

**The
Final Fantasy
Role Playing Game
Third Edition**

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Table of Contents

0. Introduction	1	○ Social Skills	130	○ Creating Equipment	262
1. Playguide	13	○ Technical Skills	131	Appendix I. Skill Supplement	278
○ Dice	13	○ Thievery Skills	132	○ The Basics of	
○ Statistics	13	○ Weapon Skills	133	Technical Skills	278
○ Skills	14	○ Wilderness Skills	134	○ Invent	279
○ Task Checks	14	6. Equipment	137	○ Gadgets	286
○ Scenes	17	○ Equipment Basics	137	○ Repair	286
○ Classes and Jobs	18	○ Weapon Slot	141	○ Crafting Weapons and	
○ Combat	19	○ Shield Slot	157	Armor	287
2. Character Creation	23	○ Body Slot	158	○ Practical Crafting	289
○ Advancement	33	○ Head Slot	161	○ Cooking	291
○ Experienced Characters	36	○ Hands Slot	163	○ Explosives	292
3. Races	39	○ Accessory Slot	165	○ Alchemy	293
○ Human	39	○ Inventory Slot	171	○ Mix	295
○ Bangaa	40	○ Materials	177	Appendix II. Monster Creation	
○ Crechiere	41	7. Combat	184	System	308
○ Dwarf	42	○ The Basics of Combat	184	○ Monster Profile	308
○ Elf	43	○ The Initiative Phase	187	○ Attributes and Statistics	311
○ Galka	44	○ The Action Phase	187	○ Attacks	314
○ Mithra	45	○ The Status Phase	192	○ Action Abilities	320
○ Moogle	46	○ The Spoils of Battle	200	○ Spells	322
○ Nu Mou	47	○ Special Circumstances	200	○ Job Abilities	322
○ Qu	48	8. Magic	204	○ Movement Abilities	322
○ Ronso	49	○ Spell Classifications	205	○ Support Abilities	323
○ Tarutaru	50	○ Black Magic	206	○ Reaction Abilities	327
○ Varg	51	○ White Magic	209	○ Field Effects	328
○ Viera	53	○ Time Magic	213	○ Boss Abilities	329
○ Yeti	54	○ Red Magic	217	○ Rewards	330
○ Differentiating Races	55	○ Blue Magic	217	○ Converting Monsters	331
4. Jobs	57	○ Spellblade Magic	223	Appendix III. Summoning	333
○ Warrior Jobs	57	○ Intuitive Magic	227	○ The Basics of	
○ Expert Jobs	74	9. Adventuring	229	Summoning	333
○ Mage Jobs	98	○ Rest and Recovery	229	○ Using Evocation Magic	333
○ Adept Jobs	106	○ Towns	231	○ Using Summon Magic	333
5. Skills	124	○ On The Road	233	○ Summon Profiles	336
○ Expanded Rules	124	10. Gamemastering	237	Appendix IV. Storytelling	391
○ Groupwork	125	○ GM Basics	237	○ Key Points	391
○ Artistic Skills	127	○ Building an Adventure	242	○ Traits	392
○ General Skills	127	○ Building a Campaign	254	○ Planning	399
○ Scholastic Skills	128	○ Creating New Races	261	Appendix V. Game Sheets	
				Glossary	

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"Every story has a beginning.
This is the start of yours."

Auron
FINAL FANTASY X

The first **Final Fantasy** title appeared on American shores in 1990, long after rescuing its Japanese creators from impending bankruptcy and virtual obscurity. Its unique blend of traditional Western mythology and science fiction had an almost immediate impact on game players the world over, going on to become one of the cornerstones of the fledgling console RPG genre. Since its inception, the **Final Fantasy** series has become one of the best-selling – and most influential – role-playing sagas of all time, spanning no less than thirteen official titles on seven platforms and countless spin-offs, including two animated series and full-length CG movies. The **Final Fantasy RPG** is both an homage to these titles and an attempt to bring their spirit and feel to the gaming table.

