10	MP +5	STR +1	DEF +1

Archetype: Dragon Knight

Flametongue ◉ Level 4
You gain permanent resilience against fire damage. Furthermore, whenever you deal damage by leaping on an enemy from above, you can choose to let the damage dealt be of magical and fire type.

Dragonheart ◈ Level 4
Whenever you deal or receive fire damage, you gain EnSTR until the end of your next turn.

Level 4:	HP +5	MP +10	RES +2	
Level 5:	HP +10	MP +10	STR +1	
Level 6:	HP +5	MP +10	DEF +1	RES +1
Level 7:	HP +10	MP +5	STR +2	
Level 8:	HP +10	MP +10	RES +1	
Level 9:	HP +5	MP +10	DEF +1	STR +1
Level 10:	HP +5	RES +2	DEF +2	

Archetype: Valkyrie

Duelist ◉ Level 4
As long as you are in combat with one enemy and there are no other allies or enemies within 3u of you, you gain Blink.

Final Attack ◈ Level 4
Whenever you receive damage that would cause to suffer KO, you can immediately use one of your abilities without any cast time before falling unconscious.

Level 4:	HP +5	MP +10	DEF +2	
Level 5:	HP +10	MP +10	RES +1	
Level 6:	HP +10	MP +5	STR +1	RES +1
Level 7:	HP +5	MP +5	STR +2	DEF +1
Level 8:	HP +10	MP +5	DEF +1	RES +1
Level 9:	HP +5	MP +10	STR +2	
Level 10:	HP +10	MP +5	DEF +1	RES +1

Abilities

Jump ◉ Level 1
MP: 3   Target: Single   Time: 1r   Range: 3u
When you begin using this Tech, you jump 3u up into the air. After the cast time is up, you leap onto the target and make an Attack on him.

Lancet ◉ Level 2
MP: 3   Target: Single   Time: 1r   Range: 3u
You reduce the target's HP and MP by 1d and increase your HP and MP by the same amount.

Fire Breath ◈ ◉ Level 3
MP: 7   Target: 3u (front)   Time: 0r   Range: Self
You deal 4d fire damage to everyone in the target area.

Double Jump ◉ Level 5
MP: 9   Target: Single   Time: 1r   Range: 4u
When you begin using this tech, you jump 3u up into the air. After the cast time is up, you leap onto the target and make an Attack on him. You can then leap to another location within 3u. If you land on another enemy you can make an Attack on him too.

Full Thrust ◉ Level 6
MP: 7   Target: 5u (line)   Time: 0r   Range: Self
You dash forward in a up to 5u long line. Make an Attack on everyone in the way by making one damage roll that is applied to all targets that fail to evade.

Roar ◈ ◉ Level 7
MP: 8   Target: 3u   Time: 0r   Range: Self
Everyone within the target area makes a DC 9 check and suffers Immobile for 1 round upon failure.

Revenge ◉ Level 8
MP: 12 Target: Single Time: 0r Range: Weapon
Make an Attack on an enemy that has damaged you in the last round. On hit, you inflict the damage that he dealt to you before, on top of the usual damage.

Dragon Dive ◈ ◉ Level 9
MP: 16   Target: 3u   Time: 2r   Range: 5u
When you begin using this Tech you jump 3u up into the air. After the cast time is up you leap on the target and deal 7d fire damage to everyone in the target area except yourself.

Highwind ◉ Level 10
MP: 26 Target: Single Time: 0r Range: Weapon
You make an Attack on the target that is guaranteed to hit and then jump 4u up into the air. The target is launched 3u into the air as well for 1 round. At the beginning of your next turn, you dive downwards, striking the target into the ground and scoring a Critical Hit on him.

Marksman

"I play the leading man; who else?"
  – Balthier

Marksmen are experts of all kinds of ranged weapons that strike from great distance. Skilled Marksmen can see through their enemies, allowing them to know target's strengths and weaknesses. Therefore they can not only deal significant ranged damage, but also disable enemies with special techniques. For the Marksman there is but one rule: hunt or be hunted.

Basic Attributes

Weapons: Bow, Gun
Armor: Light Armor

Level				
Level 1:	HP +19	MP +12	AGI +2	STR +1
Level 2:	HP +5	MP +10	STR +1	DEF +1
Level 3:	HP +10	MP +5	STR +1	RES +1

Archetype: Ranger

Recoil ◎ Level 4
Whenever you make a successful Attack, you can immediately move 1u even when wielding a bow.

Magic Evade Ⓝ Level 4
You can evade Magic by passing an evasion check, the same way you evade Attacks.

Level				
Level 4:	HP +10	MP +10	STR +1	
Level 5:	HP +5	MP +10	DEF +2	
Level 6:	HP +10	MP +10	RES +1	
Level 7:	HP +5	MP +10	STR +1	RES +1
Level 8:	HP +5	MP +5	RES +1	DEF +2
Level 9:	HP +5	MP +10	RES +1	STR +1
Level 10:	HP +10	MP +5	STR +2	

Archetype: Sniper

Concentrate ◎ Level 4
Whenever you Attack an enemy, he has Disadvantage on the evasion check.

Auto-Item Ⓝ Level 4
Whenever you suffer any damage, you can immediately use an Item. You can only use this effect once per round.

Level				
Level 4:	HP +5	MP +5	STR +2	RES +1
Level 5:	HP +10	MP +10	DEF +1	
Level 6:	HP +5	MP +10	STR +1	DEF +1
Level 7:	HP +5	MP +5	STR +1	RES +2
Level 8:	HP +5	MP +10	DEF +1	RES +1
Level 9:	HP +10	MP +5	STR +2	
Level 10:	HP +5	MP +5	RES +1	STR +2

Abilities

Big Shot ◎ Level 1
MP: 3 Target: Single Time: 0r Range: Weapon
Make an Attack on the target. If you hit, the damage dealt ignores the target's DEF.

Lay Trap ⬡ ◎ Level 2
MP: 4   Target: 1u   Time: 1r   Range: Self
You set a trap where you are standing. An enemy that walks over it makes a DC 9 check and suffers 2d damage and Immobile for 1 round upon failure. The trap disappears once it is activated.

Libra 🔍 Level 3
MP: 5   Target: Single   Time: 0r   Range: 3u
You analyse the target thoroughly and know his Resiliences, Weaknesses, Immunities, as well as his current HP and MP.

Quick Shot ◎ Level 5
MP: 9 Target: Single Time: 0r Range: Weapon
You make an Attack after which you can immediately begin using an Ability or Item on the same turn.

Pierceshot ◎ Level 6
MP: 7 Target: 10u (line) Time: 0r Range: Self
You make an Attack against all targets in a line, by making one damage roll that applies to everyone that fails to evade.

Poison Ammo 🎲 ◎ Level 7
MP: 8 Target: Single Time: 0r Range: Weapon
Make an Attack on the target. If you hit, the damage dealt is magical and the target makes a DC 8 check. Upon failure, he suffers Poison for 3 rounds.

Target MP ◎ Level 8
MP: 4 Target: Single Time: 1r Range: Weapon
Make an Attack on the target. If you hit, you reduce his MP by the amount of damage dealt instead of his HP.

Smoke Bomb ✳ 🔷 ◎ Level 9
MP: 12   Target: 3u   Time: 1r   Range: 5u
You create a smoke cloud that inhibits vision in the target area for 5 rounds. Everyone inside the cloud suffers Blind, but gains Blink.

Barrage ◎ Level 10
MP: 22 Target: Single Time: 1r Range: Self
For up to 3 rounds you make 2 consecutive Attacks as your action on every turn. As long as this effect is active, you cannot move or take other actions. You can choose to end this effect at the start of every turn.

Monk

"Now I know why I have these stupid muscles!"
– Sabin

Monks are adept melee fighters that posses a deadly combination of strength and technique. While they do not have expertise in using magic, Monks can produce similarly incredible effects by tapping into their inner life force. A skilled monk absorbs what is useful, discards what is useless and adds what is specifically his own.

Basic Attributes

Weapons: Claw
Armor: Light Armor

Level 1:	HP +22	MP +10	AGI +4
Level 2:	HP +10	MP +5	STR +2
Level 3:	HP +10	MP +10	DEF +1

Archetype: Black Belt

Unscarred ◎ Level 4
As long as your current HP is equal to your maximum HP, the STR bonus that is added to the damage dealt by your Attacks is doubled.

Strikeback ⚡ Level 4
Whenever you successfully evade an Attack by an enemy, immediately make an Attack on him.

Level 4:	HP +10	MP +5	STR +2	
Level 5:	HP +5	MP +10	DEF +1	RES +1
Level 6:	HP +10	MP +5	STR +1	RES +1
Level 7:	HP +10	MP +5	STR +1	DEF +1
Level 8:	HP +10	MP +5	STR +2	
Level 9:	HP +5	MP +10	STR +1	RES +1
Level 10:	HP +10	MP +10	STR +1	

Archetype: Templar

Lifestream ◎ Level 4
If you do not have enough MP to use an ability you can instead choose to reduce your HP by the amount of its MP cost in order to use it.

Replenish MP ⚡ Level 4
Whenever you suffer physical damage, increase your MP by 1d.

Level 4:	HP +5	MP +10	STR +1	RES +1
Level 5:	HP +10	MP +5	DEF +2	
Level 6:	HP +5	MP +10	STR +2	
Level 7:	HP +10	MP +5	RES +2	
Level 8:	HP +10	MP +10	STR +1	
Level 9:	HP +5	MP +10	RES +1	STR +1
Level 10:	HP +10	MP +10	STR +1	

Abilities

Boost ⚔ ◎ Level 1
MP: 3   **Target: Single**   **Time: 0r**   **Range: Self**
You gain EnSTR until the end of your next turn.

Chakra ◎ Level 2
MP: 6   **Target: Single**   **Time: 1r**   **Range: Self**
You regain 1d HP and remove all Status Effects that you are currently suffering.

Kick ◎ Level 3
MP: 8   **Target: 1u**   **Time: 0r**   **Range: Self**
You make an Attack against all enemies within 1u of you, by making one damage roll that applies to all affected targets that fail to evade. All targets that fail to evade are also knocked back by 1u.

Pummel ◎ Level 5
MP: 9   **Target: Single**   **Time: 0r**   **Range: Weapon**
You make 2 consecutive Attacks against the target.

Vigilance ✦ ◎ Level 6
MP: 6   **Target: Single**   **Time: 0r**   **Range: Self**
You gain Blink until the end of your next turn.

Revive 💀 ◎ Level 6
MP: 16   **Target: Single**   **Time: 3r**   **Range: 1u**
You remove KO from the target and increase his HP by 1.

Aurablast ◎ Level 7
MP: 7   **Target: Single**   **Time: 0r**   **Range: 3u**
You deal 4d magical damage to the target.

Meteor Strike ◎ Level 8
MP: 16   **Target: Single**   **Time: 0r**   **Range: Weapon**
You slam the target into the ground dealing 7d damage. In doing this, you can also leap to a location of your choice within 3u.

Blitz ◎ Level 9
MP: 5   **Target: Single**   **Time: 0r**   **Range: Self**
You use two different Techs consecutively in the same turn. In doing this, you have to respect additional MP costs and cast times of both Techs. If an enemy is affected by both Techs, deal an additional 4d damage to him.

Final Heaven ◎ Level 10
MP: 24   **Target: Single**   **Time: 0r**   **Range: Weapon**
You deal 6d damage to the target and knock him back by 3u. If he hits a wall or a similarly solid object in doing so, you deal another 4d damage to him.

Red Mage

"Oh, I'll show you how lightning strikes."
– Lightning

Red Mages are very versatile characters, that possess a wide variety of abilities. They are capable of using offensive and defensive spells, but can also hold their own in melee combat. Although they excel in neither discipline, their incredible flexibility and speed makes Red Mages a force to be reckoned with.

Basic Attributes

Weapons: Staff, Sword
Armor: Light Armor, Robe

Level 1:	HP +20	MP +16	AGI +3	STR +1
Level 2:	HP +5	MP +10	MAG +1	DEF +1
Level 3:	HP +10	MP +5	RES +2	

Archetype: Ravager

Overwhelm   Level 4
Whenever you inflict damage to an enemy that you have already damaged within the previous round, your damage dealt ignores the target's DEF and RES.

Swiftcast   Level 4
Whenever you suffer damage while not concentrating, you can immediately use an ability without cast time. You can only use this effect once per round.

Level 4:	HP +5	MP +10	MAG +1	RES +1
Level 5:	HP +10	MP +5	STR +2	
Level 6:	HP +5	MP +10	MAG +2	
Level 7:	HP +10	MP +5	STR +1	DEF +1
Level 8:	HP +5	MP +10	STR +1	MAG +1
Level 9:	HP +10	MP +10	RES +1	
Level 10:	HP +5	MP +10	MAG +1	DEF +1

Archetype: Spellblade

Magic Weapon   Level 4
Whenever you cast Magic, you can choose to store the spell inside your weapon. If you do this, the spell costs only half as much MP as usual. The spell then takes effect on the next target that you hit with an Attack on top of your usual damage. You cannot store more than one spell at once inside your weapon.

Mana Shield   Level 4
Whenever your HP is reduced, you can instead choose to reduce your MP by the same amount.

Level 4:	HP +10	MP +5	STR +1	DEF +1
Level 5:	HP +5	MP +10	MAG +2	
Level 6:	HP +10	MP +5	STR +2	
Level 7:	HP +5	MP +10	DEF +1	STR +1
Level 8:	HP +10	MP +5	STR +1	MAG +1
Level 9:	HP +5	MP +10	DEF +1	RES +1
Level 10:	HP +10	MP +10	STR +1	

Abilities

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

Poison   Level 2
MP: 6   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Fira   Level 3
MP: 8   **Target: Single**   **Time: 1r**   **Range: 4u**
You deal 4d fire damage to the target.

Blizzara   Level 3
MP: 8   **Target: Single**   **Time: 1r**   **Range: 4u**
You deal 4d ice damage to the target.

Thundara   Level 3
MP: 8   **Target: Single**   **Time: 1r**   **Range: 4u**
You deal 4d lightning damage to the target.

Silence   Level 5
MP: 6   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Esuna   Level 6
MP: 6   **Target: Single**   **Time: 1r**   **Range: 3u**
You remove all Status Effects except KO from the target.

Elemental Strike   Level 7
MP: 4 **Target: Single** **Time: 0r** **Range: Weapon**
Choose an element (e.g. fire) and make an Attack. If you hit, the damage is of magical type with the chosen element.

Wall   Level 8
MP: 10   **Target: Single**   **Time: 1r**   **Range: 3u**
The target gains EnDEF and EnRES for 3 rounds.

Imperil   Level 8
MP: 10   **Target: Single**   **Time: 1r**   **Range: 3u**
The target suffers DeDEF and DeRES for 3 rounds.

NulElement   Level 9
MP: 12   **Target: Single**   **Time: 1r**   **Range: 5u**
Choose an element (e.g. fire). The target does not suffer any damage of the chosen element for 3 rounds.

Dualcast   Level 10
MP: 4   **Target: Single**   **Time: 0r**   **Range: Self**
You begin casting and concentrating on two spells of your choice simultaneously, but need to spend the necessary MP for both.

Sentinel

"Allow me to shatter your delusions of grandeur."
– Beatrix

Sentinels are masters of defensive combat that will rarely fall in a battle. Their special abilities allow them to not only withstand incredible amounts of damage, but also provide protection to their allies. A capable Sentinel is often the last thing standing between the party and certain death.

