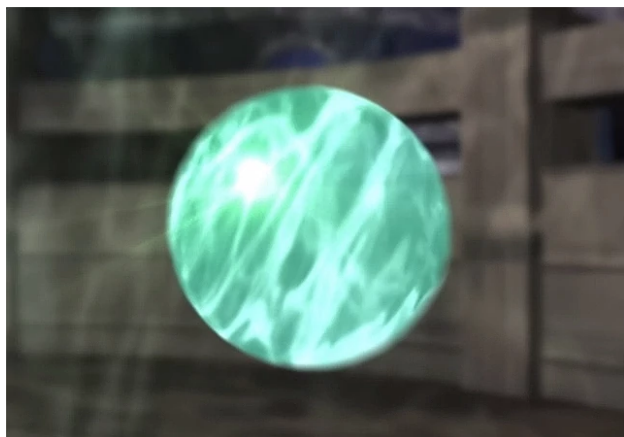# Materia

"The knowledge and wisdom of the Ancients is held in the materia. Anyone with this knowledge can freely use the powers of the Land and the Planet. That knowledge interacts between ourselves and the planet calling up magic... or so they say."
  - Sephiroth

Materia appear as crystal-like artifacts that concentrate powerful magical forces inside them, ready to be used by anyone. Some believe materia to contain the very life force of the planets, while others regard them as manifestations of ancient knowledge. Either way materia is highly sought after by adventurers and military, as they can be used to imbue weapons and armor with magical properties. The following content is inspired by Final Fantasy VII and expands on the an optional rule of the Omega Fantasy core document.

Rules

"Cloud...sign this. It's a contract that says when the war is over, all the materia will belong to me."
  - Yuffie

Materia are special items that can be used to upgrade weapons and armors in addition to the existing upgrading system. They can be slotted into weapons and armor to grant their wielder additional abilities or effects. However, slotted materia can also be removed and swapped out easily within a few minutes of time. Although their availability may vary, materia can be stored and traded just as any other item. Each materia occupies one free materia slot on the weapon or armor that it is slotted into.

Slots

"I know how tough it is bein' a leader, because I've been one. I always forget who has what materia."
  - Cid

Each weapon or armor gains one materia slot per upgrade level, so at Level 1 they have one slot, two at Level 2 and three at Level 3. Legendary weapons have four materia slots. Furthermore, if a weapon already has a unique effect, one of its slots is occupied by it. Therefore, at upgrade Level 1, only Mythril weapons and armor have a free materia slot.

Examples

"Mine is special. It's good for absolutely nothing!"
  - Aerith

Materia can be divided into two general categories: command and support materia. Command materia allow the wielder of the imbued equipment to use new abilities, while support materia grant additional passive effects. If the materia allows the use of an existing ability (e.g. Fire Materia), the user has to adhere to its usual rules including MP cost and cast time. Furthermore, some materia can only be slotted into weapons, while others are only compatible with armor. In the following, some examples of materia are given, but you are encouraged to make additions and changes to the given lists.

Command Materia		
Name	**Value**	**Effect**
Fire Materia	500 Gil	Allows you to use the "Fire" ability (see Black Mage job)
Ice Materia	500 Gil	Allows you to use the "Blizzard" ability (see Black Mage job)
Bolt Materia	500 Gil	Allows you to use the "Thunder" ability (see Black Mage job)
Shield Materia	500 Gil	Allows you to use the "Guard" ability (see Sentinel job)
Rage Materia	750 Gil	Allows you to use the "Beatdown" ability (see Warrior job)
Reflect Materia	750 Gil	Whenever you are targeted by Magic, you immediately reflect its effect back to its caster. This item is destroyed after its effect is used. (armor only)
Decoy Materia	750 Gil	Whenever you fail to evade an Attack, you can immediately summon a decoy that absorbs all the damage dealt. This item is destroyed after its effect is used. (armor only)
Restore Materia	750 Gil	Allows you to use the "Cure" ability (see Red Mage job)
Courage Materia	1000 Gil	Allows you to use the "Flee" ability (see Thief job)
Heal Materia	1000 Gil	Allows you to use the "Esuna" ability (see Red Mage job)
Runic Materia	1250 Gil	Whenever you are targeted by Magic, you can