HOW TO USE THIS BOOK

The **Third Edition Core Rulebook** is the foundation of the **FFRPG**. How you approach the information within will depend on both your roleplaying experience and your familiarity with the **Final Fantasy** games.

If you are a **Final Fantasy** fan getting into roleplaying for the first time, you'll soon be right at home here. Tabletop roleplaying games have entertained people around the world for more than three decades; with this book, some dice, friends, paper, and a little imagination, you'll have everything you need to follow in the footsteps of Locke, Tidus and Zidane, traveling strange lands, discovering legendary weapons and ancient magics, and battling against evil in every shape and form.

While prior roleplaying experience is generally a plus with games like this, the **Core Rulebook** explicitly assumes that you are playing for the first time. Because of this, you'll find detailed examples and explanations throughout. The second half of this introduction in particular contains a rundown of what roleplaying entails and how to go about playing a tabletop RPG.

If you are new to the **Final Fantasy** games, don't fret. No 'insider' knowledge is required to use and enjoy the contents of this book. In fact, the first portion of this introduction is specifically designed as a crash course for this much-loved series, keeping you up to speed with the series veterans. In the space of the next few pages, you'll find capsule summaries for the fifteen most important **Final Fantasy**

games as well as a primer on the content and feel that's common to them. This is supplemented by the rest of the book, which offers plenty of descriptive detail for the creatures, professions, and races of the series.

If you have experience with role-playing games, the **FFRPG** should be a relatively straightforward read. Like many other rulebooks, the rules of the **FFRPG** will be introduced in small segments over the course of this book with the ultimate intent of preparing the readers for their own adventures in the **Final Fantasy** universe.

Finally, if you played the **First** or **Second Editions**, be prepared to rediscover the **FFRPG** in its entirety. The **Third Edition** is a tighter, neater, more comprehensive piece of work than its predecessors, eliminating unclear rules while dramatically increasing the range of options available to both GMs and PCs.

In order to help your understanding of the **FFRPG's** ruleset, all important terms and formulas in this book are marked in **boldface** the first time they are used. In addition, key system terms – such as Job, Speed, Weapon, Attack Action, and Task Check – will be consistently capitalized to head off potential confusion.

! Clarifications and Examples

Because of the game's complexity, the main text will occasionally be broken up by clarifications and examples, distinguished by boxes like this one. Examples will have a question mark (?) in the upper left corner; clarifications an exclamation mark (!).

Some rules presented in this rulebook are **Optional Rules** – these will always be clearly denoted as such in the game text itself when they occur. Optional Rules are given largely for the benefit of Gamemasters as an alternative to existing rules; whether or not these are implemented is down to individual preference.

CONTENTS AND ORGANISATION

Beyond this introduction, the **Core Rulebook** is divided into ten chapters and five appendices, each covering one aspect of the **FFRPG** in detail.

Chapter 1 introduces the mechanics used by the **Final Fantasy RPG**. Almost all information in here is built upon in later chapters, and should be considered essential to anyone interested in playing the game.

Chapter 2 outlines the character creation process in step-by-step fashion, offering a logical starting point for players to begin their exploration of the rest of the rulebook. It also covers character advancement, as well as details on how to create an experienced starting character.

Chapter 3 gives an overview of several **Final Fantasy** races, discussing physiology and culture as well as offering concrete roleplaying notes and naming advice for those interested in exploring the possibilities offered by non-human characters.

Chapter 4 introduces the professions of the **FFRPG**, their powers and talents.

Chapter 5 describes the Skills of the **Final Fantasy RPG**, including their applications and limitations.

Chapter 6 concerns itself with equipment. It contains full Weapon, Armor, Accessory, and Item listings, and delves into stores and currency within the **Final Fantasy** universe.

Chapter 7 delves into combat and all things associated with it; include damage, dying, unusual conditions, and unexpected occurrences

Chapter 8 covers Magic in **Final Fantasy**, and holds all major Spell lists used by the Black, White, Red, Blue, and Time Mages.