Basic Attributes

Weapons: Sword
Armor: Heavy Armor

Level 1:	HP +28	MP +13	AGI +3	DEF +1
Level 2:	HP +10	MP +10	STR +1	RES +1
Level 3:	HP +10	MP +10	DEF +1	

Archetype: Defender

Provoke   Level 4
Whenever you successfully Attack an enemy, you can try to provoke him. If you do so, he has to make a DC 7 check and upon failure he has to target you with an action on his next turn if possible.

Block   Level 4
Whenever an enemy within 1u of you tries to move away from you, he has make a DC 7 check. Upon failure, he suffers Immobile until the start of his next turn, preventing him from moving any further on this turn.

Level 4:	HP +10	MP +5	DEF +1	STR +1
Level 5:	HP +10	MP +5	STR +1	DEF +1
Level 6:	HP +10	MP +10	RES +1	
Level 7:	HP +10	MP +5	STR +1	DEF +1
Level 8:	HP +10	MP +5	RES +1	DEF +1
Level 9:	HP +10	MP +5	DEF +2	
Level 10:	HP +10	MP +5	STR +2	

Archetype: Paladin

Holy Guard   Level 4
As long as there is an ally within 1u of you, both of you gain Blink. This benefit cannot apply to more than one ally at once.

Cover   Level 4
Whenever an ally within 1u of you receives physical damage, you can decide to direct half of the total damage dealt on yourself instead of onto your ally.

Level 4:	HP +10	MP +10	DEF +1	
Level 5:	HP +10	MP +5	RES +1	DEF +1
Level 6:	HP +10	MP +5	STR +2	
Level 7:	HP +10	MP +5	RES +2	
Level 8:	HP +10	MP +5	STR +1	DEF +1
Level 9:	HP +10	MP +10	STR +1	
Level 10:	HP +5	MP +10	RES +1	DEF +1

Abilities

Guard   Level 1
MP: 3   Target: Single   Time: 0r   Range: Self
You gain EnDEF until the end of your next turn.

First Aid   Level 2
MP: 5   Target: Single   Time: 0r   Range: 1u
Choose a target that has received damage within one round, including yourself. The target regains 2d HP.

Powerbreak   Level 3
MP: 10 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you hit, he suffers DeSTR and DeMAG for 3 rounds on top of the damage dealt.

Mediguard   Level 5
MP: 9   Target: Single   Time: 1r   Range: Self
You gain EnDEF for 3 rounds and when this effect ends, you regain 2d HP.

Earth Wall   Level 6
MP: 10   Target: 3u (line)   Time: 1r   Range: 3u
You create a 3u tall and wide wall of earth that blocks the path. The wall breaks down after 5 rounds or upon suffering a total of 30 damage.

Threaten   Level 7
MP: 8   Target: Single   Time: 1r   Range: 3u
The target makes a DC 8 check and suffers Immobile for 3 rounds upon failure.

Astra   Level 8
MP: 11   Target: Single   Time: 1r   Range: 3u
For the next 3 rounds, the target becomes Immune to all Status Effects.

Mow Down   Level 9
MP: 16 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you hit, the target suffers the difference between your current and your maximum HP instead of your usual damage.

Omniguard   Level 10
MP: 30   Target: Single   Time: 1r   Range: Self
For the next 3 rounds, you cannot suffer any damage.

Summoner

"I don't like your plan. It sucks."
– Yuna

Summoners are powerful spellcasters that can summon magical beasts to aid them in combat. They create a strong bond to their summon allowing the summoner to control their incredible powers to his will. While the summoners themselves focus on using defensive magic, their summons can wreak havoc unlike any human being.

Basic Attributes

Weapons: Staff
Armor: Robe

Level				
Level 1:	HP +16	MP +19	AGI +2	MAG +1
Level 2:	HP +5	MP +10	RES +1	STR +1
Level 3:	HP +10	MP +10	MAG +1	

Archetype: Devout

Soulbind   ◎   Level 4
On your turn, your currently active summon can cast a spell where he can spend your MP in addition to his own and the spell's cast time is reduced by 1 round. You have to skip your own turn to use this effect.

Sacrifice   🅽   Level 4
Whenever your currently active summon would receive any damage, you can choose to reduce your own HP by the same amount instead.

Level				
Level 4:	HP +5	MP +10	RES +1	DEF +1
Level 5:	HP +10	MP +10	MAG +1	
Level 6:	HP +5	MP +10	MAG +1	RES +1
Level 7:	HP +5	MP +10	RES +2	
Level 8:	HP +10	MP +10	DEF +1	
Level 9:	HP +5	MP +10	MAG +1	RES +1
Level 10:	HP +10	MP +10	MAG +1	

Archetype: Evoker

Channel   ◎   Level 4
On your turn, you can choose to cast a spell known by your currently active summon and the spell's cast time is reduced by 1 round. The summon has to skip his turn to you use this effect.

Lifesiphon   🅽   Level 4
Whenever you would receive any damage, you can choose to reduce the HP of your currently active summon by the same amount instead.

Level				
Level 4:	HP +10	MP +5	MAG +1	DEF +1
Level 5:	HP +10	MP +10	RES +1	
Level 6:	HP +5	MP +10	MAG +1	RES +1
Level 7:	HP +10	MP +5	DEF +1	RES +1
Level 8:	HP +5	MP +10	MAG +2	
Level 9:	HP +5	MP +10	RES +1	MAG +1
Level 10:	HP +10	MP +10	RES +1	

Abilities

Summon   🔲   Level 1
MP: 8   **Target: Single**   **Time: 3r**   **Range: Self**
You summon a creature that acts with you on your turn, following your command. The summon is dismissed when you or the summon suffers KO, but you can also dismiss it whenever you want. Once dismissed, you cannot summon the same creature again on the same day. All creatures that you can summon at different Levels are shown on the next page.

Pray   🔲   Level 2
MP: 5   **Target: 1u**   **Time: 1r**   **Range: Self**
Everyone in the target area regains 1d HP.

Image   🕸 🔲   Level 4
MP: 10   **Target: 1u**   **Time: 1r**   **Range: 3u**
The target gains Blink for 3 rounds.

Toad   🔲   Level 6
MP: 16   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and is turned into a toad upon failure for 3 rounds or until he receives any damage. While being a toad, the target cannot talk or take any action and can only move 1u per turn.

Dispel   🔲   Level 8
MP: 20   **Target: Single**   **Time: 1r**   **Range: 3u**
All Resiliences and Immunities of the target are removed for 3 rounds. Also, all beneficial Status Effects that are active on the target when this spell takes effect are completely removed as well.

Twin Summon   🔲   Level 10
MP: 28   **Target: Single**   **Time: 5r**   **Range: Self**
You summon two different creatures that both follow your command and act with you on your turn. The summons are dismissed when you or they suffer KO, but you can also dismiss them whenever you want. Once dismissed, you cannot summon the same creature again on the same day. All creatures that you can summon at different Levels are shown on the next page.

Summons

Carbuncle — Level 1

HP:	20	MP:	36
STR:	1	DEF:	0
MAG:	2	RES:	2
AGI:	3	Size:	S

Tackle: 1d DMG

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.

Ifrit — Level 3

HP:	50	MP:	36
STR:	2	DEF:	3
MAG:	1	RES:	0
AGI:	3	Size:	M

Claw: 2d DMG
Resilience: **Weakness:**

Fire
MP: 4   Target: Single   Time: 1r   Range: 3u
You deal 2d fire damage to the target.

Hellfire
MP: 12   Target: 2u   Time: 1r   Range: Self
You deal 4d fire damage to everyone in the target area except yourself.

Shiva — Level 5

HP:	60	MP:	80
STR:	1	DEF:	1
MAG:	5	RES:	4
AGI:	3	Size:	M

Icicle: 2d DMG, 3u Range
Resilience: **Weakness:**

Deprotect
MP: 5   Target: Single   Time: 1r   Range: 3u
The target suffers DeDEF for 3 rounds.

Deshell
MP: 5   Target: Single   Time: 1r   Range: 3u
The target suffers DeRES for 3 rounds.

Ice Wall
MP: 10   Target: 3u (line)   Time: 1r   Range: 3u
You create a 3u tall and wide wall of ice that blocks the path for 5 rounds. The wall breaks down after 3 rounds or upon suffering a total of 30 damage.

Diamond Dust
MP: 20   Target: 3u (front)   Time: 1r   Range: Self
All enemies in the target area suffer 6d ice damage and Immobile for 1 round.

Phoenix — Level 7

HP:	70	MP:	90
STR:	0	DEF:	2
MAG:	6	RES:	8
AGI:	2	Size:	M

Beak: 1d DMG
Immune: All Status Effects   **Resilience:**

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

Shell
MP: 5   Target: Single   Time: 1r   Range: 3u
The target gains EnRES for 3 rounds.

Curaga
MP: 18   Target: 1u   Time: 1r   Range: 3u
Everyone in the target area regains 6d HP.

Full-Life
MP: 28   Target: Single   Time: 3r   Range: 3u
Remove KO from the target and fully heal his HP.

Bahamut — Level 9

HP:	100	MP:	140
STR:	8	DEF:	6
MAG:	7	RES:	4
AGI:	4	Size:	L

Claw: 3d DMG, 2u Range
Immune: All Status Effects   **Resilience:**

Obliterating Breath
MP: 20   Target: 3u (front)   Time: 1r   Range: 3u
Everyone in the target area makes a DC 8 check and suffers 4d damage as well as Poison and Blind for 3 rounds upon failure.

Banish
MP: 30   Target: Single   Time: 1r   Range: 3u
The target makes a DC 8 check and upon failure he is banished into another dimension and thus removed from the battlefield for 3 rounds.

Megaflare
MP: 40   Target: Single   Time: 3r   Range: 8u
You deal 10d+20 fire damage to the target.

Final Attack
If you are about to fall to 0 HP you may use one of your abilities without cost or cast time before falling KO.

Thief

"I PREFER the term "treasure hunter!"
– Locke

Thieves are extremely mobile melee fighters, who can quickly traverse the battlefield and are difficult to hit with physical attacks. They excel at "borrowing" items and money from enemies and have a heightened sense for worthwhile business. One would be advised to be careful when dealing with a Thief, they always have one more trick up their sleeve than you would expect.

Basic Attributes

Weapons:	Dagger			
Armor:	Light Armor			
Level 1:	HP +20	MP +14	AGI +4	
Level 2:	HP +5	MP +5	STR +2	DEF +1
Level 3:	HP +10	MP +10	RES +1	

Archetype: Assassin

First Strike   ◎   Level 4
At the start of each battle you automatically get the highest possible result for your initiative check.

Counter Attack   Ⓝ   Level 4
Whenever an enemy successfully hits you with an Attack, you can immediately make an Attack on him.

Level 4:	HP +10	MP +5	STR +1	DEF +1
Level 5:	HP +10	MP +10	STR +1	
Level 6:	HP +5	MP +5	DEF +2	RES +1
Level 7:	HP +5	MP +10	STR +2	
Level 8:	HP +10	MP +5	RES +2	
Level 9:	HP +5	MP +10	STR +2	
Level 10:	HP +10	MP +5	DEF +1	STR +1

Archetype: Treasure Hunter

Gilionaire   ◎   Level 4
Enemies drop twice the amount of Gil as usual, when slain by you.

Counter Steal   Ⓝ   Level 4
Whenever you successfully evade an Attack by an enemy, you can immediately use "Steal Gil" or "Steal Item" on him without any cost.

Level 4:	HP +5	MP +10	RES +1	DEF +1
Level 5:	HP +10	MP +5	STR +1	DEF +1
Level 6:	HP +5	MP +10	STR +1	RES +1
Level 7:	HP +10	MP +10	DEF +1	
Level 8:	HP +5	MP +10	STR +1	DEF +1
Level 9:	HP +5	MP +10	RES +2	
Level 10:	HP +10	MP +10	STR +1	

Abilities

Steal Gil   ◎   Level 1
MP: 3 Target: Single Time: 0r Range: Weapon
Make a DC 7 check and "borrow" up to 2d x 10 Gil from the target if you succeed.

Flee   ◎   Level 2
MP: 5   Target: 2u   Time: 1r   Range: Self
You and all allies within the target area can move twice the usual distance when running away from enemies for 3 rounds.

Steal Item   ◎   Level 3
MP: 5 Target: Single Time: 0r Range: Weapon
Make a DC 7 check and "borrow" an Item from the target if you succeed. Roll 1d and the item is a Potion on a 1-3, a Remedy on a 4, an Ether on a 5 and a Phoenix Down on a 6. The item may also be determined in any other way by the GM.

Vanish   ⚔ ◎   Level 5
MP: 10 Target: Single Time: 1r Range: Weapon
You become invisible for up to 1 minute (6 rounds) or until you take an action. While invisible, you gain Blink and have Advantage on all stealing related checks. Also, if you hit an Attack while invisible, you automatically score a Critical Hit.

Mug   ◎   Level 6
MP: 6 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you hit, steal 4d x 10 Gil from him on top of the damage dealt.

Quick Pockets   ◎   Level 7
MP: 7   Target: Single   Time: 0r   Range: 1u
You use two Items on the same turn.

Throw   ◎   Level 8
MP: 4   Target: Single   Time: 0r   Range: 4u
You throw a piece of equipment from your inventory on the target, dealing 8d damage if it is a weapon and 5d damage otherwise. Then, you make a DC 8 check and the equipment is destroyed upon failure.

Bribe   ◎   Level 9
MP: 5   Target: Single   Time: 1r   Range: 1u
You pay an amount of Gil to the target and make a check with DC 13 minus 1 per every 100 Gil you paid. If you succeed, the target leaves the battlefield. Some enemies may be Immune to this effect.

Mimic   ◎   Level 10
MP: ?   Target: ?   Time: 0r   Range: ?
You use an ability that was used by an ally or enemy on the battlefield within the previous round. In doing this, you have to respect the MP cost, cast time, target and range specifications of the copied ability.

Time Mage

"Playtime is over!"
   – Ultimecia

Time Mages are masters of time and space, who understand that imagination is more important than knowledge. They can the manipulate the flow of time and bend the fabric of reality to their advantage. While Time Mages rarely fight on their own, they can greatly influence an ongoing battle with their incredible abilities.

Basic Attributes

Weapons: Staff
Armor: Robe

Level 1:	HP +17	MP +25	AGI +2	MAG +1
Level 2:	HP +5	MP +10	RES +1	STR +1
Level 3:	HP +10	MP +10	DEF +1	

Archetype: Illusionist

Momentum   ◎ **Level 4**
Whenever you move at least 1u towards the target before casting a spell, its range is increased by 1u.

Warp Evade   Ⓜ **Level 4**
Whenever you are Attacked, you can evade by teleporting to a location of your choice within 3u. Afterwards, you cannot use any ability for 1 round including this one. You also cannot use this ability while concentrating.

Level 4:	HP +5	MP +10	MAG +2	
Level 5:	HP +10	MP +10	RES +1	
Level 6:	HP +5	MP +10	DEF +1	RES +1
Level 7:	HP +5	MP +10	MAG +1	RES +1
Level 8:	HP +5	MP +10	DEF +1	MAG +1
Level 9:	HP +5	MP +10	RES +2	
Level 10:	HP +5	MP +10	MAG +2	

Archetype: Oracle

Read Ahead   ◎ **Level 4**
You can always detect the presence of hostile characters or monsters within 50u.

Karma   Ⓜ **Level 4**
You always have one die in reserve with the very first one being a 6. Whenever someone within 3u of you (including yourself) makes a dice roll, you can alter the result by swapping one of the rolled dice with your reserve die if the roller allows you to do so.

Level 4:	HP +10	MP +5	RES +1	MAG +1
Level 5:	HP +5	MP +10	MAG +1	RES +1
Level 6:	HP +5	MP +10	DEF +2	
Level 7:	HP +10	MP +10	RES +1	
Level 8:	HP +5	MP +10	MAG +2	
Level 9:	HP +5	MP +10	RES +1	MAG +1
Level 10:	HP +5	MP +10	RES +2	

Abilities

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.

