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Introduction

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

– Lightning

Omega Fantasy is a tabletop roleplaying game that is heavily inspired by the [Final Fantasy](#) video game series. Using the rules and content in this book, you can create stories in which brave heroes face great forces of evil in a fantasy world filled with magic and monsters. To play, you only need dice, paper, pens and a group of 3 to 6 people. To finish an adventure, your group needs to in multiple sessions and the game can be played at a table or through online chat. Choose one person to become the [Game Master](#) (shortened [GM](#)), who creates the game world and narrates the adventure. During the game, he describes the environment to the players and how it reacts to their actions. The GM also takes the role of all non-player characters to narrate conversations and combat. Everyone else is a [Player](#), who roleplays the game from the perspective of their [Character](#) in the game world. Player characters are the protagonists of the story who travel together as a [Party](#) to explore the world, interact with people and fight against enemies.

Example: Roleplaying

[Hironobu \(Game Master\)](#): "You enter the Thunder Plains, which is a vast wasteland covered by thick fog and dark clouds. You can see that lightning bolts often strike the ground in the open field."

[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."

Dice & Checks

Dice help you to decide the outcome of uncertain actions. This game only uses six-sided dice and we use [d](#) shorthand to refer to one. Also, we use for example 4d to describe a roll of 4 dice, where the result is summed up. During the game, the GM can use [Checks](#) to decide and narrate the outcome of actions. He can either ask players for checks or perform them in secret. Checks are usually [2d](#) rolls and higher numbers mean a better outcome for the roller. The minimum result to succeed is called Difficulty (shortened [DC](#)) and is often decided by the GM. It should be based on the difficulty of the action and the proficiency of the actor. A check can also have [Advantage](#) or [Disadvantage](#) when the circumstances influence 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. Advantage and Disadvantage cancel each other out and do not stack.

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 (DC10), because Cloud did not put much effort into his disguise. But the room is not well lit and the Don had his fifth drink already, so 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 so convinced that Cloud is a woman that he drags him into his room for some time alone.

Adventuring

"You know what they say about the leading man, don't you? He never dies." – Balthier

During your adventure, the party can explore various locations in the game world such as towns and dungeons. For this purpose, the GM describes their current environment and he may impose checks on related actions, such as picking locks or detecting traps. Furthermore, the party is free to interact with other characters, which are voiced by the GM while the players talk from the perspective of their own characters. During conversations, the GM may also use checks, for example to decide whether an attempt to convince a character is successful. After a long day of adventuring, the party eventually needs to rest to recover their energy. The party may go to sleep once per day to fully recover their HP and MP, but to gain this benefit, they have to sleep in a comfortable place like an Inn or a Tent. Throughout their adventure, player characters become stronger by gaining experience which we express with Levels (shortened [LV](#)). Beginners start at LV1 and can progress up to LV10 where they become renowned heroes. The GM decides when the party Levels up, which we recommend for reaching adventure milestones such as character development events, victories against powerful foes, or resolution of major conflicts. Adventures can be very dangerous and sometimes the entire party may be defeated in combat. In that case, the game is not over, but they suffer a major setback decided by the GM. For example, they may fall unconscious and find themselves robbed of some possessions as they awake. Or they might get captured by enemies and have fight to regain their freedom. Player characters can only die or leave the party under special circumstances. In that case, that player may create a new character who joins the party on their adventure.

Combat

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

Combat encounters play out in a series of rounds (shortened [r](#)) and during a round every combatant takes one turn. In every round, the players take their turns first, they can freely decide in which order. Then all enemy combatants controlled by the GM take their turns until the round is concluded. Rinse and repeat until one party is defeated. When a party ambushes the other before combat, the GM can decide that they gain a [surprise round](#). In this case, only the surprising party acts in the first round before the battle continues as usual.

Attributes

Combat proficiencies are determined by the following **attributes**. When a calculation with these numbers results in a non-integer value, it is always rounded down. Also, negative results are always rounded to 0.

♥ **Health 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 required for using abilities. You have a maximum and a current number of MP.

🔪 **Strength (STR)** increases the damage dealt by your physical attacks and abilities.

🛡️ **Defense (DEF)** increases your resilience against physical damage that you suffer.

✨ **Magic (MAG)** increases the damage dealt and healing done by your magical abilities.

🛡️ **Resistance (RES)** increases your resilience against magical damage that you suffer.

≡ **Evasion (EVA)** allows you to evade physical attacks.

Actions

During every turn you can take one of these actions:

🔪 **Attack:** Attack with your weapon by making an Attack check with a DC equal to the target's EVA. If you succeed, he suffers damage equal to the checks's result plus your STR, otherwise he evades. If the check result is a 12, you score a **Critical Hit**, doubling your total damage.

✨ **Magic:** Use a magical ability by spending MP, choosing appropriate targets and concentrating for 1r, during which you cannot evade. The spell takes effect at the start of your next turn and if it deals damage or restores HP, add your MAG to the amount. Every ability description includes its MP cost, targets and effect.

🔧 **Tech:** You use a physical ability. Techs are used the same way as Magic, but their damage and healing is amplified by STR instead of MAG.

📁 **Item:** You use an Item from your Inventory.

🔄 **Switch Row:** Switch to the other row on your side.

🏃 **Flee:** Make a check and if the result is lower than your EVA, you successfully flee the battle. You can only take this action from the back row.

Example: Combat

Squall (4 DEF, 1 RES) and Seifer (6 STR, 2 MAG, 6 EVA) decide to duel, they both have 6 STR, 2 MAG, 4 DEF, 1 RES & 7 EVA. Seifer takes the first turn and begins casting Fire by spending 4 MP, choosing Squall as target and concentrating. Squall tries to Attack, but rolls only 5 on his Attack check and misses. 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, rolling a 12 on the Attack check and thus scoring a Critical Hit! Seifer hits Squall right above the nose with his blade, inflicting 2x(2d+6-4) damage and leaving a scar.

Damage Types

All damage dealt has one of two basic types. Usually, Attacks & Techs are of **physical** type, while Magic & Items are of **magical** type. When you receive physical damage, subtract your DEF and when you receive magical damage, subtract your RES from the amount. In addition, damage can have one of the following elemental types to which combatants can have **Weaknesses** or **Resiliences**: fire, ice, lightning, water, earth, wind, holy & dark. When resilient, you only suffer half the usual damage and when weak, you suffer double the usual damage. Resilience and Weakness cancel each other out and do not stack.



Status Effects

Status Effects bestow extra effects for a limited duration. You can suffer different Status Effects at once, but re-applying the same one only refreshes its duration. Being **Immune** to a Status Effect makes you unaffected by it. All regular Status Effects are listed below. There is also a special Status Effect named **KO**: whenever your current HP drops to 0, you suffer it automatically. While, you are unconscious, all your turns are skipped and all other Status Effects are removed. Your HP cannot be increased until KO is removed and Immunity against KO only applies when above 0 HP. At the end of every battle, KO is removed from player characters and they regain 1 HP.

🎯 **Blind:** When you are targeted by an Attack, the attacker has disadvantage on the Attack check.

🔪 ✨ 🛡️ 🛡️ **EnATR:** An attribute is increased by 1 plus half your LV, e.g. EnMAG increases your MAG by 2 at LV3.

⌚ **Haste:** On each turn, you can take an extra action.

♥ **Regen:** You regain HP equal to 10% of your maximum HP at the start of each of your turns.

🎯 **Blind:** When you Attack, you have disadvantage on the Attack check.

🔪 ✨ 🛡️ 🛡️ **DeATR:** An attribute is decreased by 1 plus half your LV, e.g. DeSTR reduces your STR by 4 at LV7.

♥ **Poison:** You take damage equal to 10% of your maximum HP at the start of each of your turns.

💤 **Sleep:** You cannot take any action. This status is removed when you take any damage.

🔇 **Silence:** You cannot begin casting Magic or using Techs.

☠️ **Zombie:** All effects that normally increase your HP instead cause the same amount of damage to you.