Chapter 9 covers the adventuring life, including rest and recovery, travel, navigating towns, and overcoming challenges.

Chapter 10 is devoted solely to the GM. Amongst other things, it contains essential advice for first-time GMs, expanded rules for campaign play, and a number of helpful tools for making new races, equipment, and traps.

Appendix I serves as a supplement to the Skill listings first presented in **Chapter 5**, and covers a wide variety of Technical Skills and their applications.

Appendix II houses do-it-yourself rules for monster creation, guiding GMs through the process of creating fearsome foes for their players to challenge in mortal combat.

Appendix III covers the vagaries of Summon magic, including the powerful beasts Summoners call their allies.

Appendix IV offers suggestions and mechanics for emphasizing the **FFRPG**'s storytelling aspects.

Appendix V is a collection of sheets designed for both GM and player usage.

Finally, the last few pages of the **Core Rulebook** are devoted to an index. All important terms, names and concepts within the book itself are located there for easy reference.

GAME COVERAGE

The **Core Rulebook** contains material converted from each of the twelve 'core' **Final Fantasy** games and their sequels, plus **Final Fantasy Tactics**, **Final Fantasy Tactics Advance**, and **Final Fantasy Crystal Chronicles**. Rather than emulate any one particular game in the series, the rules presented here try to find a common ground between them by mixing and matching elements from each major release. The Summoning rules presented in **Appendix III**, for instance, are directly based on the 'persistent' Summoning first seen in **Final Fantasy X**, while the fire-and-forget Summoning from earlier games is presented as a separate ability.

This design philosophy means that some games are going to be more difficult to emulate than others. The basic rules don't contain any provisions for changing Jobs in the style of **Final Fantasy III** and **V**, or the option of open-ended character development of the kind

offered by **Final Fantasy X**'s Sphere Grid or **XII**'s License Board. Game-specific conversion rules may surface at a future date to accommodate GMs interested in recreating one particular e-game.

NAMING

The names of the characters, races, equipment, items, and spells listed in this rulebook usually follow the games' official North American translations. Because the quality of these localizations has dramatically improved over the twenty-five years since **Final Fantasy** first arrived in the US, names used in the **FFRPG** tend to favor the newest and most accurate translations. This includes the updated translations given to recent remakes of older titles like **Final Fantasy IV** and **Final Fantasy Tactics**; players who have only experienced the originals may not immediately recognize some of the names used here.

The rationale for this is relatively simple: once a translation changes, it generally becomes the standard for all future games in the series. For example, the old [x] 1, 2, 3, 4 sequence of Spells was dropped in favor of *-ra*, *-ga*, and *-ja* suffixes back in '99, 'Gil' replaced 'Gold Pieces' as of **Final Fantasy VII**, and the most recent translations began phasing out 'Soft' for 'Golden Needle,' the original Japanese name. As a result, keeping in the game in line with the most current translations helps to 'future proof' the **FFRPG**.

WHAT IS FINAL FANTASY?

As might be expected from a series with twenty years of history, hundreds of creative personnel, and few direct sequels, **Final Fantasy** is a varied beast. Each game is a universe in its own right, introducing new protagonists, settings and conflicts; on the surface, there seems to be little connection between the traditional fantasy of the earlier titles and the out-and-out science fiction of the later ones, save for the name itself. Looking deeper, however, reveals a number of recurring themes that bind the games together, creating an important common ground.

THE MAGIC OF MYTH

The **Final Fantasy** universe takes its roots from a rich tradition of mythology and popular storytelling. Anybody familiar with the heroic fantasy genre will recognize most of the tropes: legendary swords, mighty warriors, shadowy villains, tales of magic and destiny. This is reflected in the liberal use of cultural references seen throughout the series, ranging from Robin Hood, King Arthur, Excalibur, and the Masamune katana to creatures like goblins, kappa, chimeras, and dragons.