Slow   🗲 **Level 2**
MP: 10   **Target: Single**   **Time: 1r**   **Range: 3u**
For the next 3 rounds the target may either move or take an action on his turn but not both and all of his cast times are increased by 1 round.

Haste   🗲 **Level 3**
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.

Graviga   🗲 **Level 5**
MP: 16   **Target: 2u**   **Time: 2r**   **Range: 5u**
Everyone in the target area suffers 4d damage and can only move half their usual distance on their next turn.

Extend   🗲 **Level 6**
MP: 9   **Target: Single**   **Time: 0r**   **Range: 5u**
Choose a target that benefits or suffers from an effect that lasts for a limited duration. The duration of the effect is extended by 2 rounds.

Warp   🗲 **Level 6**
MP: 14   **Target: 1u**   **Time: 1r**   **Range: 10u**
You teleport to an unoccupied location of your choice that you can see within 10u.

Quicken   🗲 **Level 7**
MP: 20   **Target: Single**   **Time: 0r**   **Range: 3u**
The target gets to take an extra turn immediately after you. This effect does not change the turn order.

Float   🗲 **Level 8**
MP: 12   **Target: Single**   **Time: 1r**   **Range: 3u**
The target can levitate up to 3u above the ground from where he can move his usual distance for 3 rounds. He also cannot suffer any earth damage while floating.

Stop   🗲 **Level 9**
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.

Paradox   🗲 **Level 10**
MP: 45   **Target: 100u**   **Time: 0r**   **Range: Self**
You turn back time inside the target area by 10 seconds (1 round). All affected entities return to the state (HP, MP, Status Effects) and position they were in one round ago. However, your current MP is not subject the effect of "Paradox". Also, all affected targets except you have no recollection of occurrences in the last round.

Warrior

"...Whatever."
  – Squall

Warriors are specialists in melee combat, because of their strong physical offense and defense. They are proficient with powerful swords and armor, allowing them to become even more dangerous and durable. In his pursuit of ever stronger opponents, the experienced Warrior knows that there is always a bigger fish.

Basic Attributes

Weapons: Sword
Armor: Light Armor, Heavy Armor

Level 1:	HP +25	MP +12	AGI +3	STR +1
Level 2:	HP +10	MP +5	STR +1	DEF +1
Level 3:	HP +10	MP +10	RES +1	

Archetype: Dark Knight

Souleater   Level 4
Whenever you successfully Attack an enemy, you can additionally inflict dark damage equal to half of the damage dealt, to yourself and all enemies within 3u.

Blood Price   Level 4
Whenever an enemy or a willing ally within 5u spends MP, you can force him to spend an equal amount of HP instead if he has enough HP to do so. Afterwards, increase your own HP by half the amount spent.

Level 4:	HP +5,	MP +10	STR +1	RES +1
Level 5:	HP +10	MP +5	DEF +2	
Level 6:	HP +5	MP +10	STR +2	
Level 7:	HP +10	MP +5	STR +1	RES +1
Level 8:	HP +5	MP +5	DEF +1	RES +2
Level 9:	HP +10	MP +5	STR +1	DEF +1
Level 10:	HP +10	MP +10	RES +1	

Archetype: Fighter

Adrenaline   Level 4
Whenever you reduce an enemy to 0 HP, you can immediately take additional turn.

Blindside   Level 4
Whenever an enemy within 1u inflicts damage to an ally or receives damage by an ally, you can immediately make an Attack on him.

Level 4:	HP +10	MP +5	STR +2	
Level 5:	HP +5	MP +10	STR +1	DEF +1
Level 6:	HP +10	MP +5	DEF +1	RES +1
Level 7:	HP +5	MP +5	STR +2	
Level 8:	HP +10	MP +5	RES +2	
Level 9:	HP +5	MP +10	STR +1	DEF +1
Level 10:	HP +10	MP +5	DEF +2	

Abilities

Rush   Level 1
MP: 3 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you hit, you push him back by 1u on top of the damage dealt.

Beatdown   Level 2
MP: 5 Target: Single Time: 0r Range: Weapon
Make an Attack where the target has Advantage on the evasion check. If you hit, you score a Critical Hit.

Defensebreak   Level 3
MP: 10 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you hit, he suffers DeDEF and DeRES for 3 rounds on top of the damage dealt.

Bonecrusher   Level 5
MP: 8 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you hit, he suffers Immobile for 1 round on top of the damage dealt.

Focus   Level 6
MP: 6   Target: Target   Time: 1r   Range: Self
For the next 3 rounds, whenever you Attack an enemy, he has disadvantage on the the evasion check.

Bravery   Level 7
MP: 10   Target: 2u   Time: 1r   Range: Self
You and all allies within the target area gain EnSTR and EnMAG for 3 rounds.

Razor Gale   Level 8
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 wind element.

Army of One   Level 9
MP: 20   Target: 5u   Time: 1r   Range: Self
Make an Attack against every enemy in the target area by making one damage roll that applies to all affected targets that fail to evade. Furthermore, you gain Blink until the start of your next turn.

Omnislash   Level 10
MP: 30 Target: Single Time: 0r Range: Weapon
Make 3 separate Attacks against the target. Each time he rolls 4 or less on an evasion check, you score a Critical Hit.

White Mage

"Hey, that's Cloud's line! '...It's too dangerous, I can't get you involved...' Blah blah blah."
   – Aerith

White mages are experts of defensive magic and boast a variety of recovery and protective spells. While mediocre in physical combat, they also feature incredible resistance against magic. Where others will succumb to the God of Death, a skilled White Mage will face him and say: "Not today".

Basic Attributes

Weapons:	Staff			
Armor:	Robe			
Level 1:	HP +19	MP +22	AGI +2	RES +1
Level 2:	HP +5	MP +10	MAG +1	STR +1
Level 3:	HP +10	MP +5	RES +1	DEF +1

Archetype: Sage

Sap   ◎   Level 4
Whenever you inflict magical damage or Status Effects to an enemy, increase your MP by 1d.

Barrier   Ⓝ   Level 4
Whenever you would be affected by a spell that you are not the primary target of, you can choose to be completely unaffected.

Level 4:	HP +10	MP +10	MAG +1	
Level 5:	HP +5	MP +10	MAG +1	RES +1
Level 6:	HP +5	MP +10	DEF +1	MAG +1
Level 7:	HP +10	MP +10	MAG +1	
Level 8:	HP +5	MP +10	RES +2	
Level 9:	HP +10	MP +10	MAG +1	
Level 10:	HP +10	MP +10	MAG +1	

Archetype: Seer

Doctor's Code   ◎   Level 4
Whenever you heal a target's HP you can also make a DC 8 check. If you succeed, you may remove one Status Effect that the target is suffering from except KO.

Absorb MP   Ⓝ   Level 4
Whenever you are the target of an ability, increase your MP by half the amount that the caster spent on the action.

Level 4:	HP +5	MP +5	MAG +2	DEF +1
Level 5:	HP +5	MP +10	RES +2	
Level 6:	HP +10	MP +10	MAG +1	
Level 7:	HP +5	MP +10	RES +1	DEF +1
Level 8:	HP +10	MP +10	MAG +1	
Level 9:	HP +5	MP +10	RES +2	
Level 10:	HP +10	MP +10	RES +1	

Abilities

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

Protect   Level 2
MP: 5   **Target: Single**   **Time: 1r**   **Range: 3u**
The target gains EnDEF for 3 rounds.

Shell   Level 2
MP: 5   **Target: Single**   **Time: 1r**   **Range: 3u**
The target gains EnRES for 3 rounds.

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

Aero   Level 3
MP: 8   **Target: Single**   **Time: 1r**   **Range: 4u**
You deal 3d wind damage to the target.

Sleep   Level 5
MP: 6   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and suffers Sleep for 3 rounds upon failure.

Silence   Level 5
MP: 6   **Target: Single**   **Time: 1r**   **Range: 3u**
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Curaga   Level 6
MP: 16   **Target: 1u**   **Time: 2r**   **Range: 5u**
Everyone in the target area regains 6d HP.

Esunaga   Level 7
MP: 12   **Target: 2u**   **Time: 1r**   **Range: 5u**
You remove all Status Effects except KO from everyone in the target area.

Life   Level 8
MP: 24   **Target: Single**   **Time: 2r**   **Range: 3u**
Remove KO status from the target and increase his HP by 2d.

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

Auto-Life   Level 10
MP: 36   **Target: Single**   **Time: 3r**   **Range: 3u**
You summon a guardian angel that watches over the target. The next time he falls KO, he is instantly revived with 1 HP.

Equipment

"Oh, really, don't you know? These days all it takes for your dreams to come true is money and power."
   – President Shinra

Combat potency can be further improved through equipment. While **weapons** increase the damage dealt, **armor** protects against incoming damage. **Accessories** are miscellaneous pieces that can complement a character's gear. In addition, all equipment pieces may provide boosts to attributes or other useful effects. Every character can wear one weapon, one armor and two accessories. Accessories can be worn by everyone, but characters can only equip specific weapon and armor types depending on their job. Furthermore, characters can use **Items**, that provide quick benefits in and outside of combat, but are consumed after a single use. All items and unequipped possessions are stored in your character's **Inventory**.

Trading

Equipment and items can be looted from defeated foes and treasure chests or earned as rewards for completing a given task. But often the party will need to buy or sell specific things from shops and merchants. The currency used for trading is called **Gil** and typically comes in the form of coins. You can try buying and selling almost anything, as long as someone is willing to trade.

Example: Trading

Terra and her party visit an auction house to bet on rare items. Today is their lucky day, the item up for bid is a talking Chocobo! The party is impressed by this talented creature and decides to bid all of their savings, a total of 10000 Gil! At first it looks like they are outbidding everyone, but in the last second a loving father bids 500000 Gil and acquires the Chocobo as a present for his son. Maybe the party has better luck (or more money) next time...

Upgrading Equipment

Weapons and armor can be upgraded to higher Levels to become even more potent. All equipment pieces start at Level 1 and upgrading them at leasts takes an amount Gil and multiple hours of work. The GM may enforce additional restrictions on upgrades, such as requiring specific materials or expertise to complete them. Non-player characters may also upgrade equipment and accordingly higher Level pieces may be found in your world. An upgraded weapon or armor keeps its special effects, increases in potency and may also change its name or appearance as decided by the upgrader. There are special rules for some equipment types which are explained in **notes** in the following. The tables below shows the costs and effects of upgrading weapons and armor to different Levels.

Weapon Upgrades		
Level	**DMG**	**Upgrade Cost**
1	1d	1000 Gil
2	2d	2000 Gil
3	3d	Cannot be upgraded.

Armor Upgrades		
Level	**DEF / RES**	**Upgrade Cost**
1	See notes	1000 Gil
2	+1 / +1	2000 Gil
3	+1 / +1	Cannot be upgraded.

Legendary Equipment

Apart from normal weapons and armor, there is a special class of equipment that may or may not exist in your world called the Legendary Equipment. These are extraordinarily powerful weapons and armor with great relevance and accordingly tremendous effort is required to find them. Legendary Equipment pieces are always unique and cannot be upgraded or upgraded to.

Examples

In the following, some typical equipment pieces and items are shown. All weapons have a range of 1u by default. All Level 1 weapons and armor have a default value of 500 Gil, except for parts that have no unique effects (e.g. Mythril Sword), which are only worth half as much. The given lists are not exhaustive and the GM is encouraged to make changes and additions to them. Usually, the party starts the game with basic equipment (e.g. Mythril Sword), items (e.g. Potion) and some Gil. Instead of armor, characters may also wear ordinary clothes which only provide DEF +1 and cannot be upgraded.

Bows

Name	Effect
Mythril Bow	–
Dark Bow	If you successfully hit 3 Attacks on a target with this weapon, he suffers Blind for 3 rounds.
Elfin Bow	Whenever you Attack a target that is suffering a Status Effect, add 1d to the damage dealt.
Killer Bow	On Critical Hit, the target instantly suffers KO.
Note: Bows have a range of 5u. If you Attack with a bow, you cannot also make your usual movement on the same turn.	

Daggers

Name	Effect
Mythril Knife	–
Assassin's Dagger	On Critical Hit, the target instantly suffers KO.
Gladius	The DC of all checks related to stealing is reduced by 1.
Main Gauche	If there is an ally of you within 1u of the target, add 1d to the damage dealt by Attacks with this weapon.

Guns

Name	Effect
Mythril Gun	–
Fomalhaut	The damage dealt by this weapon is of magical type.
Machine Gun	Whenever you Attack, you can also inflict 1d damage to another enemy within 1u of the original target.
Tiny Bee	After every Attack, you can immediately move 1u.
Note: Guns have a range of 3u. Their damage is not directly increased by STR. Instead, a gun's DMG is increased by 1d for every 3 STR that its wielder has.	

Knuckles

Name	Effect
Mythril Knuckles	–
Cat Claws	For Attacks with this weapon, the target's evasion DC is increased by 1.
Kaiser Knuckles	If you successfully hit 3 Attacks on a target with this weapon, he suffers Immobile for 3 rounds.
Tiger Fangs	Whenever the target of your Attacks rolls 3 or less on the evasion check, you score a Critical Hit.

Spears

Name	Effect
Mythril Spear	–
Gae Bolg	You gain Advantage on all initiative checks.
Longinus	If you successfully hit 3 Attacks on a target with this weapon, he suffers Poison for 3 rounds.
Trident	This weapon targets both the original target and anyone directly behind him.
Note: Spears have a range of 2u.	

Staves

Name	Effect
Mythril Staff	–
Elemental Staff	This weapon has to be of a specific element (e.g. fire) and can have an according name (e.g. "Flame Staff"). Whenever you deal damage of that element, add 1d to the amount.
Healing Staff	Whenever you heal HP with an ability, add 1d to the amount.
Lilith Staff	While you are concentrating, you can still evade Attacks.
Malboro Staff	When you use Magic that inflicts malicious Status Effects, the DC that the target needs to pass is increased by 1.
Stardust Staff	While above 0 MP, you can cast Magic that costs more than you currently have, by spending all your remaining MP.
Note: Staves increase the wielder's MAG by one per weapon Level (e.g. a Level 1 staff gives MAG +1). In exchange, staves do not increase in DMG when upgraded.	

Swords

Name	Effect
Mythril Sword	–
Buster Sword	On every Critical Hit, quadruple your usual damage (instead of doubling).
Gunblade	Whenever you use an ability, you can make an up to 3u long ranged Attack in addition. For this Attack, you do not add your STR to the damage dealt.
Joyeuse	Whenever you inflict any Status Effect, increase its duration by 1 round.
Organyx	Whenever you successfully Attack an enemy, increase your MP by 1d.
Save the Queen	Whenever you or an ally within 1u is affected by Magic, you can halve the damage dealt by passing a DC 9 check.

Heavy Armor	
Name	**Effect**
Mythril Armor	–
Crystal Mail	Resilience: ice
Demon Mail	Resilience: dark
Diamond Armor	Resilience: lightning
Dragon Mail	Resilience: fire
Knight's Armor	STR +1
Mirror Mail	Immunity: Silence

Note: All Heavy Armor provide DEF +2 at armor Level 1.

Light Armor	
Name	**Effect**
Mythril Vest	–
Gaia Gear	Resilience: earth
Kenpo Gi	Immunity: Blind
Minerva	Resilience: ice
Mirage Vest	Immunity: Sleep
Ninja Gear	Immunity: Immobile
Power Vest	STR +1
Red Jacket	Resilience: fire
Survival Vest	Maximum HP +5

Note: All Light Armor provide DEF +1 and RES +1 at armor Level 1.