Battlefield

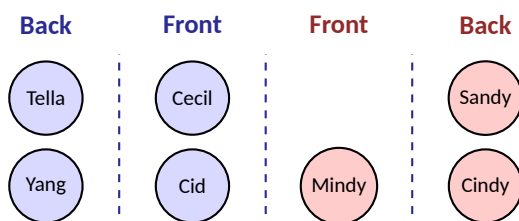
"Lucky you. You get front row seats!" – Rikku

The battlefield is divided into 4 rows: a front and a back row for each party. At the start of a battle, every combatant decides for one of their side's two rows. When the front row of a party is empty, all combatants of that party are immediately pushed to their front row. All effects have a [Range](#) that indicates which rows it can target:

- **Self:** can only target yourself.
- **Close:** can target anyone in your own row.
- **Melee:** When in the back row, can only target your party. When in the front row, can target any ally or the enemy front row. Melee Attacks can target enemies in their back row, but then the damage is halved.
- **Ranged:** when in the front row, can target any row. While in the back row, can target any row except enemy back row.
- **Artillery:** can target anyone on the battlefield.

Example: Battlefield

Cecil and his friends fight the Magus Sisters on the battlefield below. First it's Cid's turn and he uses an Item on Cecil, who is in the same row. Then it's Cecil's turn and he targets Sandy with a Melee Attack. The damage she suffers is halved but it is still enough to defeat her. Now it's Tella's turn and he can target Mindy with a Ranged effect, also defeating her. Since the enemy front row is empty now, Cindy is pushed into it. Finally, it is Yang's turn and his Melee Attack deals full damage to Cindy. The Magus Sisters are defeated!



Character Creation

"I am THE Basch fon Ronsenburg!" – Vaan

Every player creates a [Character](#) who is a protagonist of the adventure. To create a LV1 character, first copy or print the [Character Sheet](#) on page 17. It allows you to track various aspects about your character and there is an example of a filled out sheet, that you can use as a guideline. Then, follow the steps below. Your character gains more benefits on subsequent Levels, all of which are explained in detail in the following sections. To create your character:

1. Choose your character's [Name](#) and give a short description of them.
2. Briefly summarize their [Story](#) and explain their motivation for joining the party, considering that this is most likely their first serious adventure.
3. Choose a [Fighting Style](#) as explained below.
4. Choose your starting [Equipment](#) as explained below.
5. Choose an [Ability](#) as explained below.

Fighting Style

Your character's Fighting Style determines their starting attributes and what types of equipment they can use. At LV1, select one of the Fighting Styles listed below, which cannot be changed later. All attributes not listed in the table are initially 0. Note that Monks gain an extra STR+1 for every LV because they cannot carry weapons.

Style	Weapon	Armor	Attributes
Dragoon	Polearm	Heavy Armor	HP=33, MP=20, DEF=1, EVA=6
Mage	Scepter	Robe	HP=25, MP=30, MAG=1, EVA=5
Marksman	Ballistic	Light Armor	HP=27, MP=20, STR=1, EVA=5
Monk	Unarmed	Light Armor	HP=18, MP=20, STR=1, EVA=7
Thief	Blade	Light Armor	HP=25, MP=30, STR=1, EVA=7
Warrior	Blade	Heavy Armor	HP=35, MP=30, DEF=1, EVA=6

Equipment

"Yes, the twelve legendary weapons. They are weapons. They are legendary. There are even twelve of them."

– Ghido

Equipment increases your character's combat potency by providing additional effects and attributes. While [Weapons](#) increase the damage dealt, [Armor](#) protects against incoming damage and [Accessories](#) can complement the gear. Every character can carry one weapon, one armor and one accessory. Accessories can be worn by everyone, but characters can only equip specific weapon and armor types depending on their Fighting Style. Note that Attacks with all weapon types are Melee except Ballistics, which have Ranged Attacks. Additionally, more powerful equipment pieces have a minimum LV requirement. In contrast, all characters can use [Items](#), that provide quick benefits in and outside of combat, but are consumed after a single use. Weapons and armor can be enhanced through the use of [Materia](#), which can be slotted into them to grant additional effects. Unless stated otherwise, every weapon or armor can carry one Materia and slotted Materia can also be removed, swapped and stored easily. All items and unequipped possessions are stored in your character's [Inventory](#). Equipment and items can be looted from defeated foes and treasure chests or earned as rewards for completing tasks. The party may also buy or sell goods to shops and merchants, the currency used for trading is called [Gil](#) (shortened [G](#)). At LV1, every character gains 1500G from which they can buy their starting equipment. On pages 6-8, you can find examples of equipment pieces from which you can choose as follows:

- Buy a weapon that your character can equip.
- Buy an armor that your character can equip.
- Optionally, buy any set of Items that you can afford.
- Optionally, buy one Accessory that you afford.
- Optionally, buy one Materia that you can afford.

Learning Abilities

At every new LV, your character may learn one new combat ability. Usually, this will either be a Spell or Tech, but there are also two other types of abilities:

Passives: Effects that are permanently active. Your character can learn only one Passive at LV3.

Reactions: Under specific conditions, they allow you to take certain actions during someone else's turn. Your character can learn only one Reaction at LV5.

When your character learns a new ability, they additionally gain an attribute bonus as part of it. However, all abilities have a LV requirement and might also require knowing another ability beforehand. Write down all abilities that your character learns on the second page of your Character Sheet. All available abilities are listed on pages 9-13.



Traits

"This is sickening! You sound like chapters from a self-help booklet!" – Kefka

Traits allow you to develop your character in non-combat aspects. There are three different kinds of Traits:

A **Bond** represents a special relationship between your character and another party member. This Bond does not have to be romantic, it could be a rivalry, a conflicted relationship or any other remarkable connection. The nature of a Bond often changes as it develops further.

A **Conflict** represents a personal struggle of your character. This presents them with a challenge and they can become even stronger by overcoming their Conflict. Conflicts can have many sources, for example a loss of a loved one, disillusionment with society, a personal insecurity, a crushing debt or a past trauma.

A **Talent** is a non-combat aspect that your character is especially proficient in. When gaining the first Talent rank, choose a Talent skill that describes this proficiency and provides an according effect. Talent Skills usually fall into one of 3 categories: they grant advantage on a broad set of checks, they let you always pass a narrow set of checks or they provide a unique non-combat ability. Some examples of Talent Skills are listed on page 15.

Throughout their adventure, your character may gain and develop one Trait of each kind. Every Trait has 3 ranks and at first you have no ranks in any of them. At LV2 and after ever subsequent LV up, your character may gain one rank in a Trait of your choice. Every Rank in a Trait represents a character development and provides a unique benefit, all of which are listed on your Character Sheet. However, before increasing the rank of a Trait, you must fulfil an additional prerequisite: since the last rank increase in that Trait kind, your character must have experienced at least one **cutscene** that reflects the desired character development. There is no strict definition of such a cutscene and your group may freely interpret which moments constitutes as one. Depending on your preferences, a cutscene can take many different forms. For example, it could be an ultimate sacrifice or a deep emotional conversation, but it could also be an internal monologue, a flashback into the past or just a quick glance exchanged between two characters.

Example: Bond

After defeating a group of Al'Bhed, one of them starts talking to Rikku in their language. Wakka is shocked and confronts Rikku, who admits that she is an Al'Bhed herself. He realizes that the rest of the party kept this secret, knowing that he hates all Al'Bhed. Wakka then gets into a heated argument with Rikku, which ends with him storming off. Their relationship is strained: he feels betrayed that she lied about being an Al'Bhed, who he considers as the enemy. Still he cannot deny how helpful she has been and the rest of the party trusts her. The group agrees that this cutscene proves a connection between Wakka and Rikku and he gains the first Rank of his new Bond.

Example: Conflict

As a Dark Knight of Baron, Cecil has committed many atrocities in the past that he deeply regrets. He has since denounced the kingdom and taken responsibility for his actions, allowing him to reach Rank 2 of his Conflict. Now he wants to finally overcome his past by relinquishing his dark powers. At the top of Mount Ordeals, he confronts his dark mirror image in battle and secures victory by not raising his sword. He withstands the temptation of hatred and darkness which allows him to become a full-fledged Paladin. The group agrees that this is a cutscene for Cecil's development and thus he advances to the final Rank of his Conflict.