THE CENTER OF ATTENTION

Events in **Final Fantasy** games actively revolve around the party. Major events only happen when they are on the scene, or because they are; if there is change in the world, the players either have a direct hand in it or will deal with the implications themselves. This extends to the larger plot – evil powers will often know the

characters on a first-name basis, and make the party's eradication a personal priority.

As a result, the players' deeds should be epic enough to warrant this kind of attention. Though it isn't necessary for every adventure to have world-shaking consequences, the general thrust of a campaign should see the heroes doing what **Final Fantasy** characters do best: defeating legendary monsters and mages, obtaining fabled weapons, rescuing towns from the clutches of evil, and toppling corrupt empires.

THE HEROES

Adventuring parties in **Final Fantasy** tend to be an eclectic melange of ages, backgrounds, and motivations. While there's plenty of scope for stout, pure-hearted heroes and noble warriors, not all Final Fantasy characters are knights in shining armor; there's just as much scope for shaded protagonists like the antisocial loner Squall Leonhart, the thieving, self-obsessed Yuffie Kisaragi, or Shadow, a man willing to sell his killing talents to anyone with the money to match his asking price. What sets these 'darker' characters apart from their adversaries is their conviction; even if they cheat, abuse or betray their comrades in the course of the adventure, when push comes to shove, they can be counted on to do the right thing. Players, too, should be willing to uphold those ideals.

Despite the diversity in groups, there are also a few constants. The leader of the group tends to be younger and less world-wise, aged between 16 and 21. For many games, this is mainly a narrative convenience; as the fresh-faced hero learns about the world around him and begins unraveling ancient legends, so too will the player gradually become acquainted with the game's background and storyline. Several games couple the younger protagonist with an older mentor character, though the mentors tend to spend more time being cantankerous to actually teaching their younger counterparts anything of practical value.

In the earlier games, female party members tended to use magic rather than physical weapons in battle, and though the series has thrown up plenty of she-warriors since then, Summoners, Callers, and White Mages are almost universally women. In later games, female characters tend to be divided into 'cute,' 'sexy,' and 'beautiful' types, depending on appearance and personality; **Final Fantasy VII**, **Final Fantasy VIII**, **Final Fantasy X**, and **Final Fantasy XII** are all examples of this kind of design. If there are any members of ancient near-human races or lost civilizations in the party, chances are high that are they are female as well.

Finally, non-human characters form a distinct minority in the group. In most games, only one member of the party is anything other than human, the notable exception being **Final Fantasy IX**.

ULTIMATE POWER

Anyone coming to **Final Fantasy** from traditional fantasy roleplaying games will quickly notice one thing: the power level is significantly higher. Characters routinely absorb or shrug off damage that would fell an army in real life and amass entire arsenals of ancient artifacts and legendary weapons over the course of their careers. Magic can

be powerful enough to lay waste to entire cities at a time; ancient artifacts and rituals sink continents and reshape the very structure of the planet. **Final Fantasy** is all about thinking larger-than-life while retaining an intimate scale; great deeds are accomplished not by armies, but by small bands of dedicated warriors with a righteous cause and the will to see it through.

JOURNEY INTO MYSTERY

The plots of **Final Fantasy** are ultimately about discovery – discoveries about one's self, about the past, about the world, about the people one travels with and the reasons for fighting alongside them. In this sense, a **Final Fantasy** game is like a mystery whose specifics are discovered one piece at a time. Never give your players too much information about the setting or its powers ahead of time – instead, introduce these details one piece at a time.

CULTURE CLASH

Final Fantasy games tend to be the product of many different cultural and genre conventions colliding at once. The first game was heavily influenced by venerable fantasy RPG **Dungeons & Dragons**, but spiked the punch with the addition of robots, time travel, and a dungeon set aboard an orbital space station. Since then, science fiction and fantasy have freely intermingled, albeit in different ways.