Robes	
Name	**Effect**
Silk Robe	–
Black Robe	Immunity: Poison
Cotton Robe	Resilience: wind
Luminous Robe	Resilience: holy
Magus Robe	MAG +1
Scholar's Robe	Maximum MP +5
White Robe	Immunity: Sleep

Note: All Robes provide RES +2 at armor Level 1.

Legendary Weapons		
Name	**Type**	**Effect**
Omega Weapon	Any	Maximum HP +10. This weapon can be of any type (e.g. Sword).
Ultima Weapon	Any	Maximum MP +10. This weapon can be of any type (e.g. Sword).
Artemis	Bow	Attacks by this weapon cannot be evaded.
Mage Masher	Dagger	Inflict the same damage on the target's MP as on his HP.
Death Penalty	Gun	Whenever you KO an enemy, you can instantly make another Attack.
Godhand	Knuckle	The damage dealt by this weapon is of magical and holy type.
Gungnir	Spear	Whenever you leap on a target from above, deal 1d additional lightning damage.
Nirvana	Staff	Whenever you cast Magic that causes damage or heals HP, add 1d to the amount.
Zeus Mace	Staff	Whenever you successfully cast Magic you regain 1d MP.
Excalibur	Sword	On hit, deal 1d holy damage in addition.
Masamune	Sword	Damage dealt by this weapon ignores Resilience.
Ragnarok	Sword	When your HP is below 10% of its maximum, every Attack that you hit with this weapon is a Critical Hit.

Note: All Legendary Weapons provide 4d DMG and are also subject to specific rules of their type.

Legendary Armor		
Name	**Type**	**Effect**
Genji Armor	Heavy Armor	STR +2
Maximillian	Heavy Armor	Maximum HP +10
Black Garb	Light Armor	You gain Advantage on all initiative checks.
Brave Suit	Light Armor	All benefits gained by the EnATR status are doubled.
Lordly Robes	Robe	Resilience: All elemental damage
Sage Robe	Robe	Maximum MP +10

Note: All Legendary Armor provide DEF +4 and RES +4.

🍥	Accessories		🍥

Name	Value	Effect
Mythril Shield	500 Gil	DEF +1
Power Armlet	500 Gil	STR +1
Rune Bracers	500 Gil	RES +1
Battle Boots	750 Gil	Immunity: Immobile
Silver Glasses	750 Gil	Immunity: Blind
Star Pendant	750 Gil	Immunity: Poison
White Cape	750 Gil	Immunity: Silence
Thief Gloves	1000 Gil	You have Advantage on all checks related to stealing.
Protect Ring	1250 Gil	Whenever you suffer an Attack, you gain EnDEF for 1 round.
Circlet	1500 Gil	RES +1, MAG +1
Grand Helmet	1500 Gil	STR +1, DEF +1
Safety Bit	1500 Gil	Immunity: KO
Champion Belt	2000 Gil	STR +1, Immunity: DeATR
Germinas Boots	2500 Gil	You can jump twice as high as usual.
Black Belt	3000 Gil	Maximum HP +10
Moogle Charm	4000 Gil	Glows when there is a monster within 50u of you.
Hero's Shield	5000 Gil	DEF +1, RES +1, Immunity: Sleep
Feather Boots	6000 Gil	You can levitate up to 1u above the ground.
Hermes Sandals	7000 Gil	AGI +1
Genji Helmet	9000 Gil	Resilience: magical
Genji Shield	9000 Gil	Resilience: physical
Genji Gloves	9999 Gil	Whenever you make an Attack, you can make a second one immediately after.
Ribbon	9999 Gil	Immunity: All Status Effects
Gold Hairpin	9999 Gil	Whenever you use Magic, the MP cost is halved.
Dragon Seal	??? Gil	Proof of slaying a dragon god.
Omega Badge	??? Gil	Proof of defeating an ancient weapon.

Note: For some accessories it does not make sense to wear two of the same type (e.g. shields).

♟	Items		♟

Name	Value	Effect
Gysahl Greens	25 Gil	Vegetable well-known as a Chocobo's favorite food.
Antidote	50 Gil	Removes Poison.
Eyedrops	50 Gil	Removes Blind.
Echo Grass	50 Gil	Removes Silence.
Gold Needle	50 Gil	Remove Immobile.
Arctic Wind	100 Gil	The target suffers 2d ice damage.
Bomb Fragment	100 Gil	The target suffers 2d fire damage.
Lightning Gem	100 Gil	The target suffers 2d lightning damage.
Potion	100 Gil	The target regains 2d HP.
Holy Water	150 Gil	Removes Zombie.
Light Curtain	200 Gil	The target gains EnDEF for 3 rounds.
Lunar Curtain	200 Gil	The target gains EnRES for 3 rounds.
Malboro Vine	250 Gil	The target makes a DC 8 check and suffers Poison for 3 rounds upon failure.
Remedy	250 Gil	Removes all status effects, except KO.
Sleeping Powder	250 Gil	The target makes a DC 8 check and suffers Sleep for 3 rounds upon failure.
Ether	300 Gil	The target regains 2d MP.
Hero Drink	300 Gil	The target gains EnSTR and EnMAG for 3 rounds.
Warp Stone	300 Gil	You teleport to a place you can see within 10u.
Hi-Potion	400 Gil	The target regains 6d HP.
Phoenix Down	500 Gil	Removes KO and the target regains 1 HP.
Dark Matter	500 Gil	The target suffers 8d dark damage
Turbo Ether	750 Gil	The target regains 6d MP.
Mega-Potion	800 Gil	Everyone within 1u regains 6d HP.
Elixir	1000 Gil	The targets fully regains HP and MP.
Tent	1000 Gil	Allows the party to sleep outside comfortably.
Gold Hourglass	1500 Gil	Time freezes for everyone except yourself within 5u for 20 seconds (2 rounds).
Mega-Elixir	2000 Gil	Everyone within 1u fully regains their HP and MP.
Mega-Phoenix	3000 Gil	Removes KO from everyone within 1u and fully recovers their HP and MP.

Game Master

"Tough...Don't blame us. Blame yourself or God."
   – Delita
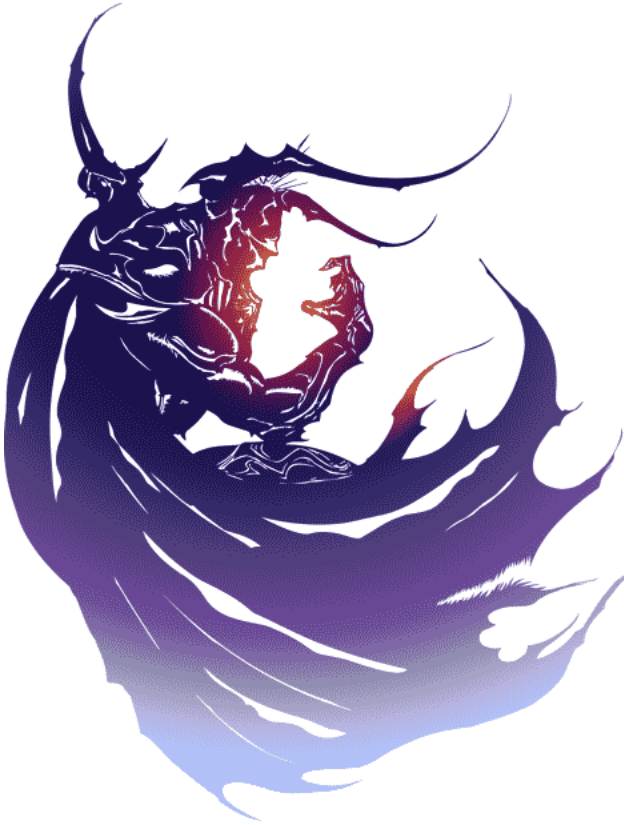
The Game Master has a different role compared to the players, who play from the perspective of the protagonists. He creates the world and setting of the adventure and takes the role of all non-player characters. Furthermore, the GM describes the environment and narrates the outcomes of all actions. This section provides guidelines, that help GMs to get a better understanding of their role. Moreover, it includes a variety of content that you can use to create your game world.

Sessions

Most adventures are too long to be completed in a single sitting, so they have to be divided into multiple sessions. Therefore, it is sufficient to prepare content only for the next session instead of everything in advance. During gameplay, look out for opportunities to gracefully end an ongoing session, e.g. after conclusion of a quest. Sessions can be planned according to adventure Milestones, where Level ups should occur roughly every 1-3 sessions. Still, you will not be able to prepare for everything, so do not be afraid to improvise when necessary.

Using Checks

Checks are a powerful tool that help you decide the outcome of uncertain actions. When players attempt actions you can ask them for checks by assigning a secret DC to the task. In some situations you can also proactively ask players to make checks, e.g. to decide whether the party notices an ambush. All non-player characters controlled by you may also have to do checks, as they follow the same rules. However, you do not have to use checks if the outcome of an action is reasonably clear.

Combat

During combat, you play the role of all non-player characters and all Combat Rules apply to them. Unlike the players, you may keep most information secret, such as remaining HP & MP and dice rolls. While playing as an enemy group, you should make decisions from their perspective without using your own knowledge. When creating combat encounters, aim to balance out the number of participants on both sides. Large hordes of weaker monsters will often overwhelm the party, while a lone strong enemy might not stand a chance. A healthy mix of different enemies makes combat more interesting and balanced. In addition, it also helps to use visual aids like maps to keep track of the battlefield. Battles are a matter of life and death, so they usually take up a significant portion of playtime. Therefore, try to keep the focus on the important battles of the adventure.

Narrating & Roleplaying

To immerse yourself and the players into your world, it is helpful to give short, vivid descriptions of the party's current surroundings. In doing this, focus on elements that could be interesting for the players to interact with. Likewise, picture the descriptions given by players about their character's actions to create your narrations of the outcome. This often requires you to take the role of many different characters yourself to interact with the party. In that case, try to understand the perspective of the character to portray how they would talk and act when confronted with the party.

Example: Using Checks

Zidane and Blank try to deliver a convincing staged sword fight to an audience of nobles. The GM decides that this is a difficult task (DC 9), because the nobles have high expectations. Zidane rolls 2d with the result 9, so he barely passes the check. Accordingly, the GM decides that most of the nobles are happy with the delivered performance. Queen Brahme however, is not impressed.

Travel & Time

The players can get familiar with the world, by exploring many different locations. However, travelling on foot is often not the best choice due to difficult terrain, weather or ambushes. Depending on the setting, more comfortable transportation might be available such as ships, trains, airships, cars or Chocobos. Usually, the party needs to employ such a service, but as they become more wealthy, they may acquire their own vehicles. For longer journeys, try to keep track of the amount that passes, which also affects the rest of the world. In general, time passes at a different speed in the game than at your table. This is because uneventful aspects of the adventure can be narrated quickly, while important decisions need to be thought through more carefully.

Wealth

You can give players incentives to complete certain tasks by rewarding Gil, Items and Equipment. By default, these earned rewards should be evenly divided between all party members. Another way for players to accumulate more wealth is by trading with non-player characters. Generally, merchants try to sell wares above their original value and buy them at no more than half their original value to stay profitable. In addition, you can consider modifying the cost of resting in Inns or Tents to adjust the game difficulty.

Example: Narrating & Roleplaying

Yasumi (Game Master): As you enter Riovannes Castle, you find yourself inside a large hall with narrow water streams running on both sides. Among multiple dead knights that lie scattered on the ground, you can see a man standing at the end of the central stairway. He turns around and you realize it is none other than Wiegraf Folles!

Yasumi (playing as Wiegraf): There you are Ramza. Draw your sword.

Akihiko: I don't draw my sword yet. Maybe we can solve this peacefully.

Yasumi (playing as Wiegraf): What's wrong? If you don't, I will.

Akihiko (playing as Ramza): How miserable you are. Giving away your spirit just to avenge yourself.

Yasumi (playing as Wiegraf): Revenge? That's not what I'm after. I want to bring chaos into the world... But, don't worry. I'll kill you myself!

Akihiko: OK, NOW I definitely draw my sword!

Yasumi: Alright, let's roll initiative then.

Side Quests

While the adventure should generally strive towards solving the central conflict, an occasional digressing session can be helpful to relieve tension. The list on below shows some ideas for such short side plots.

Casino: The party finds an extravagant Casino, which offers various gambling games. Although it does not look like it at first, you will never find a more wretched hive of scum and villainy. If the party wants to play a game, you can use very hard checks to decide the outcome. However, all games are rigged against the players, so making a profit here is almost impossible.

Chocobo Farm: The party finds a Chocobo farm. The farmer is nice and apologizes for not being able to rent out his Chocobos currently. He mentions that recently some of them have been disappearing at night and he is desperate to resolve the mystery. If the party finds the cause for their disappearance, the farmer shows his gratitude by lending his Chocobos to them for free.

Coliseum: The party finds the Coliseum, an arena where adventurers fight monsters and other adventurers for entertainment. The owner of the establishment offers generous rewards to the party for participating. If they accept, the party has to fight multiple consecutive battles where failure means certain death. Also, most of the viewers place bets on the fighters, which the party can try to use to their advantage.

Master Craftsman: The party finds a workshop run by a man named Cid. Cid is a master craftsman, he can for example be a mechanic or a smith. He complains to the party about not being able to work, because he is not getting any material deliveries. He offers his services to them as a reward if they manage to bring him a set of rare materials.

Mystery Cave: The party meets two soldiers named Biggs and Wedge. The two were tasked with finding a group of researchers who have gone missing in a cave nearby. They seem very scared, so they offer the party half of the reward for their help. They seem to know more about this incident than they are letting on.

Zone Eater: The party gets surprised by a much larger version of the Sand Worm called "Zone Eater". Despite any effort, the party gets inhaled by the beast and the adventurers find themselves inside its apparently endless stomach. They quickly realize that they are not the first to suffer this fate, as many monsters, treasures and even other people are stuck with them.

Optional Rules

"Listen up! Teamwork means staying out of my way. It's a Squad B rule."
    – Seifer
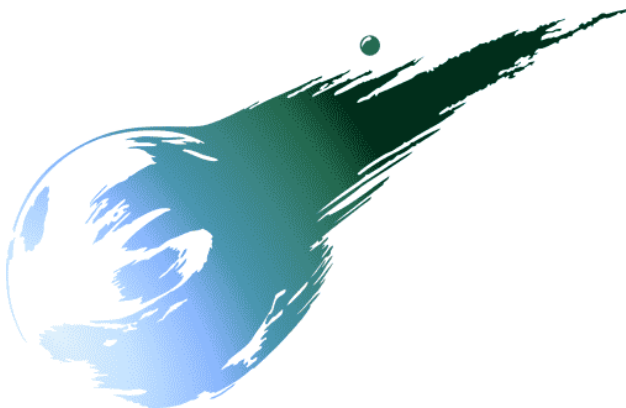
You may decide to change the existing rules or add new rules depending on your or the players' preferences. However, be aware that the game's content is designed around the given rules, there is no guarantee that everything will work well once you modify them. Therefore, such changes are only recommended to experienced GMs. Nevertheless, this subsection gives you some examples of interesting rule changes and additions to consider.

Survival: The rules do not focus on realism and survival, which should generally come second to existing fantasy elements. However, with some small additions you can make your world significantly more unforgiving:

- The inventory capacity of characters is limited to a total of 10 items or equipment pieces.
- Characters who have not eaten properly in one day suffer DeATR for all attributes except AGI.
- At night or inside unlit areas, characters permanently suffer Blind.
- Character who have less than half of their maximum HP have Disadvantage on all checks.