Example: Talent

Celes and her friends arrive at the Opera of Jidoor where a man named Setzer has threatened to abduct Maria, the star of the upcoming play. The party devises a plan to trick him in which Celes is supposed to take the role of Maria in the play. Despite having no prior experience, Celes gives an outstanding performance in front of a cheering audience. Even Setzer thinks that she is the real Maria and falls for the party's trap. The group agrees that this cutscene represents the awakening of her Talent, and thus Celes gains a Talent Skill that gives her Advantage on checks related to performing.

Limit Breaks

"This is the scene where you swear your undying hatred for me!" – Seifer

Esper are powerful magical beings that exist beyond the realm of humans. However, they can manifest themselves in the real world for short periods of time. When an Esper is impressed by an outstanding mortal, it will lend its powers to aid their cause. When reaching LV4 each player chooses one Esper that bonds with their character, which provides them with a permanent Passive ability. Furthermore, they receive a **Limit Break** ability to temporarily call an Esper for help during combat. You can add both your STR and MAG to all damage dealt and HP restored by Limit Breaks and their damage dealt also ignores the targets' DEF and RES. Additionally, you gain Haste, Regen, Blink, EnSTR and EnMAG for 3r when you use a Limit Break. To use a Limit Break, you have to gather 10 **Limit Points (LP)** as a prerequisite, which are consumed upon its activation. You gain LP in various situations which are listed on your character sheet. All available Espers with their Passives and Limit Breaks are listed on page 16.



Reputation

"Turnip-squeezing bashi-bazouks like you, the four warriors of legend!?" – Delilah

Your party's Reputation describes how they are perceived by non-player characters in general, which is determined by the actions they take throughout the adventure. A Reputation does not necessarily have to be a positive one and it might not even paint an accurate picture of your party. For example, they might have been declared a public enemy, or they might be known for a specific skill or they may be members of an important organization. A Reputation is made up of two parts: its Rank, which measures how well your party is known, and its Type, which describes what they are known for. When gaining the first rank at LV5, choose a Reputation Type that fits your party's image. Some examples of Reputation types are listed below, but your group may also define other ones that fit your party. Your chosen Reputation type grants your party a unique effect. Your Reputation Rank increases at LV7 and LV9 and both times you receive additional benefits that are listed on your Character Sheet.

Mercenaries: You are known for getting the job done for the right price. Whenever you complete a task for someone who is aware of your Reputation, you receive an additional amount equal to your LV times 50G.

Explorers: You are known for pressing onto frontiers nobody else would dare to. You get a 10% discount when buying Items from people aware of your Reputation.

Public Enemies: You have been declared an enemy of the people by the authorities. You gain Advantage whenever you make a check to intimidate someone who is aware of your Reputation.

Stars: You are known for performing a specific skill, such as singing or smithing. Whenever you perform that skill to people aware of your Reputation, you receive an amount of Gil equal to 25G times your current LV in tips.

Aristocrats: You are known for being a member of an influential and powerful organization. You gain Advantage on all checks related to extracting information from someone aware of your Reputation.

Samaritans: You are known for always helping those in need. Whenever you help a person aware of your Reputation, they will try to repay you with a place to sleep, a meal or important information.

Noblemen: You are known for having a powerful and influential lineage. Whenever you try to enter a place with restricted access, you and your entourage will be allowed to pass if the guards are aware of your Reputation.

Example: Reputation

Squall, Zell and Selphie are students at Balamb Garden, an academy that trains and contracts mercenaries. After passing the final exam, the headmaster grants them the rank of SeeD, the most elite members of Garden. SeeD are well known and respected throughout the world for their competence and outstanding combat skills. Since the party is now LV5 the group agrees that this is a good opportunity for them to adopt a Reputation. They choose Mercenary as their Reputation Type and gain the first Rank which grants each party member additional Gil for completing tasks.

The Endgame

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

When they reach LV10, the player characters have become legendary heroes of the game world with few who can match their might. At this point, usually the only thing left for them to do is face their ultimate adversary and defeat evil once and for all. To ensure they are prepared for this epic showdown, all player characters gain the following extra benefits at LV10:

- You learn 2 additional abilities that are lower than LV10.
- Whenever you gain LP, the amount is doubled.
- After every battle, your HP is increased to half of its maximum if it is lower.

Equipment Lists


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


⊕ Blades	LV	STR	Value	Effect
Mythril Blade	1	+0	250G	This weapon has an additional Materia slot.
Blood Sword	1	+0	500G	When you reduce an enemy to 0 HP, you regain HP equal to your LV.
Buster Sword	1	+0	500G	On Critical Hit, triple your usual damage, instead of just doubling it.
Gladius	1	+0	500G	When your HP falls below half of its maximum, you gain EnSTR for 3r.
Crystal Blade	4	+3	1500G	This weapon has an additional Materia slot.
Organyx	4	+3	2000G	Whenever you successfully Attack an enemy, you regain 2 MP.
Gunblade	4	+3	2000G	When you use a Ranged Tech, you can deal an extra 3 damage to its targets.
Assassin's Knife	4	+3	2000G	On a Critical Hit, the target suffers KO.
Adamant Blade	8	+6	3000G	This weapon has an additional Materia slot.
Murasame	8	+6	4000G	While in the Front Row, all your Techs become Ranged.
Save the Queen	8	+6	4000G	When your row is targeted by a spell, you can negate it by passing a DC9 check.
Main Gauche	8	+6	4000G	When you roll 9 or higher on an Attack check, the target suffers Poison for 3r.
Excalibur	10	+9	???	Unique. Your Attacks ignore the target's DEF.


⊕ Scepters	LV	MAG	MP	Value	Effect
Mythril Scepter	1	+1	+5	250G	This weapon has an additional Materia slot.
Healing Staff	1	+0	+10	500G	Whenever you restore HP with Magic, add 2 to the amount.
Power Staff	1	+0	+10	500G	Add your MAG to the damage dealt by your Attacks.
Lilith Rod	1	+2	+0	500G	When your HP falls below half of its maximum, you gain EnMAG for 3r.
Crystal Scepter	4	+2	+10	1500G	This weapon has an additional Materia slot.
Elemental Rod	4	+4	+0	2000G	When you deal fire, ice or lightning damage, add 2 to the amount.
Malboro Rod	4	+4	+0	2000G	When you cause one or more negative Status Effects, you regain 3 HP.
Sage's Staff	4	+0	+20	2000G	You can add the holy or dark type to damage dealt by Attacks and Magic.
Adamant Scepter	8	+3	+15	3000G	This weapon has an additional Materia slot.
Magus Rod	8	+6	+0	4000G	When you benefit from the EnMAG status, its effect is doubled.
Rune Staff	8	+0	+30	4000G	When you deal magical damage to an enemy suffering a Status Effect, he also suffers Silence for 3r.
Stardust Rod	8	+6	+30	4000G	When you reduce an enemy to 0 HP, you regain MP equal to your LV.
Nirvana	10	+9	+40	???	Unique. Your spells ignore their targets' RES.


⊕ Polearms	LV	STR	Value	Effect
Mythril Spear	1	+0	250G	This weapon has an additional Materia slot.
Longinus	1	+0	500G	When you roll 9 or higher on an Attack check, the target suffers Blind for 3r.
Naginata	1	+0	500G	When you switch from back to front row, you may immediately make an Attack.
Crystal Spear	4	+3	1500G	This weapon has an additional Materia slot.
Trident	4	+3	2000G	Resilience: water, wind
Vel	4	+3	2000G	The damage dealt by all of your Techs is of magical type.
Adamant Spear	8	+6	3000G	This weapon has an additional Materia slot.
Gae Bolg	8	+6	4000G	You may choose 3 targets for Attacks, but then the damage dealt to each is halved.
Zeus Mace	8	+6	4000G	When you roll 11 or higher on an Attack check, you score a Critical Hit.
Gungnir	10	+9	???	Unique. Attacks with this weapon are Ranged.