Support Materia		
Name	**Value**	**Effect**
Underwater Materia	500 Gil	Allows you to breathe normally under water. (armor only)
Weather Materia	500 Gil	Your weapon or armor starts glowing to signal you that a storm or rain is incoming within roughly one hour.
ATR Plus	750 Gil	This materia is of one the following attributes: STR, DEF, MAG or RES and increases the according attribute by 1 (e.g. STR Plus increase STR by 1).
Resilience Materia	750 Gil	This materia is of one elemental type (e.g. fire). The armor it is slotted into grants permanent resilience against that type. (armor only)
Pre-Emptive Materia	1000 Gil	Add 5 to the result of every initiative check that you make. (armor only)
Elemental Materia	1000 Gil	This materia is of one elemental type (e.g. fire). Every Attack that you make with your weapon deals damage of this type. (weapon only)
Status Materia	1000 Gil	This materia is of one status effect and grants immunity against that status effect (e.g. Blind Materia grants immunity against the Blind status). (armor only)
Glow Materia	1250 Gil	Your weapon glows bright enough in the dark to grant visibility within 10u. (weapon only)
Venom Materia	1500 Gil	Whenever you hit an Attack, where the target rolls a 4 or less on the evasion check, the target suffers Poison for 3 rounds in addition. (weapon only)
Zombie Materia	1500 Gil	Whenever you hit an Attack, where the target rolls a 4 or less on the evasion check, the target suffers Zombie for 5 rounds in addition. (weapon only)
Angel Materia	2000 Gil	Whenever you fall KO with this materia equipped, you are instantly revived with 1 HP. This item is destroyed after its effect is used. (armor only)
HP Plus	2000 Gil	You maximum HP is increased by 10. (armor only)
MP Plus	2000 Gil	You maximum MP is increased by 10. (armor only)
Consumer Materia	2000 Gil	Whenever you use an Item that restores your HP, you regain an additional 1d HP.
Alert Materia	2000 Gil	Allows you to evade Attacks while concentrating. (armor only)
Sense Materia	2500 Gil	You can see the remaining HP of all enemies within 3u.
Chocobo Materia	2500 Gil	Whenever you fall from any height, you can glide down gracefully as if you had parachute.
Berserk Materia	2500 Gil	Whenever your current HP is below half of its maximum, add 1d to the damage dealt by Attacks with your weapon. (weapon only)
Moogle Materia	3000 Gil	The weapon or armor glows whenever there is a monster within 25u.
Immunity Materia	3000 Gil	Whenever you make a check to withstand a status effect, the DC is reduced by 1. (armor only)
Upgrade Materia	3000 Gil	When you slot this materia into a weapon or armor, it is immediately upgraded to the next equipment level. This item is destroyed in the process.
Lure Materia	3500 Gil	Each monster within 3u will choose you as target whenever possible. Some enemies may be immune to this effect as decided by the GM.
Range Materia	3500 Gil	Increases the range of your weapon by 1u. (weapon only)
HP Drain Materia	4000 Gil	Whenever you perform a successful Attack, your HP is increased by 1d. (weapon only)
MP Drain Materia	4000 Gil	Whenever you perform a successful Attack, your MP is increased by 1d. (weapon only)
Climb Materia	4000 Gil	Allows you to walk on vertical walls the same as you can on horizontal ground.
HP<−>MP Materia	4000 Gil	Your maximum HP and your maximum MP are switched.
Concentration Materia	5000 Gil	Whenever it is your turn and you cannot use your action due to concentrating, you instead regain 2d MP.
Nimble Materia	5000 Gil	You can move 1u further per turn than your usual distance.
Ghost Materia	6000 Gil	Allows you to walk through people, monsters and solid objects. (armor only)
Gold Materia	9999 Gil	The weapon or armor this materia is slotted into becomes gold colored.