Challenges: For some adventures it might be a fun challenge to play with rules that increase the difficulty far beyond the usual. This can be achieved either by limiting the progression of characters or by introducing additional difficulties. The rules below give examples for both of these categories:

- A character or monster that receives damage while KO is permanently dead.
- Characters do not increase any of their attributes at Level up after Level 1.
- All negative Status Effects last until they are explicitly removed (e.g. by an Item).

Experience Points: You can use an experience point system to track character experience instead of the default milestone based scheme. In this system, each party member gains one experience point per Level of an enemy defeated in combat (e.g. the party is awarded 10 points when a Level 10 enemy is defeated). In addition, you can award the party experience points for other achievements such as completing certain tasks. The table below shows how many total experience points a character needs to reach a certain Level, which you can modify as you see fit.

Level 1:	0 Total Experience Points
Level 2:	20 Total Experience Points
Level 3:	50 Total Experience Points
Level 4:	100 Total Experience Points
Level 5:	175 Total Experience Points
Level 6:	300 Total Experience Points
Level 7:	450 Total Experience Points
Level 8:	600 Total Experience Points
Level 9:	800 Total Experience Points
Level 10:	1000 Total Experience Points

Quick Battles: The following rules allow you to speed up less important battles at the cost of reduced balance:

- All movement is omitted and all combat participants are always within range of each other. Effects that would usually target an area, can either target all allies or all enemies.
- Every die on a damage related roll is automatically treated as a 4.
- Every battle participants can use their action to try to flee the battle by passing a DC 8 check.

Back Attack: Whenever either the players or their enemies surprise the other party before combat (e.g. with an ambush), they gain an additional surprise round. If this is the case, everyone in the surprising party takes one turn after rolling for initiative, before the battle starts as usual.

Unlimited Progression: Characters usually cannot to increase in Levels past a total of 10, but you can remove this limitation to allow for further progression. In doing so, characters will be able to master multiple jobs and archetypes, while becoming experts in different aspects of combat. Accordingly, only the most powerful antagonists will be able to provide a challenge to such a high Level party.

Materia: Materia are special items that can be used to enchant weapons and armor with additional effects. However, they are not bound to specific equipment and can be moved around freely at any time to experiment with different setups. Each weapon or armor gains one materia slot per equipment Level allowing for multiple special effects on a single equipment piece.

Worldbuilding

"World very simple place. World only have two things: things you can eat and things you no can eat."
– Quina

Creating a world is one of the most difficult, but also most rewarding parts of being a GM. The players become part of your world, where they interact with the environment and change it through their actions and decisions. Therefore, the world should catch their curiosity by offering interesting content and allowing meaningful choices. This subsection gives some suggestions on how to create an interesting game world.

Central Conflict

Most adventures revolve around a central conflict, which the party aims to solve as the goal of their adventure. Traditionally, this conflict involves multiple forces with opposing interests and the adventurers can be part of either of these sides. Accordingly, there is also an opposing side, a common enemy or antagonist that acts against the party. As the GM, you take the role of characters on different sides of this conflict, so you need to consider their different perspectives.

Map

A good way to start building an adventure is to establish what the world looks like on a map. Begin by creating its natural layout including landmass, water, forests, mountains and deserts. Afterwards, place and mark locations that could be interesting for players to visit, like cities, dungeons or ruins. Then add more detail only to the places that the players will likely visit in the beginning, you can do the rest later on. You may provide the players with this map at some point in the game to make them aware of these locations you have created.

Non-Player Characters

After creating some detailed locations, think about who might live in these places. These non-player characters are roleplayed by you when interacting with the party. They live their own lives, independent of the players and have their own personalities, goals, abilities and outlooks on life. Accordingly, they often have knowledge about the world that the players do not. They can be allied, neutral or enemies of the party depending on the circumstances. For creating detailed non-player characters, use the Character Creation Guide, but usually it is sufficient to write down some notes on them.

Magic

There are two fantasy elements that are deeply ingrained into the game system: magic and monsters. For magic it is important to establish its sources and what role it plays in your world. In Final Fantasy, crystals are often portrayed as powerful sources of magic and are thus at the center of many conflicts. Often there are also magical beings called Espers, who represent the different forces of nature and are connected to the crystals. Monsters are usually connected to the magic sources in some way as well, so they are able to use magic.

Technology

The progression of technology is another important aspect that significantly shapes your game world. Different technologies, such as machines and weapons, can complement the magical forces in the world, but may also stand in conflict against them. Thus, the societies of your world may prefer and rely on magic and technology to varying degrees in their daily lives. During their adventure, the party can make use of available technologies and might even contribute to the current state of art.

Example: Worldbuilding

The world we create consists two parts: Pulse and Cocoon. Pulse is a huge uncharted planet with a vast nature that is home to various monsters. In contrast, Cocoon is a small planet that floats above Pulse and is inhabited by an advanced human society. The Cocoon citizen depend on the god-like beings for necessities such as food and electricity. These powerful beings are called fal'Cie and can directly or indirectly assert control over humans. The fal'Cie of Cocoon stand in conflict against the fal'Cie of Pulse and accordingly humans are conditioned to be hostile towards Pulse. Our adventure starts on Cocoon, where an ancient Pulse fal'Cie has been discovered some days ago. In a radical answer, the Cocoon government orders the deportation of all humans that have been near the Pulse fal'Cie. Small rebellion groups form among the citizen to fight back against this so-called "Purge".

Monsters

"With each passing day, the world finds new and exciting ways to kill a man."
   – Balthier

Monsters are wild beings similar to animals, that inhabit uncivilized places in the world. They usually have a natural habitat where they try to survive, so on contact with the party they will feel threatened and attack. Different types of monster will generally work together against the party, though this might not always be the case. The party might also come across more powerful and intelligent monsters with accordingly more complex goals. Monsters are often part or cause of ongoing conflicts, so the party will be confronted with them fairly often.

Creating Monsters

The game world that you create will usually feature various monsters, that the party will have to face during their adventure. You can use the following guidelines to create your own monsters.

Context: When creating a monster, it is important to consider under what circumstances they will face the party. Due to the combat rules, the side with more participants is at a great advantage, as they can take more actions per round. Thus, powerful but outnumbered enemies will often have to make up with significantly stronger attributes and abilities. Also, make sure to adjust the difficulty of monsters to consider your group's experience with the game.

Attributes: The attributes of characters after Level 1 are distributed as follows, which you can use as a rule-of-thumb: for every Level up a character gains 5 points worth of attributes, where a point equals either 5 HP/MP or 1 STR/DEF/MAG/RES. AGI should generally stay be-

tween 1 and 5, but monsters with low AGI should make up in other aspects. Unlike characters, monsters can also significantly vary in size, which can have a great effect on the battle. Although monsters do not use traditional weapons and armor, they have equivalent parts integrated into their bodies, that follow the same rules.

Abilities: Monsters can also use Magic and Techs, as well Passive and Reaction abilities. However, aim to keep the number of monster abilities to a minimum, to allow for quick decisions during combat. Nevertheless, feel free to give monsters access to unique and exotic abilities to make them more interesting.

Resiliences & Weaknesses: You can add more strategic depth to a monster by utilizing resiliences and weaknesses to specific damage types. Usually lower Level monsters tend to have more weaknesses, while stronger monster are often resilient against damage types. Unlike characters, monsters may also be inherently immune to various status effects and damage types. During combat, you can give subtle hints to the players about the resiliences and weaknesses of an enemy when narrating the combat actions and their effects.

Humanoids: If you want to create a humanoid enemy, follow the character rules in the Characters section. Depending on the importance of the enemy, you can omit details that you feel are unnecessary. Only for major antagonists, it is worthwhile to fill out an entire character sheet. Also consider that humanoid enemies can make use of and upgrade equipment and items just like the player characters.

Examples

In the following, some examples of monsters are given that might be encountered in your world. The Level of a monster vaguely indicates the Level the party should be to fight it. Furthermore, monsters drop Gil upon defeat, which you may substitute with equipment, items or materials of similar value. These rewards are evenly divided among the adventurers after each successful battle. Monsters are classified in size as Medium (**M**) if they take up roughly 1u in diameter, as Large (**L**) if they take up more than 2u and as Small (**S**) if they take up less than 0.5u when viewed from above. All monsters with a purple box instead of a red one are potentially friendly towards the party and will not attack unless provoked. You can use the monsters in this chapter as given, but you are also encouraged to make changes to them or use them as examples to create your own. Therefore, the next page is made up of templates that you can use the create your own monsters.

Card 1 (top left)

	Level
HP:	MP:
STR:	DEF:
MAG:	RES:
AGI:	Size:

Weapon:
Weak:
Resilient:
Immune:
Drops:

Card 2 (top right)

	Level
HP:	MP:
STR:	DEF:
MAG:	RES:
AGI:	Size:

Weapon:
Weak:
Resilient:
Immune:
Drops:

Card 3 (bottom left)

	Level
HP:	MP:
STR:	DEF:
MAG:	RES:
AGI:	Size:

Weapon:
Weak:
Resilient:
Immune:
Drops:

Skeleton — Level 1

HP:	12	MP:	0
STR:	2	DEF:	1
MAG:	0	RES:	0
AGI:	2	Size:	M

Sword: 1d DMG **Drops:** 100 Gil
Weak: 🔥 ❄️

Undead
You permanently suffer the Zombie status.

Mandragora — Level 1

HP:	10	MP:	16
STR:	2	DEF:	1
MAG:	0	RES:	0
AGI:	2	Size:	S

Head Butt: 1d DMG **Drops:** 100 Gil
Weak: 🔥

Sleep
MP: 8 Target: Single Time: 1r Range: 3u
The target makes a DC 8 check and suffers Sleep for 3 rounds upon failure.

Tarantula — Level 1

HP:	8	MP:	8
STR:	1	DEF:	0
MAG:	0	RES:	0
AGI:	3	Size:	S

Bite: 1d DMG **Drops:** 100 Gil
Weak: 🔥

Web
MP: 4 Target: Single Time: 1r Range: 3u
The target makes a DC 8 check and suffers Immobile for 1 round upon failure.

Goblin — Level 1

HP:	10	MP:	0
STR:	1	DEF:	1
MAG:	0	RES:	0
AGI:	3	Size:	M

Knife: 1d DMG **Drops:** 150 Gil

Sahagin — Level 2

HP:	14	MP:	24
STR:	2	DEF:	1
MAG:	2	RES:	1
AGI:	3	Size:	M

Spear: 1d DMG **Drops:** 150 Gil
Resilient: 💧 **Weak**: ⚡

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

Ghoul — Level 2

HP:	17	MP:	12
STR:	3	DEF:	1
MAG:	1	RES:	2
AGI:	2	Size:	M

Claw: 1d DMG **Drops:** 150 Gil
Weak: 🔥 ❄️ **Resilient**: ❄️
Immune: 🎲

Bite
MP: 3 Target: Single Time: 0r Range: 1u
The target takes 2d damage and makes a DC 8 check. Upon failure, he suffers Zombie for 1 hour.

Undead
You permanently suffer the Zombie status.

Cockatrice — Level 2

HP:	13	MP:	16
STR:	2	DEF:	1
MAG:	0	RES:	2
AGI:	3	Size:	M

Beak: 1d DMG **Drops:** 150 Gil
Weak: 🟡

Blind
MP: 8 Target: Single Time: 1r Range: 3u
The target makes a DC 8 check and suffers Blind for 3 rounds upon failure.

Coeurl — Level 2

HP:	16	MP:	15
STR:	2	DEF:	2
MAG:	1	RES:	3
AGI:	3	Size:	M

Claw: 1d DMG **Drops:** 200 Gil

Blaster
MP: 5 Target: Single Time: 1r Range: 5u
The target makes a DC 8 check and suffers Immobile for 3 rounds upon failure.

"Remember what curiosity killed, just a friendly word of advice!" – Balthier

Chocobo — Level 3

HP:	23	MP:	24
STR:	2	DEF:	1
MAG:	3	RES:	2
AGI:	4	Size:	M

Beak: 1d DMG **Drops:** 250 Gil

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

Esuna
MP: 8 Target: Single Time: 1r Range: 3u
You remove all status effects from the target except KO.

Bomb — Level 3

HP:	22	MP:	12
STR:	3	DEF:	2
MAG:	2	RES:	1
AGI:	3	Size:	M

Tackle: 1d DMG **Drops:** 200 Gil
Resilient: 🔥 **Weak**: ❄️

Self-Destruct
MP: 0 Target: 2u Time: 1r Range: Self
Inflict KO on yourself to deal 6d fire damage to everyone within the target area.

Blue Flan — Level 3

HP:	12	MP:	30
STR:	0	DEF:	6
MAG:	5	RES:	1
AGI:	1	Size:	M

Tackle: 1d DMG **Drops:** 200 Gil
Resilient: ❄️ **Weak**: 🔥

Blizzard
MP: 4 Target: Single Time: 1r Range: 3u
You deal 2d ice damage to the target.

Killer Bee — Level 3

HP:	18	MP:	0
STR:	2	DEF:	1
MAG:	1	RES:	3
AGI:	3	Size:	S

Sting: 2d DMG **Drops:** 150 Gil
Immune: 🧫

Poisontouch
Whenever you successfully Attack a target he makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Gargoyle — Level 4

HP:	35	MP:	0
STR:	4	DEF:	6
MAG:	0	RES:	1
AGI:	2	Size:	M

Claw: 2d DMG **Drops:** 300 Gil
Resilient: 🟠 **Weak**: 🔵

Ahriman — Level 4

HP:	28	MP:	24
STR:	0	DEF:	1
MAG:	4	RES:	4
AGI:	4	Size:	S

Beam: 2d DMG, 3u Range **Drops:** 350 Gil

Eerie Soundwave
MP: 6 Target: Single Time: 1r Range: 3u
The target makes a DC 8 check and suffers 2d damage and Silence for 3 rounds upon failure.

Antlion — Level 4

HP:	40	MP:	16
STR:	3	DEF:	3
MAG:	0	RES:	1
AGI:	3	Size:	M

Bite: 2d DMG **Drops:** 300 Gil
Resilient: 🟤 **Immune**: ❄️

Sandstorm
MP: 8 Target: 3u Time: 1r Range: Self
All enemies in the target area make a DC 9 check and suffer 3d earth damage and Blind for 3 rounds upon failure.

Imp — Level 4

HP:	30	MP:	50
STR:	1	DEF:	2
MAG:	5	RES:	4
AGI:	4	Size:	S

Claw: 2d DMG **Drops:** 400 Gil
Resilient: 🟣

Confuse
MP: 10 Target: Single Time: 1r Range: 5u
The target makes a DC 8 check and upon failure you take control of him on his next turn. You can command him to move towards and Attack any target of your choice including himself.

Mummy — Level 4

HP:	38	MP:	0
STR:	2	DEF:	3
MAG:	0	RES:	1
AGI:	2	Size:	M

Bite: 2d DMG **Drops:** 350 Gil
Immune: 🧫 🌀 **Weak**: 🔥

Zombietouch
Whenever you successfully Attack a target he makes a DC 8 check and suffers Zombie for 1 hour upon failure.

Undead
You permamently suffer the Zombie status.

Wyvern — Level 5

HP:	45	MP:	50
STR:	3	DEF:	3
MAG:	2	RES:	3
AGI:	3	Size:	M

Claw: 2d DMG **Drops:** 400 Gil

Aero
MP: 8 Target: Single Time: 1r Range: 4u
You deal 3d wind damage to the target.

Dive
Whenever you Attack a target, he makes a DC 6 check and suffers Immobile for 1 round upon failure.