⊕ Ballistics	LV	STR	Value	Effect
Mythril Bow	1	+0	250G	This weapon has an additional Materia slot.
Tiny Bee	1	+0	500G	On Critical Hit, you may immediately take another action.
Elfin Bow	1	+0	500G	Add 3 to the damage when you Attack a target that is suffering a Status Effect.
Crystal Bow	4	+1	1500G	This weapon has an additional Materia slot.
Machine Gun	4	+1	2000G	If the target evades your Attack, he still suffers half the total damage.
Dragon Breath	4	+1	2000G	Attacks deal an extra 1d fire damage to everyone in the same row as the target.
Adamant Bow	8	+2	3000G	This weapon has an additional Materia slot.
Fomalhaut	8	+2	4000G	The damage dealt by this weapon is of magical type.
Killer Bow	8	+2	4000G	On Critical Hit, the target suffers KO.
Death Penalty	10	+3	???	Unique. Your Attacks cannot be evaded.

 Light Armor	LV	DEF	RES	Value	Effect
Mythril Vest	1	+1	+1	250G	This armor has an additional Materia slot.
Ninja Gear	1	+1	+1	500G	Immunity: DeSTR, DeMAG
Red Jacket	1	+1	+1	500G	Resilience: fire
Crystal Vest	4	+2	+2	1500G	This armor has an additional Materia slot.
Kenpo Gi	4	+2	+2	2000G	Immunity: Blind, Silence
Survival Vest	4	+2	+2	2000G	Resilience: earth, wind
Adamant Vest	8	+3	+3	3000G	This armor has an additional Materia slot.
Power Vest	8	+3	+3	4000G	STR+2
Minerva	8	+3	+3	4000G	Maximum MP +5, Resilience: ice
Brave Suit	10	+4	+4	???	Unique. EVA +1

 Heavy Armor	LV	DEF	RES	Value	Effect
Mythril Armor	1	+2	+0	250G	This armor has an additional Materia slot.
Fullplate	1	+1	+1	500G	Resilience: lightning
Knight's Armor	1	+1	+1	500G	Immunity: DeDEF, DeRES
Crystal Armor	4	+3	+1	1500G	This armor has an additional Materia slot.
Dragon Mail	4	+3	+1	2000G	Resilience: fire, wind
Mirror Mail	4	+3	+1	2000G	Immunity: Silence, Sleep
Adamant Armor	8	+4	+2	3000G	This armor has an additional Materia slot.
Demon Mail	8	+4	+2	4000G	Immunity: Zombie; Resilience: dark, fire
Achilles	8	+4	+2	4000G	Maximum MP +10
Genji Armor	10	+5	+3	???	Unique. Maximum HP +15

 Robes	LV	DEF	RES	Value	Effect
Mythril Robe	1	+0	+2	250G	This armor has an additional Materia slot.
Silk Robe	1	+0	+2	500G	Resilience: ice
Black Robe	1	+0	+2	500G	Immunity: Poison
Crystal Robe	4	+1	+3	1500G	This armor has an additional Materia slot.
Scholar's Robe	4	+1	+3	2000G	Maximum MP +5
Luminous Robe	4	+1	+3	2000G	Resilience: holy, fire
Adamant Robe	8	+2	+4	3000G	This armor has an additional Materia slot.
Magus Robe	8	+2	+4	4000G	Immunity: DeATR
White Robe	8	+2	+4	4000G	Resilience: dark, lightning
Lorlady Robe	10	+3	+5	???	Unique. Maximum MP +15











 Item	Value	Effect
Antidote	50G	Removes Poison from a Close target.
Eyedrops	50G	Removes Blind from a Close target.
Echo Grass	50G	Removes Silence from a Close target.
Gold Needle	50G	Remove Immobility from a Close target.
Arctic Wind	100G	One Melee target suffers 2d ice damage.
Bomb Fragment	100G	One Melee target suffers 2d fire damage.
Lightning Gem	100G	One Melee target suffers 2d lightning damage.
Potion	100G	One Close target regains 8 HP.
Holy Water	150G	Removes Zombie from a Close target.
Ether	150G	One Close target regains 12 MP.
Remedy	250G	Removes all negative status effects, except KO from a Close target.
Malboro Vine	250G	One Melee target makes a DC8 check and suffers Poison for 3r upon failure.
Hero Drink	300G	One Close target gains EnSTR and EnMAG for 3r.
Hi-Potion	400G	One Close target regains 20 HP.
Scanner	500G	Reveals one Melee target's Resiliences, Weaknesses, Immunities, current HP and MP.
Turbo Ether	500G	One Close target regains 30 MP.
Phoenix Down	500G	Removes KO and one restores 1 HP to a Close target.
Tent	500G	Allows the party to sleep outside comfortably.
Dark Matter	500G	One Melee target suffers 4d dark damage.
X-Potion	750G	One Close target fully regains their HP.
Mega-Potion	800G	All Close targets regains 25 HP.
Elixir	1250G	One target fully regains their HP and MP.
Mega-Elixir	1750G	All Close targets fully regains their HP and MP.
Mega-Phoenix	2000G	Removes KO from all Close targets and fully restores their HP and MP.













 Accessory	LV	Value	Effect
Mythril Shield	1	500G	DEF +1
Power Armlet	1	500G	STR +1
Rune Bracers	1	500G	RES +1
Crystal Ring	1	500G	MAG +1
Silver Glasses	1	500G	Immunity: Blind
Star Pendant	1	500G	Immunity: Poison
White Cape	1	500G	Immunity: Silence
Berserker Badge	1	500G	You gain EnSTR as long as your current MP is 5 or less.
Force Ring	1	500G	You gain EnMAG as long as your MP is at its maximum.
Life Pendant	1	500G	Whenever you recover from KO, you gain Regen for 3r.
Silent Boots	4	1500G	Your footsteps are completely silent.
Protect Ring	4	1500G	After being hit by an Attack, you gain EnDEF for 1r.
Fire Cufflink	4	1500G	When you deal fire damage, add 3 to the amount.
Item Holder	4	1500G	Choose an Item before combat. During, you can use it on top of an action.
Circlet	4	1500G	RES +1, MAG +1
Grand Helmet	4	1500G	STR +1, DEF +1
Safety Bit	4	1500G	RES +1, Immunity: KO
Champion Belt	4	1500G	STR +1, Immunity: DeATR
Germinas Boots	4	1500G	You can jump twice as high as usual.
Black Belt	4	1500G	Maximum HP +10
Heart Ring	4	1500G	Maximum MP +10
Moogles Charm	4	1500G	Glow when there is a monster within 50u of you.
Muscle Belt	8	3000G	When you roll 11 or higher on an Attack check, you score a Critical Hit.
Hermes Shoes	8	3000G	In every battle, you have Haste on your first turn.
Hero's Shield	8	3000G	DEF +1, RES +1, Immunity: Sleep
Protect Bangle	8	3000G	You gain EnDEF and EnRES as long as your HP is below 50% of its maximum.
Feather Boots	8	3000G	You can levitate up to 1u above the ground.
Hermes Sandals	8	3000G	EVA +1
Genji Helmet	8	3000G	RES +2, DEF +1.
Genji Shield	8	3000G	DEF +2, RES +1.
Genji Gloves	8	3000G	STR +2, MAG +2.
Rosetta Stone	8	3000G	You are able to understand any written or spoken language.
Gold Hairpin	8	3000G	The MP costs of all your abilities are reduced by 2.
Ribbon	8	3000G	You gain advantage on all checks related to resisting Status Effects.
Godhand	10	???	Unique. When not wearing a weapon, you gain STR +3 & DEF +3