Chimera — Level 5

HP:	60	MP:	90
STR:	1	DEF:	2
MAG:	4	RES:	3
AGI:	3	Size:	M

Claw: 2d DMG **Drops:** 500 Gil
Resilient: 🔴 ❄️ 🟡

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

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

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

Gigas — Level 5

HP:	70	MP:	50
STR:	6	DEF:	4
MAG:	1	RES:	2
AGI:	1	Size:	L

Fist: 2d DMG, 2u Range **Drops:** 450 Gil

Headbutt 🔵
MP: 10 Target: Single Time: 1r Range: 2u
You deal 6d damage to the target and knock him back by 3u.

Magic Pot — Level 5

HP:	1	MP:	1
STR:	0	DEF:	99
MAG:	0	RES:	99
AGI:	1	Size:	S

Immune: All Status Effects **Drops:** 1000 Gil

Gimme! 🅝
When given a beneficial item you disappear (KO), dropping Gil. Otherwise, you make a DC 8 check and upon failure you suffer KO to deal 8d damage in 3u around you, dropping no Gil.

Cactuar — Level 5

HP:	20	MP:	40
STR:	1	DEF:	1
MAG:	4	RES:	10
AGI:	6	Size:	S

Tackle: 1d DMG **Drops:** 1000 Gil
Immune: 🔲 ❄️

1000 Needles 🔵
MP: 10 Target: Single Time: 0r Range: 1u
You deal 10d damage to the target.

Flee 🔵
When running away from enemies you can move 2u further than usual.

"Needles, I hate needles!" – Rikku

Mindflayer — Level 6

HP:	65	MP:	130
STR:	1	DEF:	2
MAG:	6	RES:	7
AGI:	2	Size:	M

Staff: 1d DMG **Drops:** 700 Gil
Weak: 🟡 **Resilient**: 🔵
Immune: 🔲 🔲 🔲

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

Mind Blast 🔴 🟣 🔵
MP: 20 Target: 2u Time: 1r Range: 5u
All enemies in the target area suffer 4d dark damage and Immobile for 1 round.

Medusa — Level 6

HP:	70	MP:	110
STR:	3	DEF:	4
MAG:	5	RES:	4
AGI:	3	Size:	M

Hair: 2d DMG **Drops:** 750 Gil
Resilient: 🔴 🟡 **Weak**: 🔵
Immune: 🔲 🔲 🔲

Gaze 🔴 🔵
MP: 15 Target: 3u (front) Time: 1r Range: Self
Everyone in the target area makes a DC 8 check and suffers Immobile for 3 rounds upon failure.

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

"Just lookin' at you is makin' me sober." – Reno

Lamia — Level 6

HP:	70	MP:	100
STR:	2	DEF:	3
MAG:	6	RES:	5
AGI:	3	Size:	M

Slap: 2d DMG **Drops:** 800 Gil
Resilient: 🔵 **Weak**: 🟡
Immune: 🔲 🔲 🔲

Toad 🅡
MP: 16 Target: Single Time: 2r Range: 5u
The target makes a DC 8 check and is turned into a toad upon failure for 5 rounds or until he receives any damage. While being a toad, he cannot talk or take any action and can only move 1u per turn.

Entice 🅝
Whenever an enemy successfully Attacks you, they have to make a DC 6 check. Upon failure, you can command him to perform actions and movements of your choice and he has to follow these commands on his next turn.

Iron Giant — Level 6

HP:	80	MP:	48
STR:	5	DEF:	5
MAG:	0	RES:	4
AGI:	3	Size:	L

Sword: 3d DMG, 2u Range — **Drops:** 500 Gil

Sweep
MP: 12   Target: 3u (front)   Time: 1r   Range: Self
Make an Attack against all enemies in target area.

Malboro — Level 7

HP:	100	MP:	100
STR:	2	DEF:	4
MAG:	5	RES:	7
AGI:	2	Size:	L

Tentacle: 2d DMG — **Drops:** 1000 Gil
Immune: All Status Effects — **Weak:**

Bad Breath
MP: 20   Target: 3u (front)   Time: 1r   Range: Self
All enemies in the target area make a DC 8 check and are suffer Sleep, Poison, Silence and Blind for 3 rounds upon failure.

Gastric Juice
MP: 10   Target: 2u   Time: 1r   Range: 8u
All enemies in the target area suffer 5d damage and make a DC 8 check. Every one that fails suffers De-STR and DeMAG for 5 rounds.

Zu — Level 7

HP:	160	MP:	100
STR:	7	DEF:	5
MAG:	3	RES:	6
AGI:	2	Size:	L

Claw: 3d DMG — **Drops:** 1000 Gil
Immune:

Tornado
MP: 20   Target: 9u (line)   Time: 1r   Range: Self
You create a tornado with a 2u diameter that travels 3u in a line per round for the next 3 rounds. Anyone except you that gets into contact with it suffers 4d wind damage and Immobile for 1 round.

Cerberus — Level 7

HP:	120	MP:	110
STR:	5	DEF:	3
MAG:	6	RES:	4
AGI:	3	Size:	L

Bite: 3d DMG
Resilient: — **Drops:** 1000 Gil

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

Triple Triad
You can perform each action on up to 3 different targets within its range simultaneously.

Sand Worm — Level 7

HP:	150	MP:	120
STR:	7	DEF:	4
MAG:	5	RES:	6
AGI:	1	Size:	L

Acid: 3d DMG, 3u Range — **Drops:** 1000 Gil
Immune:

Quake
MP: 22   Target: 4u   Time: 2r   Range: 8u
You deal 8d earth damage to everyone in the target area.

Inhale
MP: 20   Target: Single   Time: 1r   Range: 3u
You inhale the target, removing him from the battle. At the beginning of every turn he may try to free himself by passing a DC 9 check.

Zombie Dragon — Level 7

HP:	125	MP:	80
STR:	6	DEF:	5
MAG:	0	RES:	3
AGI:	2	Size:	L

Bite: 3d DMG, 2u Range — **Drops:** 900 Gil
Immune: — **Weak:**

Poison Breath
MP: 10   Target: 3u (front)   Time: 1r   Range: Self
Everyone in the target area suffers 4d damage, makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Regenerate
When reduced below 50 HP, you become unable to move or act. You regenerate 50 HP on each turn for 3 rounds after which you can act and move again. This effect can only be used once per battle.

Undead
You permanently suffer the Zombie status.

Behemoth — Level 8

HP:	200	MP:	250
STR:	8	DEF:	5
MAG:	5	RES:	4
AGI:	3	Size:	L

Claw: 3d DMG, 2u Range — **Drops:** 1500 Gil
Immune:

Flare
MP: 30   Target: Single   Time: 3r   Range: 5u
You deal 9d+15 fire damage to the target.

Heave
MP: 20   Target: Single   Time: 0r   Range: 2u
You deal 10d damage to the target and knock him 3u into the air for 1 round.

Counter
Whenever an enemy within 2u targets you with an action, immediately make an Attack on him.

Ochu — Level 8

HP:	180	MP:	100
STR:	7	DEF:	5
MAG:	6	RES:	4
AGI:	1	Size:	L

Vines: 3d DMG, 3u Range **Drops:** 1500 Gil
Immune:

Pollen
MP: 15   Target: 5u   Time: 1r   Range: Self
All enemies in the target area make a DC 8 check and suffer Sleep & Poison for 3 rounds on failure.

Demon Wall — Level 8

HP:	250	MP:	200
STR:	9	DEF:	6
MAG:	5	RES:	6
AGI:	2	Size:	L

Swords: 3d DMG, 2u Range **Drops:** 2000 Gil
Immune: All Status Effects

Sleepga
MP: 24   Target: 2u   Time: 2r   Range: 5u
All enemies within the target area make a DC 8 check and suffer Sleep upon failure.

Wall Rush
MP: 20   Target: 10u (line)   Time: 1r   Range: Self
You charge forward in a line for up to 10u, dealing 8d damage to everyone in the path and knocking them back by 3u. If you crush an enemy between yourself and a wall, they instantly suffer KO.

Heavy Turn
Every time you change direction, everyone within 2u suffers 6d damage, but you cannot take an action on the same turn.

"As if the attacking doors weren't enough..." – Rydia

Red Dragon — Level 8

HP:	225	MP:	250
STR:	6	DEF:	4
MAG:	5	RES:	4
AGI:	3	Size:	L

Bite: 3d DMG **Drops:** 1500 Gil
Resilient: **Weak**:
Immune:

Flare
MP: 30   Target: Single   Time: 3r   Range: 5u
You deal 9d+15 fire damage to the target.

Blaze
MP: 22   Target: 3u (front)   Time: 1r   Range: Self
You deal 8d fire damage to all enemies in the target area.

Tail Whip
Whenever you Attack, you can choose to target all enemies within 1u at once.

Tonberry — Level 9

HP:	280	MP:	100
STR:	12	DEF:	6
MAG:	3	RES:	5
AGI:	2	Size:	S

Knife: 4d DMG **Drops:** 4000 Gil
Immune:

Grudge
Every time you Attack an enemy, he has to make a DC 7 check and suffers KO upon failure.

Karma
Whenever an enemy that is more than 3u away reduces your HP, deal 8d dark damage back.

"A kitchen knife. Wonder if it's a culinary battle he wants." – Ignis

Kraken — Level 9

HP:	320	MP:	400
STR:	7	DEF:	5
MAG:	11	RES:	7
AGI:	2	Size:	L

Tentacle: 4d DMG, 2u range **Drops:** 2000 Gil
Resilient: **Immune**:

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

Ink
MP: 22   Target: 2u   Time: 1r   Range: 5u
All enemies within the target area make a DC 8 check and suffer Blind and 4d damage upon failure.

Multiattack
Whenever you choose to Attack, you can target all enemies within range at once.

Adamantoise — Level 9

HP:	350	MP:	400
STR:	10	DEF:	7
MAG:	8	RES:	6
AGI:	1	Size:	L

Trample: 4d DMG, 2u Target **Drops:** 3000 Gil
Immune: **Resilient**:

Ultima
MP: 45   Target: 3u   Time: 3r   Range: 5u
You deal 10d+20 dark damage to all enemies in the target area.

Roar
MP: 20   Target: 2u   Time: 1r   Range: 5u
All enemies within the target area make a DC 9 check and suffer Immobile for 3 rounds upon failure.

Vigor
Whenever you suffer damage while concentrating, the cast time of the ability you are preparing is reduced by 1 round.

Lich — Level 9

HP:	300	MP:	500
STR:	4	DEF:	5
MAG:	12	RES:	8
AGI:	2	Size:	L

Beam: 4d DMG, 5u Range · **Drops:** 5000 Gil
Immune: All Status Effects
Weak: ❄ · **Resilient**: 🟣

Zombify
MP: 22 · Target: 2u · Time: 1r · Range: 5u
Everyone in the target makes a DC 8 check and suffers Zombie for 1 hour upon failure.

Poisonga
MP: 24 · Target: 2u · Time: 1r · Range: 5u
Everyone in the target area makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Doom
MP: 36 · Target: Single · Time: 1r · Range: 5u
The target makes a DC 8 check and suffers KO after 3 rounds upon failure.

Greater Undead
You permanently suffer Zombie, but are immune to effects that cause or cure KO.

Chaos — Level 10

HP:	400	MP:	700
STR:	8	DEF:	8
MAG:	10	RES:	7
AGI:	4	Size:	L

Beam: 5d DMG, 3u Range · **Drops:** 10000 Gil
Immune: All Status Effects
Resilient: 🟣 🔴

Ultima
MP: 45 · Target: 3u · Time: 3r · Range: 5u
You deal 10d+10 dark damage only to enemies in the target area.

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

Firaja
MP: 28 · Target: 3u · Time: 2r · Range: 8u
You deal 8d+10 fire damage to everyone in the target area.

Chaos Touch
Whenever you successfully Attack a target he makes a DC 8 check and suffers Poison, Blind and Silence for 3 rounds upon failure.

Quicken
Whenever you suffer damage, you can make a DC 6 check and if you succeed, take an additional turn after the attacker. This effect does not change the usual turn order and you can only use it once per round.

"But I will be reborn once more. So even as you die, again and again, I shall return. Born again in this endless cycle I have created!" – Chaos

Shinryu — Level 10

HP:	500	MP:	800
STR:	12	DEF:	8
MAG:	14	RES:	9
AGI:	4	Size:	L

Tail: 5d DMG, 4u Range · **Drops:** Dragon Seal
Immune: All Status Effects

Tidal Wave 🔵 ❄ 🔲
MP: 35 · Target: 12u (front) · Time: 2r · Range: Self
All enemies in target area take 9d+10 water damage and suffer Immobile for 2 rounds.

Atomic Rays 🔴 🔳 🔲
MP: 45 · Target: 8u · Time: 2r · Range: Self
All enemies in the target area take 8d+9 fire damage and suffer Poison for 3 rounds.

Adapt Element ◎
At the start of every turn, choose one element (e.g. fire). You gain Resilience against the element until the start of your next turn.

Final Attack ⚡
When you fall to 0 HP, you can instantly cast a spell without MP cost before suffering KO.

"That divine grace... He is something much more than a mere monster." – Rosa

Omega — Level ???

HP:	999	MP:	999
STR:	14	DEF:	10
MAG:	13	RES:	10
AGI:	5	Size:	L

Laser: 5d DMG, 5u Range · **Drops:** Omega Badge
Resilient: 🔴 🟣 🟡 · **Weak:** ❄ 🔵
Immune: All Status Effects

Meltdown 🔴 🔲
MP: 50 · Target: 10u · Time: 1r · Range: Self
A system vulnerability forces you to leak restricted memory content and lava. Deal 8d+25 fire damage on the target, including yourself.

Flamethrower 🔴 🔲
MP: 12 · Target: 5u (front) · Time: 0r · Range: Self
Deal 6d+10 fire damage to all enemies in the target area.

Wave Cannon 🟣 🔳 🔳 🔲
MP: 45 · Target: 3u · Time: 1r · Range: 12u
You inflict 10d dark damage and DeDEF, DeRES and DeSTR for 5 rounds on the target area.

Auto-Repair ◎
You regain 4d HP at the start of every turn.

Critical Surge ⚡
When your HP is below 10% of its maximum, you gain EnSTR, EnMAG, EnDEF, EnRES.

"Man forges a weapon to fell the gods: Omega. The weapon knows nothing of compassion - only destruction! Its might knows no equal. The wise dare not cross its path, lest they meet their end." – Gentiana

Chaos in Cornelia

"I, Garland will knock you all down!"
  – Garland

Chaos in Cornelia is a pre-prepared adventure that offers a quick and easy introduction into Omega Fantasy. In this adventure, the party is tasked with finding the abducted princess Sarah of Cornelia. This plot is based on the beginning of the original Final Fantasy (1987) video game. You are encouraged to regard the following content as suggestions rather than rules and make changes where you think its necessary.

Getting Started

The players can create their characters by following the character creation guidelines. The party starts the adventure on a ship to Cornelia, so every character's story should explain why they set off on this journey. All characters start with the following equipment at Level 1: Mythril or equivalent Level 1 weapon they can use, Clothes, a Potion and 100 Gil. A map with all interesting locations for the adventure is shown below.

Journey to Cornelia

"Even the moon'd tire of waitin' around for your ass!"
  – Cid
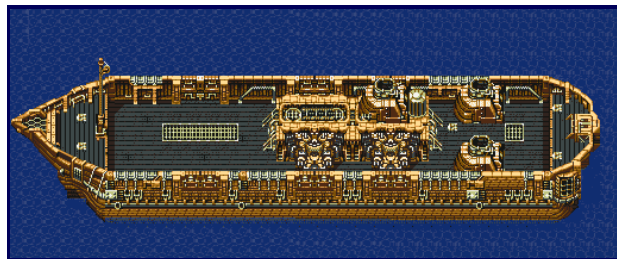
The adventure starts on a small transport ship named "Tiny Bronco", which is on its way to deliver cargo to the city of Cornelia. The captain has agreed to let the party board the ship for a small fee. The ship's crew consists of only 3 members: Biggs, Wedge and Captain Cid. The two sailors are wearing light blue bandannas and shorts as well as orange shirts with black stripes. Both are very young and inexperienced, but generally friendly towards the party. The same cannot be said of the older captain, who retreats to his cabin and prefers to be left alone.

Daytime

"I don't look like it, but I'm a coward at heart."
  – Wedge

If the adventurers are not familiar beforehand, they should introduce each other first after which they are free to explore the ship. They can also talk to the sailors who are happy to kill time during the journey. Biggs and Wedge tell them about recent pirate attacks on sea, which seem to have increased recently. Furthermore, they may also tell the party about Cornelia, as they have heard that the princess has disappeared. The party might also ask about Cid, in which case the sailors tell them about his past as a former soldier. As it begins getting dark outside, the crew retreats to their cabins. When the adventurers prepare to finish the day as well, they suddenly hear loud noises surrounding the ship. They quickly realize that several pirates have boarded the Tiny Bronco!

Battle on the Tiny Bronco

Place roughly one pirate on the ship per party member and spread them around the deck as you see fit. Meanwhile, the ship's crew is out of sight, fighting other pirates who have entered the ship below deck. If things end up looking bad for the party during this battle, Biggs and Wedge may come outside to help them. Their combat details are shown below and are the same as for the pirates. After defeating the enemies, remember to award the party with the dropped Gil for each slain pirate. After the battle, the crew comes together with the party and Cid thanks them for their help. He explains that this is not the first time they have been raided by these pirates,

who are part of Captain Bikke's crew. The party may now go to sleep below deck to fully recover their HP and MP. Shortly after they wake up in the morning, the ship arrives at Cornelia Port. Once there, the crew begins unloading the goods and parts ways with the party.

Pirate / Biggs / Wedge				Level 1
	HP:	8	MP:	0
	STR:	1	DEF:	0
	MAG:	0	RES:	0
	AGI:	3	Size:	M
Scimitar: 1d DMG			**Drops:**	150 Gil

Cornelia Port

Cornelia Port is small and accommodates only a handful of cargo ships like the Tiny Bronco. The sailors at the port are unloading boxes from the ships, either to store them in warehouses or carry them directly to Cornelia. After getting off the ship, the party can ask around to find the way to Cornelia. The sailors warn to be careful on the way, as the castle guards are not patrolling the route anymore. Cornelia is not far from the port and the path mostly leads through fields and grassland.
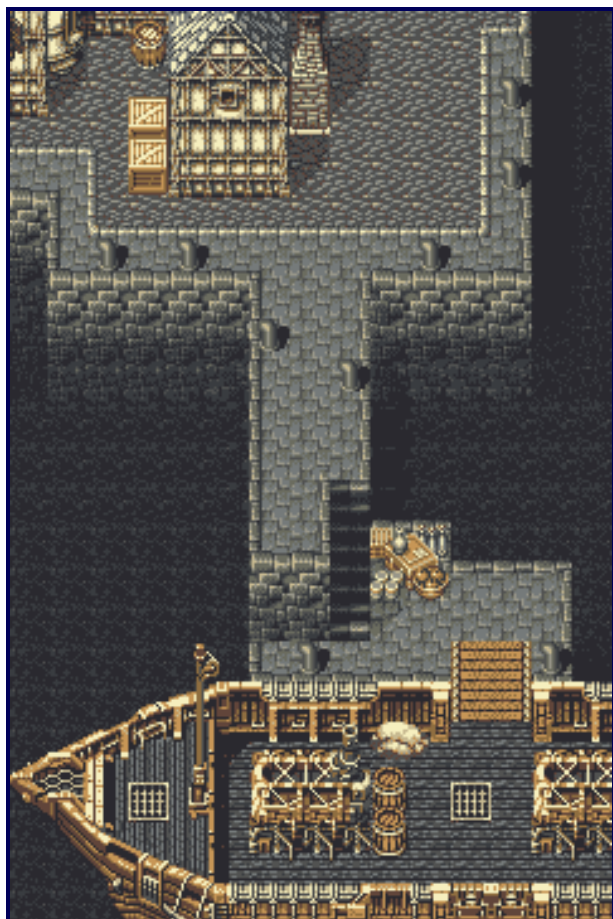
Dyce

"By the by, you need anything? Take a look at my wares! You might just be surprised at what you find..."
  – Dyce

The party can meet a travelling merchant named **Dyce** at the port. Dyce is a well built, tall man, bald with beard and wears a dark outfit. He also has a Chocobo at his side that he travels on. He gives the party information on the troubles in Cornelia, as he has heard rumors about the princess being abducted. He also sells Potions for 125 Gil each, but he has more inventory which the party cannot afford at this point. Dyce is a traveller, so there the party will likely meet him again in the future. His prices are usually be higher compared to regular stores.

Battle at Cornelia Port

"You must have cannonballs of steel to challenge me!"
  – Bikke

When talking to Dyce or other sailors, the party finds out that the port is often raided by pirates recently. Usually, the port is protected by Cornelia's guards, but since the disappearance of the princess, the king has recalled all troops to the castle. The pirates always attack at night and if the party waits around the port until after dark on any day, they will witness a raid. As the party knows about their plan, they can try to take defensive measures such as setting up an ambush or traps beforehand. The attack commences with a large pirate ship docking the port and several pirates storming out to steal pillage the warehouses and other ships. The pirates are, once again, Captain Bikke's crew, but this time Bikke himself is present as well. In the ensuing fight, Bikke stays in the back lines and immediately retreats to his ship once he receives any damage. There are also some of his men beside him, again roughly one for each party member. As Bikke likely runs away from this battle, the party may meet him again in the future. After successfully scaring off the pirates, the sailors at the port are very thankful to the party and offer them free food accommodation for the night.

Bikke				Level 2
	HP:	30	MP:	25
	STR:	1	DEF:	2
	MAG:	1	RES:	2
	AGI:	2	Size:	M
Scimitar: 1d DMG				
Thunder				
MP: 4 Target: Single Time: 0r Range: 3u				
You deal 2d lightning damage to the target				
Cheer				
MP: 5 Target: Single Time: 0r Range: 3u				
The target gains EnSTR for 1 round.				

Cornelia

Below is map of Cornelia, but there are also farms and smaller buildings outside the city walls that are not shown. All buildings are marked with a number and you can find more details about them in the accordingly numbered paragraphs. The party arrives in Cornelia from the southern gate, where two guards stop them as they do not recognize the adventurers. They advise the party to stay clear of the castle and leave the town after finishing their business. Most townspeople are too scared to leave their homes since the princess has disappeared.
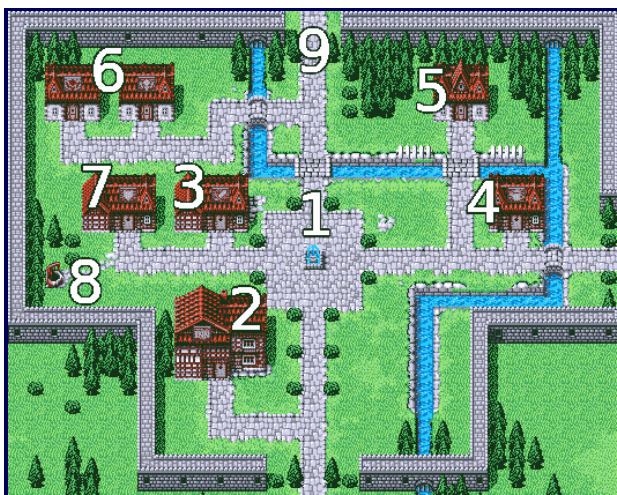
1. Fountain

"Hello, there! I'm a dancer! What's that? You fancy a dance? Hee hee!" – Arylon

The party notices a beautiful fountain standing out in the otherwise unremarkable town. Nearby is a blue-haired cheerful young woman in a red dress who practices dancing, her name is Arylon. When asked about the princess or the castle, she reveals rumors that she has heard: princess Sarah is being held hostage for a hefty ransom! Accordingly, the castle is in chaos and has been locked off to regular folk. She also reveals that there have been multiple unsuccessful attempts at rescuing Sarah. She notices the weapons on the party and asks if they would be interested in helping.

2. Inn

"Please, come in! We charge 50 Gil per night. Would you like to stay?" – Elia

The party enters into a small room with a red rug on the ground and a counter at its end. Behind the counter stands a young woman with dark blue hair wearing a long green dress, her name is Elia. To the left is a large room with multiple beds and minor decorations on the walls where the guests sleep. To the right is another room, with wooden chairs and tables where guests can sit to eat and drink. There is usually an old drunk man sitting there named Argus and sometimes

also a few guards. The party can sleep at the Inn for 50 Gil per night per person. They can also ask Elia for information, as she overhears a lot from visitors. She points the party towards various people in town that may need their help such as the smith and the mages. The party can also speak to Argus, who babbles stories about a great soldier named Garland who he used to know from when he was a guard.

3. Smith

The party enters a large shop with a forge, where many weapons and armor are being displayed Behind the counter is an older man with brown hair and a full beard, his name is Todo. He informs the party that the store is closed, he cannot work due to not receiving essential shipments from the port. To help him, the party has to talk to Dyce at Cornelia Port, who is looking after the shipments. They consist of a large wooden box on a small wagon, which slightly slows down the partys' movement. On their way back, a bizarre monster named PuPu makes an attempt to steal the shipments! PuPu is sitting in the trees, and uses his "Abduct" ability to slowly make the box disappear. If the players look for him in the trees while he is doing this, he is easy to spot, because the top of his head is glowing. After that, he is difficult to spot, a player has to succeed on a check that can vary between DC 6-8. The party may fail to find PuPu, but he will be nearby if they return to the same spot at a later time. If detected, PuPu does not fight, he instead asks for Potions (see "Potions Please!") and returns the stolen goods if the party complies. You can also reward the party for solving the dispute peacefully, PuPu may for example return additional items or Gil. The party can also just attack him, in which case the shipment reappears after PuPu is defeated. Upon successfully bringing back the shipments, Todo rewards the party with 500 Gil. The smith can start working again, but he will be busy completing outstanding orders for some time. When the party returns in a few days, Todo may upgrade their weapons or armor and he may sell any Level 1 weapon or armor of your choice.

PuPu				**Level ???**
	HP:	10	MP:	10
	STR:	0	DEF:	0
	MAG:	0	RES:	0
	AGI:	2	Size:	S

Drops: All abducted objects

Abduct

MP: 0   Target: Single   Time: 1r   Range: 5u
An object that you can see within range disappears to an unknown location.

Potion Please!

Ask your enemies to give you a Potion, if they comply make a DC 8 check. If you succeed you disappear to an unknown location (KO), otherwise you keep asking for more Potions.

4. Store

This general goods store is dominated by a large counter in the center and heaps of wares and items around it. Behind the counter is a young man with dark hair and a green bandana, his name is Guston. He is not particularly concerned about the princess, but he is annoyed that the troubles in Cornelia have dampened his sales. Accordingly, he is very friendly towards potential customers and sells the items listed below. He can have any other item of your choice in his inventory in addition.

⚱	Items	⚱
Name	**Value**	**Effect**
Potion	100 Gil	Regain 2d HP.
Phoenix Down	250 Gil	Remove KO status and regain 1 HP.
Tent	500 Gil	Allows the party to sleep outside.
Lantern	100 Gil	A normal lantern.

5. Chapel

"Do not lose heart, brave warriors."   – Gregory

The chapel is small and cozy with few wooden banks, but it is also completely empty except for one person, father Gregory. Gregory is an old man with a long white beard wearing a red hooded robe, he speaks very slowly and quietly. He laments that noone has been visiting the chapel since the disappearance of Sarah. Apparently, most townspeople believe that the incident is a divine punishment, so they stay away from the chapel. The father asks the party to restore the faith of Cornelia's citizen to fill the chapel again. The party can for example convince people by clarifying details about Sarah's disappearance (she was kidnapped) that many are unaware of as the castle has been secretive. If the party manages to convince at least any 3 people in Cornelia to attend the chapel, Gregory is satisfied and rewards them with 500 Gil. Moreover, he offers his services to the party for free: he can cure cure the KO status by performing a 1 hour long ritual.

6. The Mages

These two buildings are almost identical, each one consists of a single large room with a bed and shelves with heaps of magic and alchemy goods and books. They are inhabited by the eccentric and stubborn twin brothers Gilles and Noah. Gilles is a Black Mage who wears a blue robe and a pointed hat, while Noah is a White Mage who wears a white hooded robe with red accents. The other townspeople usually avoid the brothers, except when they need their services. Getting annoyed by this, the mages have decided to develop a flask, which allows them store their magic inside, which others can use without their presence. Unfortunately, something went wrong during its development, causing the item to break

apart in a violent explosion, the result of which the party can see in the back yard. Out of pride, both of them give blame their brother for the accident and they have stopped talking since. The party can resolve the dispute by convincing them that they were both at fault. They can for example achieve this as follows: First they have to repair the broken flask either through mechanical or magical means, which is easy. Then, they have to study the flask and the recipe for creating it, which they can get from the mages. By doing this, a character that can use magic himself understands the issue, one that cannot use magic has to pass a DC 8 check. The flask broke because after its creation, each mage cast 2 spells into it, causing the flask overload as it can only hold a total of 3 spells at most. This can be demonstrated by casting only 3 spells into the flask, which works fine. If the party manages to convince the mages, they accept their wrongdoing and apologize to each other. They gift the flask to the party as a token of gratitude and the party may visit them in the future to buy the accessories shown below, to which you may add any other of your choice.

🔘	Accessories	🔘
Name	**Value**	**Effect**
Magic Flask	1000 Gil	Can store up to 3 spells that are cast into it. The wearer can use an action to unleash a stored spell's effect on a chosen target.
Rune Bracers	500 Gil	RES +1
Mythril Shield	500 Gil	DEF +1

7. Abandoned Building

This building has been left purposefully empty in case you may need it. It may for example related to one of the character's backgrounds or it may have content or characters that you want to add to the adventure. If you have no use for it, the house is empty and the players can ask around the town to find out that it used to be a shop that has been abandoned due to not being profitable.

8. Well

It's a well. It looks like you could climb down it, but you can't. Really.

9. Castle Entrance

This entrance directly leads to Castle Cornelia and is guarded by at least 4 guards day and night who do not let anyone pass. However, they let the adventurers through if they explain that they want to help find the princess. The guards then ask the party to report to the chancellor on the upper floor for further information.

Cornelia Castle

A map of the ground floor is shown below, where relevant locations are numbered according to their paragraphs. The stairs in the center lead to the throne room, while the entrance in the back leads to the palace garden, which is currently closed off. The palace is filled with armed guards at all times.
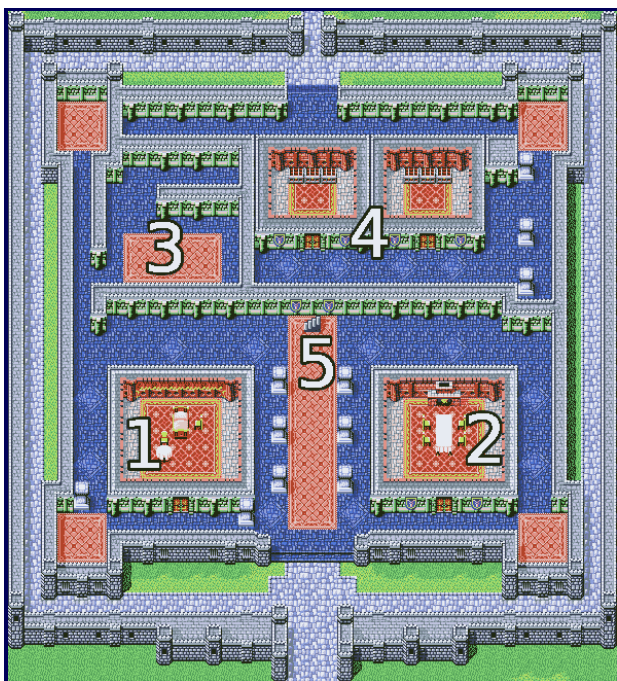
1. Queen's Room

"Please... please bring my daughter... my Sarah... back to me safely." – Queen Jayne

Queen Jayne is a middle-aged women with turquoise hair and blue eyes, wearing a well-made long red dress and a golden tiara. She has been depressed since her daughter's kidnapping and only talks to the party after they have won the king's trust. Once she talks, she tells the party about the night of the kidnapping, which she has witnessed personally. On that night, she woke up and encountered Garland who was escaping with the unconscious princess in his arms. Garland told her to hand over control Cornelia if she wants to see her daughter alive again. Then he disappeared with Sarah through the back entrance of the palace. The Queen is traumatized by this event and she blames herself for not preventing the kidnapping.