Materia	Value	Effect
Water	250G	Allows you to breathe normally under water.
Conjuring	250G	You can create simple magical effects, e.g. a loud noise or a flash of light.
ATR Plus	500G	This materia is of one the following attributes: STR, DEF, MAG or RES and increases the according attribute by 1 (e.g. STR Plus increases STR by 1).
Resilience	500G	This materia is of one elemental type (e.g. fire). You gain resilience against that type.
Elemental	500G	This materia is of one elemental type (e.g. fire). All your Attacks deal damage of this type.
Immunity	700G	This materia is of one status effect (e.g. Blind) and grants Immunity against it.
Status	750G	This Materia is of one status effect (e.g. Poison). When you roll 9 or higher on an Attack check, the target additionally suffers it for 3r.
HP Plus	1250G	You maximum HP is increased by 10.
MP Plus	1250G	You maximum MP is increased by 10.
Booster	1250G	When you regain HP or MP from Items, the amount is doubled.
Drain	2750G	On every successful Attack, your HP is increased by 3.
Osmosis	2750G	On every successful Attack, your MP is increased by 3.
Tough	2000G	Whenever you make a check to withstand an effect, the DC is reduced by 1.
Sense	1750G	You can see the remaining HP of all enemies within 1u.
Vacuum	1250G	You can use your action to pull an enemy from the back row to the front row.
Mend	2000G	You can use your action to remove one Status Effect that your are suffering.
Swap	2000G	You can use your action to exchange your position with that of an ally in the other row.
Climb	2500G	Allows you to walk on vertical walls the same as you can on horizontal ground.
Glow	750G	The equipment piece glows in the dark to grant visibility within 5u.
Chocobo	1000G	When you fall from any height, you can glide down gracefully.
X-Ray	2500G	You can see through up 1u thick walls when standing next to them.
Ghost	3000G	Allows you to walk through people, monsters and solid objects that are less than 1u thick.
Signal	1000G	You can use your action to shoot light into the air that is visible from up to 1000u.
Arcane	2000G	You can use your action to detect the presence of magic infused objects within 20u.


Tech List


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


	Jump	Ranged	4MP	LV1
HP+8, MP+12, STR+2				
When you begin casting, you are removed from your row and you can only be targeted by Ranged & Artillery effects. When Jump takes effect, one target suffers 2d damage and you return to your original position.				
	Lancet	Ranged	4MP	LV1
HP+10, MP+10, STR+1, DEF+1				
Reduce one target's HP and MP by your LV and increase your own HP and MP by the same amount.				
	Kick	Melee	6MP	LV1
HP+13, MP+7, STR+2				
Two targets suffer 2d damage.				
	Guard	Self	2MP	LV1
HP+15, MP+5, DEF+2				
You gain EnDEF for 3r.				
	First Aid	Close	4MP	LV1
HP+12, MP+8, DEF+1, RES+1				
One target regains 1d HP. The total amount healed is doubled if you have received no damage while concentrating on this ability.				
	Libra	Ranged	4MP	LV1
HP+11, MP+14, RES+1				
You find out one target's Resiliences, Weaknesses, Immunities, as well as his current HP and MP.				
	Lay Trap	Ranged	4MP	LV1
HP+13, MP+12, DEF+1				
The next time an enemy uses the Switch Row action, it is negated and he suffers 2d damage. This effect does not stack and it is removed when activated or after 3r.				
	Flee	Close	4MP	LV1
HP+7, MP+18, DEF+1, RES+1				
Make a DC6 check, if you pass, everyone in your row may flee the battle.				
	Cheer	Close	4MP	LV1
HP+8, MP+12, STR+2				
One target gains EnSTR for 3r.				
	Steal	Melee	4MP	LV1
HP+10, MP+15, STR+1				
Make a DC7 check and roll 1d if you pass. You get LV times 20G on 1 or 2, a Potion on a 3, a Remedy on a 4, an Ether on a 5 and a Phoenix Down on a 6. Alternatively, the GM may choose the reward.				


	Elemental Strike	Melee	5MP	LV4
HP+11, MP+9, STR+1, MAG+1				
The target suffers 2d damage with an elemental type of your choice. Also, add your MAG to the damage.				
	Piercethrough	Ranged	6MP	LV4
HP+13, MP+7, STR+2				
One target in the Front Row and one in the Back Row suffer 2d damage.				
	Fire Breath	Melee	7MP	LV4
HP+9, MP+11, STR+1, DEF+1				
All targets in a row suffer 2d fire damage.				
	Beatdown	Melee	5MP	LV4
HP+15, MP+5, STR+2				
Make an Attack check with Disadvantage against one target. If you pass, he suffers 5d damage.				
	Defensebreak	Melee	6MP	LV4
HP+12, MP+8, DEF+2				
One target suffers 2d damage and DeDEF for 2r.				
	Powerbreak	Melee	6MP	LV4
HP+14, MP+6, STR+1, DEF+1				
One target suffers 2d damage and DeSTR for 2r.				
	Improvise	Close	6MP	LV4
HP+8, MP+17, STR+1				
Roll 1d, based on the result, one target gains a Status Effect for 3r: 1-EnDEF, 2-EnRES, 3-EnSTR, 4-Blink, 5-Regen, 6-Haste.				
	Lullaby	Melee	9MP	LV4
HP+7, MP+13, RES+2				
Requires: Cheer				
All targets in a row make a DC7 check and suffer Sleep for 1r upon failure.				
	Blade Dance	Melee	10MP	LV6
HP+13, MP+7, STR+2				
All targets in a row suffer 2d damage.				
	Dragon Dive	Ranged	12MP	LV6
HP+8, MP+12, STR+2				
Requires: Jump				
Has the same effect as Jump, except it causes 2d fire damage to all targets in a row.				
	Aurablast	Ranged	8MP	LV6
HP+11, MP+14, STR+1				
Requires: Kick				
One target suffers magical damage equal to your LV.				
	Rush	Melee	8MP	LV6
HP+14, MP+6, STR+1, DEF+1				
One target makes a DC8 check and upon failure suffers 2d damage and is pushed into the Back Row.				


	Mediguard	Ranged	12MP	LV6
HP+15, MP+5, DEF+2		Requires Guard		
You gain EnDEF, EnRES and Regen for 3r.				


	Revive	Close	12MP	LV6
HP+9, MP+11, DEF+1, RES+1		Requires: First Aid		
Remove KO from one target and increase his HP by 1.				


	Healing Wind	Ranged	10MP	LV6
HP+8, MP+12, RES+2		Requires: First Aid		
One target in the Front Row & one in the Back Row regain 3d HP.				


	Smoke Bomb	Melee	10MP	LV6
HP+10, MP+15, DEF+1		Requires: Lay Trap		
All targets in a row make a DC8 check and suffer Blind for 3r upon failure.				


	Vanish	Close	8MP	LV6
HP+9, MP+16, STR+1		Requires: Flee		
You gain Blink for up to 3r rounds. Your next Attack is a Critical Hit and ends this effect.				


	Requiem	Ranged	4MP	LV8
HP+7, MP+13, STR+1, RES+1		Requires: Lullaby		
One target makes a DC8 check and upon failure he suffers 3d dark and Zombie for 3r.				


	Razor Gale	Ranged	4MP	LV8
HP+13, MP+12, STR+1		Requires: Aurablast		
One target in the Front Row and one in the Back Row suffer 3d wind damage.				


	Threaten	Ranged	4MP	LV8
HP+12, MP+8, STR+1, DEF+1				
The target makes a DC8 check and upon failure suffers 3d damage and Silence for 3r.				


	Provoke	Ranged	9MP	LV8
HP+14, MP+6, DEF+2				
The target makes a DC7 check and upon failure he has to target you with an action on his next turn.				


	Aim	Ranged	8MP	LV8
HP+7, MP+13, STR+2		Requires: Libra		
For the next 3r you have Advantage on all Attack checks.				


	Throw	Ranged	8MP	LV8
HP+9, MP+11, STR+2		Requires: Vanish		
Throw a weapon from your inventory onto one target to deal 4d damage. You can collect all thrown objects at the end of the battle.				


	Mix	Melee	14MP	LV8
HP+9, MP+16, DEF+1		Requires: Steal		
Use 2 Items on the target and roll 1d. Targeted allies additionally recover 3d HP on 1-2, gain Blink for 3r on 3-4 and Haste for 3r on 5-6. Targeted enemies additionally suffer 3d damage on 1-2, Poison for 3r on 3-4 and Blind for 3r on 5-6.				


	Blitz	Ranged	4MP	LV8
HP+13, MP+7, STR+2		Requires: Kick		
Use two different Techs consecutively in the same turn. You have to respect additional MP costs of both Techs and you take 4d damage.				


	Army of One	Artillery	4MP	LV12
HP+12, MP+8, STR+1, DEF+1		Requires: Blade Dance		
All enemies suffer 3d damage.				


	Highwind	Artillery	23MP	LV10
HP+9, MP+11, STR+2, RES+1		Requires: Dragon Dive		
Has the same effect as Jump, except it causes 4d wind damage to all enemies.				


	Final Heaven	Melee	24MP	LV10
HP+8, MP+7, STR+3		Requires: Blitz		
The target suffers 4d damage and makes a DC9 check. Upon failure he suffers another 2d damage and is pushed into the back row.				

	Omnislash	Melee	24MP	LV10
HP+9, MP+6, STR+2, DEF+1		Requires: Army of One		
Make 3 DC7 checks. One target suffers 3d damage for each pass and 1d for each fail. Also the STR added to the damage is tripled.				

	Barrage	Self	21MP	LV10
HP+5, MP+5, STR+3		Requires: Aim		
For 3r, you gain Haste and EnSTR and all your Attacks target an entire row.				












	Mighty Guard	Ranged	22MP	LV10
HP+12, MP+3, DEF+2, RES+1		Requires: Mediguard		
For 3r you gain Resilience against physical damage.				













	Mimic	?	?MP	LV10
HP+3, MP+22, STR+1		Requires: Improvise		
You use an ability that was used by an ally or enemy on the battlefield since your last turn.				


	Pandora's Box	Artillery	25MP	LV4
HP+5, MP+20, DEF+1		Requires: Mix		
All enemies suffer 1d damage, roll 1d and suffer a Status Effect for 3r based on the result: 1-DeDEF, 2-Zombie, 3-Silence, 4-Poison, 5-Blind, 6-Sleep.				


Spell List


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


	Fire	Ranged	4MP	LV1
HP+8, MP+12, MAG+2				
One target suffers 2d fire damage.				
	Thunder	Ranged	4MP	LV1
HP+7, MP+13, MAG+2				
One target suffers 2d lightning damage.				
	Blizzard	Ranged	4MP	LV1
HP+6, MP+14, MAG+2				
One target suffers 2d ice damage.				
	Cure	Ranged	4MP	LV1
HP+5, MP+15, MAG+1, DEF+1				
One target regains 2d HP.				
	Protect	Melee	4MP	LV1
HP+8, MP+12, DEF+2				
One target gains EnDEF for 3r.				
	Shell	Melee	4MP	LV1
HP+8, MP+12, RES+2				
One target gains EnRES for 3r.				
	Esuna	Ranged	5MP	LV1
HP+6, MP+14, RES+1, DEF+1				
Remove all negative Status Effects from one target except KO.				
	Poison	Ranged	4MP	LV1
HP+10, MP+15, RES+1				
One target makes a DC8 check and suffers Poison for 3r upon failure.				
	Blind	Ranged	4MP	LV1
HP+9, MP+16, RES+1				
One target makes a DC8 check and suffers Blind for 3r upon failure.				
	Sleep	Ranged	4MP	LV1
HP+8, MP+17, RES+1				
One target makes a DC8 check and suffers Sleep for 3r upon failure.				
	Silence	Ranged	4MP	LV1
HP+7, MP+18, RES+1				
One target makes a DC8 check and suffers Silence for 3r upon failure.				


	Gravity	Ranged	6MP	LV1
HP+4, MP+16, MAG+1, RES+1				
One target suffers 2d dark damage and his EVA is reduced by 1 for 1r.				
	Extend	Artillery	4MP	LV4
HP+10, MP+10, DEF+1, RES+1				
The duration of all Status Effects active on one target are extended by 3r.				
	Warp	Close	8MP	LV4
HP+7, MP+18, RES+1				
Make a DC6 check, if you pass, both you and another close target successfully flee the battle.				
	Zombify	Ranged	8MP	LV4
HP+6, MP+14, MAG+1, RES+1				
One target makes a DC8 check and suffers 2d dark damage and Zombie for 3r upon failure.				
	Aero	Ranged	7MP	LV4
HP+9, MP+11, MAG+2				
One target suffers 3d wind damage.				
	Bio	Ranged	8MP	LV4
HP+7, MP+18, MAG+1				
Requires: Poison				
One target makes a DC8 check and suffers 2d damage and Poison for 3r upon failure.				
Requires: Poison				
	Haste	Melee	8MP	LV4
HP+5, MP+20, RES+1				
One target gains Haste for 3r.				
	Regen	Melee	6MP	LV4
HP+8, MP+12, MAG+1, RES+1				
One target gains Regen for 3r.				
	Image	Melee	6MP	LV4
HP+6, MP+19, DEF+1				
One target gains Blink for 3r.				
	Raise	Melee	14MP	LV4
HP+9, MP+11, RES+2				
Remove KO from one target and increase his HP by 1.				
	Osmosis	Ranged	0MP	LV6
HP+4, MP+21, MAG+1				
Reduce one target's MP by your MAG and increase your MP by the same amount.				
	Curaga	Ranged	12MP	LV6
HP+5, MP+15, MAG+1, DEF+1				
Requires: Cure				
All targets in a row regain 4d HP.				


	Firaga	Ranged	12MP	LV6
HP+8, MP+12, MAG+2		Requires: Fire		
All targets in a row suffer 4d fire damage.				


	Thundaga	Ranged	12MP	LV6
HP+7, MP+13, MAG+2		Requires: Thunder		
All targets in a row suffer 4d lightning damage.				


	Blizzaga	Ranged	12MP	LV6
HP+6, MP+14, MAG+2		Requires: Blizzard		
All targets in a row suffer 4d ice damage.				


	Graviga	Ranged	16MP	LV6
HP+4, MP+16, MAG+1, RES+1		Requires: Gravity		
All targets in a row suffer 4d dark damage and their EVA is reduced by 1 for 1r.				


	NulElement	Ranged	16MP	LV6
HP+8, MP+12, RES+2		Requires: Shell		
Choose an element (e.g. fire). One target does not suffer any damage of the chosen element for 3r.				


	Quicken	Ranged	18MP	LV6
HP+5, MP+20, RES+1		Requires: Haste		
One target takes an extra turn immediately after yours, then the round continues as usual. You can only use this ability once per round.				


	Imperil	Ranged	10MP	LV6
HP+10, MP+10, DEF+1, RES+1				
One target suffers DeDEF and DeRES for 3r.				













	Wall	Ranged	10MP	LV6
HP+10, MP+10, DEF+1, RES+1		Requires: Protect		
One target gains EnDEF and EnRES for 3r.				

	Quake	Artillery	22MP	LV8
HP+10, MP+10, MAG+2				
All targets in a row suffer 6d earth damage.				

	Doom	Ranged	20MP	LV8
HP+6, MP+14, MAG+1, RES+1		Requires: Zombify		
One target suffers KO after 3r. If he is immune to KO, he suffers 6d dark damage after 3r instead.				

	Aeroga	Ranged	20MP	LV8
HP+9, MP+11, MAG+2		Requires: Aero		
All targets in a row suffer 3d wind damage and make a DC6 check. Upon failure, they are pushed into the other row.				

	Drain	Ranged	16MP	LV8
HP+16, MP+9, MAG+1		Requires: Osmosis		
One target suffers 2d dark damage and you regain HP equal to the total damage dealt.				