2. Sisters's Room

"My s-s-sister... W-where's my s-sister?" – Alison

This room is inhabited by Sarah's sister Alison who is an emotional teenager, that resembles her mother. The guards at her door tell the party that she has locked herself in and won't open the door. If the party can convince her, e.g. by assuring that they will save Sarah, she opens the door to talk. Alison knows her sister well, as she looks up to her very much. She tells the party about Sarah's passion for music and that her precious lute has disappeared with her. If the party manages to calm Alison down, they have a better chance at convincing the king, who is worried about her.

3. Captain

"Garland was once the greatest knight in the kingdom. But power corrupted him, and he turned away from his own true nature." – Ian

The captain of the guard is a young man with long blond hair named Ian, he is wearing a decorated heavy armor and a longsword on his back. He is reluctant to talk the adventurers and they immediately notice that he is missing his left arm. If the party has convinced the king, the captain is willing to talk to them about the mission to rescue Sarah, which he led. Right after Sarah disappeared, him his men followed Garland and confronted him at the Big Bridge, north of Cornelia. However, Garland bested all of them in ensuing battle and the captain was the only one to survive, albeit without his arm. He is ashamed of his failure and seems deeply disturbed and scared of Garland's power.

4. Treasure Room

The treasury consists of two rooms, the one to the left contains the palace's gold while the right one contains expensive items and equipment. Both doors are guarded by two well armed men in heavy armor. If the party has obtained a letter from the king, they are given the following items by guards: A large Tent that fits the entire party as well as a Potion and 200 Gil per party member.

5. Throne Room

The door is guarded by two royal guards with glaives and heavy decorated armor. Inside the throne room, the king sits on his throne and beside him stands the chancellor. The king is a middle-aged man with light blue eyes and brown hair with a long brown beard, he is wearing a golden crown and long red robes. The chancellor is slightly younger with dark hair, also wearing noble clothing. The king is happy to see the adventurers, as he is desperate to find his daughter, but the chancellor is very skeptical. In the following conversation, the party can try to convince the king that they can rescue Sarah, but the chancellor convinces him that they have to prove their trustworthiness first. The king then laments that he has been neglecting his people while trying to rescue his daughter. He asks the party to help the people of Cornelia to prove that they are capable of saving Sarah, in return he promises to provide them with supplies for the journey. If the party asks for further details on the kidnapping, they do not reveal anything until the party has won their trust.

Convincing the King

"Garland is no longer the man I once knew... I beg of you. Please return my daughter to me quickly!"
 – King of Cornelia

To convince the king, the party has to fulfil a number of tasks that help the people of Cornelia, which ones and how many exactly depends on you as the GM. Below is a list of tasks that may convince the king if taken care of:

- Help the smith to receive his shipments.

- Resolve the dispute between the two mages.

- Defend the port against an ambush by pirates.

- Help the chapel regain its members.

After the party wins the king's trust, he reveals further details on the kidnapping: Sarah was kidnapped by a former knight of Cornelia named Garland, the most powerful swordsman in the kingdom. Garland used to be close to the king, but power has corrupted him and he demanded to become his successor. When the king denied him, Garland abducted his daughter Sarah as ransom for control over Cornelia. Many other knights have tried to save her since and even though none succeeded, they found out that Garland keeps Sarah in the Chaos Shrine, north of Cornelia past the Big Bridge. The king keeps his promise and writes a letter to confirm that they were officially given the task of rescuing the princess. This letter allows the party to retrieve supplies from the treasury and other members of the palace are more willing to talk to them. After successfully convincing the king, the party is rewarded with a **Level Up**!

Big Bridge

"Let's see how you handle the mighty me! And by me, I mean Gilgamesh!! And by handle, I mean DIE!!!"
 – Gilgamesh

When departing from Cornelia and heading north, the party finds themselves in the forests and grasslands surrounding the city. After several hours of travel through the quiet nature, they arrive at the Big Bride, which is massive but also old and brittle. When they reach its end, they encounter Gilgamesh who seems to have been awaiting them. Gilgamesh is not necessarily good or evil, he travels the world to find powerful weapons for his collection. Garland has convinced Gilgamesh to work for him and lets him guard the bridge from anyone who tries to cross. In return, Garland gifted him the legendary sword Excalibur or at least that is what Gilgamesh believes. Upon meeting the party, Gilgamesh will recognize them as potentially worthy opponents and draw his weapons.
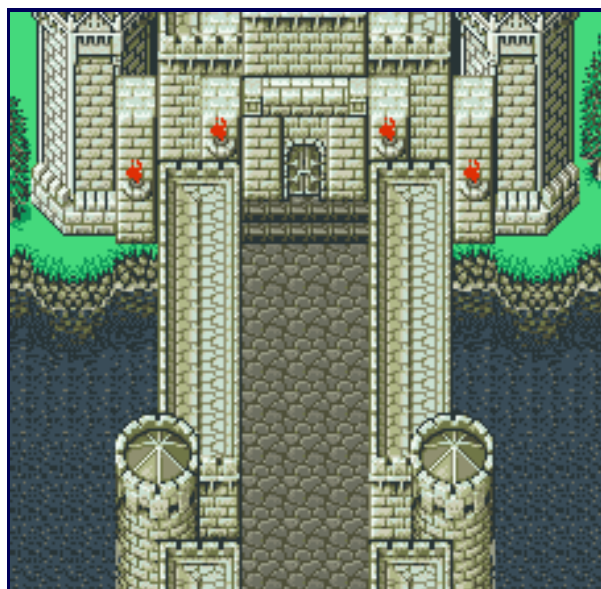
Battle on the Big Bridge

The battle against Gilgamesh takes place at the end of the bridge as shown on the map above. His combat details are shown below, but depending on the party you may need to modify some of his attributes. When Gilgamesh is reduced to 0 HP he does not immediately faint, instead he finally pulls out Excalibur for one last attack. He tries to attack the closest party member with it, but the sword deals no damage and immediately breaks. Gilgamesh realizes that Garland has tricked him and seeing no other option, he flees. As he remains alive, the party may meet Gilgamesh again in the future. After defeating Gilgamesh, the party can finally cross the bridge to reach the dark forest before the Chaos Shrine. The forest is unusually quiet and most of its trees and plants seem to have died out. The adventurers will very likely not be able to reach the Shrine before sunset, so they probably have to rest the night in the forest.

Gilgamesh				Level 2
	HP:	45	MP:	40
	STR:	2	DEF:	1
	MAG:	0	RES:	0
	AGI:	4	Size:	M

Polearm: 1d DMG   **Drops**: 500 Gil

Death Claw
MP: 6   Target: Single   Time: 0r   Range: Weapon
Make two Attacks against the target and if at least one of them hits, he suffers Immobile for 1 round.

Blade Dance
MP: 8   Target: 3u   Time: 1r   Range: Self
You make an Attack against every enemy in the target area.

Critical Power
When reduced below 20 HP, you gain EnSTR until the end of battle.

Chaos Shrine

As the party reaches the grasslands at the edge of the dark forest, they can see the menacing Chaos Shrine in the distance. As they move closer, they notice that the shine has mostly been claimed by nature, as its walls are damaged and overgrown and the foundation has begun to sink into the ground. An unnatural serenity surrounds the shrine with no other living being in sight and the only entrance is a set of brittle stairs that lead down into darkness. After descending the stairs, the party arrives at the south of the map shown below and can barely see in the dark. The way north is blocked from rubble that is a product of pillars and large rocks which have broken off from the ceiling. Upon closer inspection, the party realizes that this blockade has been created purposefully.
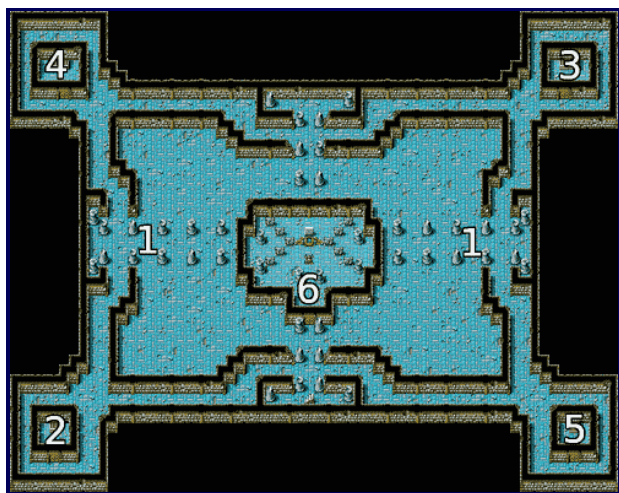
1. Traps

Both marked locations contain a magical trap on the ground that has been placed by Garland to alert him and impede intruders. A character that is actively looking for traps or taking similar precautions notices it by passing a DC 7 check. The trap explodes when stepped, dealing 2d fire damage to everyone within 1u of its center.

2. Mimic

Inside this room is a single large chest that once touched reveals itself to be a vicious Mimic. A character can notice that something is wrong with the chest beforehand by passing a DC 9 check. If they fail to do so, the Mimic automatically gets the best possible result for his initiative check in the ensuing battle.

Mimic				Level 2
	HP:	20	MP:	0
	STR:	2	DEF:	0
	MAG:	0	RES:	0
	AGI:	2	Size:	M
Bite: 1d DMG			**Drops**: 200 Gil	

3. Healing Spring

The heavy door of this room is locked and can be broken or lockpicked, by passing a check whose DC can vary from 6 to 9 depending on the character's expertise. Inside the room, the party finds a large chalice that stands on a stone pedestal and is filled with what seems to be water. Upon closer inspection, a character can understand that the liquid is of magical nature and a character that drinks it, fully recovers his HP and MP immediately. However, the chalice itself has no magical properties and contains only 5 portions of the healing water.

4. Chests

This room contains 2 chests, one can be opened easily and contains 3 Potions and a Phoenix Down. The other one contains **Sarah's Lute** and can only be lockpicked by passing a check where the DC varies between 7 and 10 depending on the character's expertise. It can also be opened with a key that Garland carries with himself, but the chest is too robust to be broken through force.

5. Secret Door

This room is empty except for a large stone tablet on the left wall with multiple different symbols on it. Upon closer inspection, the party can understand that the symbols describe a short music piece. The wall next to it contains a secret door which is revealed by playing the piece on Sarah's Lute, which only Sarah herself should able to perform properly enough. The secret door leads into a small room with a stone pedestal which has the following item on it:

◒	Accessories	◒
Name	**Value**	**Effect**
Angel Ring	2000 Gil	When you suffer KO while wearing this ring, you can activate its effect to immediately get revived with 1 HP. The ring is destroyed after using this effect.

6. Garland

"Hmph. The king's lapdogs. Do you have any idea who you're messing with?"   – Garland

At the center of the temple, the party finally confronts Garland. Sarah is also in this room, locked in a cage that stands in its corner. Garland is a tall, well-built man in full heavy armor wearing a purple cape and carrying a sword. He is very arrogant and believes that he deserves to rule Cornelia, because he is the strongest warrior in the kingdom. Garland has studied the dark secrets of the Chaos Shrine since his arrival to expand his power. He sees the party as just another annoyance standing in the way of his grand plans.

Final Battle

"You really think you have what it takes to cross swords with ME? Very well…"
  – Garland

Garland draws his weapon to commence the fight and he also summons multiple bats to aid him, one for each party member. During the battle, he focuses on his positioning to pick off lone party members while he avoids getting outnumbered himself. He prefers to stand behind his minions to use his ranged abilities at first and tries to finish off enemies that have been weakened later on. In the original story, Garland uses a magical artifact to escape after being defeated and goes on to become the main antagonist of the game. If you want to continue the adventure differently, he may also die at hand of the adventurers or you can let the players decide his fate. After being freed from her prison, Sarah is understandably still very scared and traumatized. She thanks the party for rescuing her and asks them to find her precious lute, which Garland has taken. The party can refuse her request to quickly return to Cornelia, which Sarah will understand but not be happy about.

Bat				Level 1
	HP:	6	MP:	0
	STR:	0	DEF:	0
	MAG:	0	RES:	2
	AGI:	4	Size:	S

Teeth: 1d DMG   **Drops**: 100 Gil

Absorb
On every successful Attack you regain 1d HP.

Garland				Level 3
	HP:	40	MP:	30
	STR:	3	DEF:	1
	MAG:	1	RES:	1
	AGI:	2	Size:	M

Longsword: 1d DMG   **Drops**: 1000 Gil, Key

Drain
MP: 8   Target: Single   Time: 1r   Range: 3u
Reduce the target's HP by 1d and increase yours by the same amount.

Silence
MP: 6   Target: Single   Time: 1r   Range: 3u
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Parry
Whenever you fail to evade an Attack, you can make a DC 8 and when you succeed, the damage you suffer is halved.

Epilogue

"You… you've come to rescue me? I don't know how I can ever thank you…"
  – Sarah

After rescuing Sarah, the party has to return her safely to Cornelia and therefore, they have to travel back the long path they came from. The journey should be uneventful for the most part, but you can feel free add a few surprises of your own. Sarah is a young princess with turquoise hair like her mother and wears a gold colored dress as well as a golden pendant with red jewels. She is polite but also very quiet and absent, because she is suffering from the physical and mental scars of the kidnapping. Sarah is not capable of looking after herself, so she needs the adventurers' assistance and guidance during the journey. While travelling, she often asks about the state of Cornelia and her family as she blames herself for what has happened.

Arrival

"Thank you for returning my daughter to my side."
  – King of Cornelia

When entering Cornelia with the princess at their side, the adventurers are hailed as heroes by the towns-people and guards. Accordingly, they are recognized by everyone in the town as such from now on. The inhabitants of the castle are surprised when meeting the party, as they had already given up hope of ever seeing the princess again. The king is very grateful to the adventurers and orders his servants to prepare a huge banquet in their honor on the evening of their arrival. The party is rewarded with a **Level Up** after safely bringing the princess home. Furthermore, the king offers them very generous rewards for rescuing his daughter as he had promised. In the original story, the king commands his men to rebuild an old broken bridge, that leads to another large continent for the adventurers to explore. Depending on how you want to continue the game, his gift should be something that greatly aids the party on their upcoming adventures. He could for example gift them a ship that allows them to reach new lands or he could gift them a house in Cornelia if the city is still going to be relevant in the following.

Outlook

By rescuing princess Sarah and defeating Garland, the party has grown together and developed their individual skills. Even though they still have a lot to learn, they have proven themselves to be capable adventurers that can stand up against the evil in the world. From here, you can continue the adventure by building on the presented content and creating your own locations, characters and challenges. Before departing, the party may choose to spend some more time in Cornelia to rest and stock up on items and equipment.