	Dispel	Artillery	12MP	LV8
HP+6, MP+14, RES+1, DEF+1		Requires: Esuna		
All Resiliences and active beneficial Status Effects of one target are removed for 3r.				
	Full-Life	Ranged	24MP	LV8
HP+9, MP+11, RES+2		Requires: Raise		
Remove KO from one target and fully restore his HP.				
	Reflect	Melee	16MP	LV8
HP+9, MP+16, RES+1		Requires: Wall		
One target gains a shield that reflects the next spell that targets them back to its caster. This effect does not stack.				
	Stop	Ranged	18MP	LV8
HP+7, MP+18, RES+1		Requires: Extend		
All targets in a row make a DC9 check and suffer Sleep for 1 round upon failure.				
	Exchange	Melee	12MP	LV8
HP+12, MP+13, DEF+1		Requires: Warp		
Switch your position with an ally in the other row.				
	Auto-Life	Artillery	32MP	LV10
HP+8, MP+17, RES+1		Requires: Full-Life		
The next time one target falls KO, he is instantly revived with 1 HP. If unused, this effect expires after 10r.				
	Holy	Artillery	32MP	LV10
HP+5, MP+15, MAG+2		Requires: Curaga		
One target suffers 6d+10 holy damage.				
	Flare	Artillery	32MP	LV10
HP+4, MP+6, MAG+3		Requires: Firaga		
One target suffers 6d+10 fire damage.				
	Ultima	Artillery	35MP	LV10
HP+3, MP+7, MAG+3		Requires: 3 LV8 spells		
All enemies suffer 6d dark damage.				
	Banish	Artillery	28MP	LV10
HP+7, MP+18, MAG+1		Requires: Stop		
One target is removed from the battlefield and cannot take actions for 3r. You cannot target the same combatant with this effect more than once per battle.				
	Dualcast	Self	0MP	LV10
HP+5, MP+20, MAG+1		Requires: 4 LV1 spells		
Cast two spells that are LV4 or lower simultaneously, but need to spend the necessary MP for both.				
	Meteor	Artillery	35MP	LV10
HP+6, MP+4, MAG+3		Requires: Graviga		
After 3r, all enemies suffer 6d+30 damage. You cannot cast this ability again in the meantime.				

Passive List

"Welcome to your doom, starring me!" – Rikku

Analyze	LV3
HP+9, MP+16, MAG+1	
When you deal magical damage, you can learn one of the following aspects about the target: Resiliences, Weaknesses, Immunities, current HP, current MP.	

Dress To Impress	LV3
HP+13, MP+7, DEF+1, RES+1	
You can equip an extra Accessory. For each equipped Accessory you gain DEF +1 & RES +1.	

Encore	LV3
HP+8, MP+12, RES+2	
When you bestow one or more positive Status Effects on a target, they also regain HP equal to your LV.	

Unscarred	LV3
HP+12, MP+8, STR+2	
While your HP is at its maximum, double the STR & MAG bonus added to your Attacks, Techs & Magic.	

Lifestream	LV3
HP+14, MP+11, STR+1	
When you do not have enough MP to use Techs & Magic you can pay the same amount of HP instead.	

Overwhelm	LV3
HP+10, MP+10, RES+1	
After you inflict elemental damage, the target gets a Weakness to that type until the end of your next turn.	

Camouflage	LV3
HP+9, MP+11, DEF+1, RES+1	
When you Switch Row, you gain Blink for 1r.	

Twilight Warrior	LV3
HP+10, MP+10, MAG+1, STR+1	
You may add the holy or dark type to the damage dealt by your Magic & Techs.	

Holy Guard	LV3
HP+13, MP+7, DEF+1, RES+1	
As long as there is at least one ally in the same row, you and all allies in the same row gain EnRES.	

Gilonaire	LV3
HP+8, MP+12, STR+1	
When you deal damage to an enemy, you also receive an amount of Gil equal to the total damage dealt.	

Item Lore	LV3
HP+9, MP+16, DEF+1	
You can use all Melee Items as Artillery and when using single target Items, you can affect an additional target in the same row.	

Tunneling	LV3
HP+5, MP+20, MAG+1	
When you use a Ranged ability, you can increase its range to Artillery by doubling its MP cost.	

Souleater	LV3
HP+14, MP+11, STR+1	
When you deal damage an enemy you also may deal dark damage equal to your LV to all enemies in the same row and yourself.	

Doctor's Code	LV3
HP+7, MP+13, DEF+1, RES+1	
When you use an ability on a Close target, you can additionally use an Item on him.	

Rally	LV3
HP+12, MP+8, DEF+1, RES+1	
At the start of every turn, you regain 2 HP for every ally in the same row.	

War Cry	LV3
HP+7, MP+13, STR+1, MAG+1	
While your HP is lower than half its maximum, your damage ignores the target's DEF & RES.	

Blessing	LV3
HP+8, MP+12, STR+1, MAG+1	
When you restore your or an ally's HP, the target additionally gains EnSTR and EnMAG for 1r.	

Field Cast	LV3
HP+6, MP+14, MAG+2	
When you deal magical damage to a single target, you can instead deal half the amount to the entire row.	

Duelist	LV3
HP+13, MP+7, STR+1, DEF+1	
As long as only you and one enemy are in the Front Row, you gain Blink, EnSTR and EnDEF.	

Concentrate	LV3
HP+11, MP+9, STR+2	
Add 1 to the result of all your Attack checks.	

Recoil	LV3
HP+6, MP+14, STR+1, DEF+1	
When you Attack, you may also move to the Back Row.	

Reaction List

"I dreamt I was a moron." – Squall

! Dirty Dancing	LV5
HP+8, MP+12, DEF+2	
When you evade an Attack, the Attacker suffers Zom-bie, Poison or Blind for 1r.	

! Gaia's Shield	LV5
HP+11, MP+9, DEF+1, RES+1	
When you suffer elemental damage, double your DEF and RES for calculating the damage received.	

! Learn	LV5
HP+7, MP+13, STR+1, MAG+1	
When you are targeted by an ability, you can make a DC8 check and if you succeed, you learn how to use it. You can only know one ability like this, but you can choose to forget your current one.	

! Block	LV5
HP+13, MP+7, DEF+2	
When an enemy tries to Switch Row, he has to first succeed a DC7 check.	

! Magic Evade	LV5
HP+6, MP+14, RES+2	
You can evade Magic by passing a DC9 check.	

! Strikeback	LV5
HP+12, MP+8, STR+1, DEF+1	
When you evade an Attack by an enemy, you may immediately Attack him.	

! Replenish MP	LV5
HP+7, MP+13, DEF+1, RES+1	
When you suffer physical damage, you regain MP equal to half your LV.	

! Swiftcast	LV5
HP+6, MP+14, MAG+2	
Once per round, when an enemy within range uses an action, you can immediately cast a LV1 spell on him.	

! Cover	LV5
HP+14, MP+6, DEF+2	
When a Close target takes physical damage, you can direct half the amount to yourself.	

! Auto-Potion	LV5
HP+11, MP+9, DEF+1, RES+1	
Once per round, when you suffer damage, you can immediately use an Item.	

! Ballistic Defense	LV5
HP+13, MP+12, DEF+1	
When an enemy rolls lower than 8 on a Ranged Attack Check against you, the damage dealt is halved.	

! Bushido	LV5
HP+8, MP+12, DEF+2	
You can evade Techs by passing a DC9 check.	

! Absorb MP	LV5
HP+7, MP+13, RES+2	
When you are targeted by an ability, increase your MP by half the amount spent on it.	

! Collateral	LV5
HP+8, MP+12, DEF+1, RES+1	
When your entire row or party is targeted, the damage you suffer is halved.	

! Intimidate	LV5
HP+12, MP+8, STR+1, DEF+1	
When you suffer damage by a Melee enemy, he has to make a DC7 check. Upon failure, all physical damage that he deals on his next turn, is halved.	

! Shield Bash	LV5
HP+13, MP+7, STR+2	
When you evade an Attack, you can push the attacker into the Back Row.	

! Scurvy Dog	LV5
HP+8, MP+12, RES+2	
When you are affected by a negative Status Effect that lasts for longer than 1r, its duration is reduced by 1r.	

! Auto-Regen	LV5
HP+11, MP+9, DEF+1, RES+1	
When you suffer damage, you gain Regen until the end of your next turn.	

! Mana Shield	LV5
HP+5, MP+15, DEF+1, RES+1	
When your HP is reduced, you can instead reduce your MP by that amount if you have enough.	

! Stagger	LV5
HP+11, MP+9, STR+1, DEF+1	
Once per round when an ally in the same row Attacks, you may also make an Attack on the same target.	

! En Garde	LV5
HP+8, MP+12, MAG+1, DEF+1	
You can still evade Attacks while concentrating.	

Talent Skill List

"Sweet Christmas, it's a talking turtle!" – Bartz

Alchemist

After every battle against monsters you can create a Bomb Fragment or Lightning Gem from their remains.

Archylte Hunter

You have Advantage on all checks that require proficiency and experience related to nature, such as fishing or following tracks.

Blue Mage

You can quickly learn simple non-combat skills by carefully observing someone proficient. Simple skills are for example cooking or fishing.

Book Worm

You can understand the most important contents of any book or text in a matter of minutes.

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, such as furniture or vehicles.

Chocobo Sage

You can comfortably tame and build friendships with friendly animals and monsters.

Cid's Apprentice

Given enough time and materials you are able to repair any broken machine or vehicle.

Dedicated Driver

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

Hope's Assistant

Given any object or trace, you can determine its date and place of creation accurately.

It's a Unix System

You can immediately understand electronic devices such as computer or communication systems.

Leading Man

You have Advantage on all checks that involve impressing or persuading through speech.

Opera Floozy

You have Advantage on all checks that involve acting, singing, dancing or performing.

Pyrotechnician

Within an hour you can create an explosive from common materials. After a short setup, it can be used as distraction or to destroy small structures.

Sceptic

You have Advantage on checks related to noticing 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.

Spira's Historian

You have knowledge on most historical facts and you have Advantage on checks related to making connections to historical events.

Spoony Bard

You have perfectly mastered one music instrument of your choice and you can play other ones convincingly.

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.

Story Teller

You have Advantage on all checks related to telling convincing lies or omitting the truth.

Tantalus Performer

You can use magic to create simple illusions, including voices and noises, small flames and gusts of wind.

Theologian

You have perfect knowledge on all religions in the world, including their deities, customs and factions.

Thief's Caution

You have Advantage on all checks related to noticing ambushes or hostile intentions of characters.

Walkthrough

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

Esper List

"Having some Esper along can't hurt, can it?" – Rydia

Alexander



Passive: You gain Advantage on all non-combat checks related to protecting allies from immediate harm.

Limit Break: You and all allies recover HP equal to 2 times your LV and gain EnDEF and EnRES for 3r.

Bahamut



Passive: When you fall from any height, you can gracefully glide down to avoid damage.

Limit Break: Choose any enemy on the battlefield. After 3r, the target suffers fire damage equal to 5 times your LV.

Carbuncle



Passive: You can create a bright red light at will that allows you to see your surroundings in darkness.

Limit Break: For 2r, you and all allies gain a shield which reflects spells that target you back to its caster.

Ramuh



Passive: You gain Advantage on all checks related to detecting nearby living beings.

Limit Break: All enemies in a row suffer lightning damage equal to 2 times your LV and Blind for 1r.

Ifrit



Passive: You can conjure small flames nearby at will for example to ignite wood or candles.

Limit Break: All enemies in a row suffer fire damage equal to 3 times your LV.

Titan



Passive: You gain Advantage on all non-combat checks that rely on physical strength.

Limit Break: For the next 3r, you gain Resilience to physical damage and you can direct all Attacks towards yourself.

Odin



Passive: Out of combat, you can conjure, control and dismiss Odin's horse Sleipnir at will.

Limit Break: One target makes a DC8 check and suffers KO upon failure or damage equal to 3 times your LV otherwise.

Phoenix



Passive: When you wake up from sleep or from KO, you gain a temporary shield that breaks upon taking total damage equal to your LV.

Limit Break: Remove KO from all allies on the battlefield and increase their HP by 1.

Gilgamesh



Passive: Whenever you find a weapon or armor you gain an extra 30G times your LV.

Limit Break: Until the end of your next turn, when you or an ally hits an Attack, it is automatically a Critical Hit.

Siren



Passive: You gain Advantage on all checks related to deescalating a situation through speech.

Limit Break: All enemies suffer damage equal to your LV and make a DC8 check. Upon failure they also suffer Silence for 3r.

Shiva



Passive: You can freeze liquids inside containers and you can create paths of solid ice over lakes and rivers.

Limit Break: All enemies in a row suffer ice damage equal to 2 times your LV and make a DC8 check. Upon failure they also suffer Sleep for 1r.

Magus Sisters



Passive: At the start of each day, choose 2 allies. The 3 of you can communicate telepathically over any distance.

Limit Break: Three targets of your choice suffer damage equal to 3 times your LV.

Profile

Name:

Story:

Bond

○ **Rank 1:** You recognize a special connection between yourself and another party member. You gain Advantage on all non-combat checks related to helping or assisting them.

○ **Rank 2:** Your Bond strengthens and helps you to face adverse situations. Once per day, when you suffer Disadvantage on a non-combat check, you may negate it.

○ **Rank 3:** Your Bond is an unbreakable pillar against all hardships that your party faces. Once per day, when the bonded character fails a non-combat check, you may re-roll it.

Conflict

○ **Rank 1:** You recognize your Conflict and suffer setbacks because of it. At the start of each day, make a DC8 setback check and upon failure, you suffer DeSTR, DeMAG & Disadvantage on all checks testing your courage for the rest of the day.

○ **Rank 2:** You started to face your Conflict and suffer less often from it. You have Advantage on setback checks and when pass one, you gain Advantage on your next non-combat check.

○ **Rank 3:** You have fully overcome your Conflict, giving you strength even in failure. You suffer no more setbacks and when you roll a 2-3 on a non-combat check, you may re-roll it.

Talent

○ **Rank 1:** You recognize your aptitude in a specific skill. You gain a Talent Skill that you may use once per day.

○ **Rank 2:** Your Talent is undeniable and it inspires those around you. When you use Talent Skill, choose one nearby ally who gains Advantage on their next non-combat check.

○ **Rank 3:** You have become a master of your craft. You may now use your Talent Skill as often as you like.

Reputation

○ **Rank 1 (LV5):** Your deeds have started spreading. Sometimes, you run into people who recognize you. The benefit gained is determined by your Reputation Type.

○ **Rank 2 (LV7):** You become more famous and most people have heard of you. You gain Advantage on all checks related to convincing someone of your competence or influence.

○ **Rank 3 (LV9):** You have become a legend. You can now stay at Inns for free and enemies lower than LV8 won't fight you.

Attributes

	current	maximum
♥ Health Points:		
☆ Mana Points:		
	permanent	temporary
✎ Strength:	+	
🛡 Defense:	+	
★ Magic:	+	
🔥 Resistance:	+	
≡ Evasion:	+	

Equipment

⚔ Weapon:

Effect:

Materia:

🛡 Armor:

Effect:

Materia:

📎 Accessory:

Effect:

📁 Inventory:

Gil:

Limit Break

Esper:

Passive:

Limit Break: LP

You gain Limit Points (LP) when...

- 1 LP after suffering damage in combat.
- 3 LP after successfully finishing a combat encounter.
- 3 LP after waking up from sleep.
- 10 LP when last standing in combat.
- 10 LP after Leveling up.

Combat Actions

🔪 **Attack:** Check DC is target's EVA. On success, damage is Result+STR. Critical Hit (2x damage) if Result is 12.

★ **Magic:** choose target(s), spend MP and concentrate for 1r (no evasion). Add MAG to damage and healing.

🔮 **Tech:** same as Magic, but add STR to damage & healing.

📁 **Item:** use Item from Inventory.

🔄 **Switch Row:** Switch to the other row on your side.

🏃 **Flee:** Back Row only. Flee if check is lower than EVA.

Status Effects

	1r	2r	3r
🌀 Blink: Attackers have disadvantage.	○	○	○
✎ ★ 🛡 🔥 EnATR: Attribute + 1 + (LV/2)	○	○	○
🕒 Haste: Extra action every turn	○	○	○
♥ Regen: Regain 10% HP every turn.	○	○	○
🌀 Blind: Your Attacks have Disadvantage.	○	○	○
✎ ★ 🛡 🔥 DeATR: Attribute - 1 - (LV/2)	○	○	○
♥ Poison: Lose 10% HP every turn.	○	○	○
💤 Sleep: You cannot take actions.	○	○	○
🔇 Silence: Can't use Magic or Techs.	○	○	○
🧟 Zombie: Healing causes damage.	○	○	○