Earlier games were set in traditional fantasy worlds where ancient civilizations had achieved tremendous technological sophistication before lapsing into obscurity, resulting in settings sharing Vikings and cryogenic suspension, Paladins and space travel, submarines and magic circles. Later games advanced the technology levels to the Industrial Age, modern day, and even near future without reducing the impact of magic; a high-powered weapon in these worlds could fire laser beams just as easily as highly focused arcane energies.

Japanese popular culture has also played an important role in shaping the series. With more contemporary settings came idol singers, card games, home pages, and high fashion, while the Japanese love of all things cute has resulted in worlds populated with cartoonish, often ridiculous monsters – winged cats, imps in pots, blob-men, knife-wielding fish in monk's robes.

Then there are the miscellaneous sources and inspirations that have been added to the mix over the years: the *Star Wars* films, *2001: A Space Odyssey*, cult series *Neon Genesis Evangelion*, Studio Ghibli's *Nausicaa* – origin of the iconic Chocobos – and even the classic rock act Queen, cited as an inspiration by **Final Fantasy Tactics** director Yasumi Matsuno. In short, when it comes to breaking a **Final Fantasy** game down to its components, it honestly *is* a case of 'everything but the kitchen sink.'

CONSOLE LOGIC

There's a certain kind of twisted logic to console RPGs in general – and **Final Fantasy** specifically – that is difficult to adjust to at first. Here, after all, is a world where heroes can recover from near-fatal beatings with just eight hours of sleep, where gold coins drop from dead lizards and ten-year-old girls can flatten a thirty-year old man

in plate mail without breaking a sweat. The important thing is not to worry *why* it happens and just accept it does — **Final Fantasy** games run on their own internal logic, and aren't meant to be an accurate simulation of real life.

SUMMONING

Since **Final Fantasy III** first introduced the concept of 'summoning,' drawing powerful supernatural creatures into a battle to unleash devastating magical attacks has become an important concept for the series. Summoned creatures such as Shiva, the Ice Queen and the Wyrming Bahamut have been important plot elements in several games, and act as 'recurring characters' across titles.

RECURRING ELEMENTS

A few setting elements are common to every 'core' **Final Fantasy**, regardless of how far into the future or past it may be set. The first is the presence of flying vehicles, usually the airships that become the party's primary means of transportation later in the game. **Final Fantasy Tactics** is the only game to break this rule, but even it features a final battle in a graveyard of ancient airships, thereby narrowly squeaking by.

The second is the presence of the Chocobo as the primary beast of burden and riding animal — horses only make rare appearances in the games, and are generally used exclusively by monsters and enemy soldiers.

The third is one character named Cid, who usually plies his trade as an engineer or scientist. Cid tends to be older, and acts as a mentor to the party; in some cases, he may even join them in battle. Cid is also intimately tied to airships, and in many cases constructs or designs them himself.

Less-common but important recurring elements include powerful, world-altering Crystals — usually one for each of the four Elements of Fire, Earth, Water, and Wind — and an inseparable pair of characters named Biggs and Wedge stuck doing dirty and unglamorous work. These aside, many of the Spells, races, and monsters in this book are 'iconic' **Final Fantasy** creations at home in any of the actual games.

PG-13

A critical factor to consider is the overall tone of the game. With the exception of the grim **Tactics** universe, almost every **Final Fantasy** game is teen-friendly in terms of content, though titles released after the Nintendo era pushed a little harder on this front than the earlier games. Sex may be alluded to — as with **Final Fantasy VI**'s thinly-veiled prostitutes, the risqué dancers of **Final Fantasy IV**, or the Honeybee Inn in **Final Fantasy VII** — but is never actually seen 'on-screen', regardless of whether it's the actual act or the aftermath. Relationships, where they exist, tend to be a platonic ideal of romantic love; whether they are consummated is generally left to the player's own imagination.

Though death occurs on a massive scale, violence, too, tends to be stylized rather than explicit; no buckets of blood or severed limbs flying through the air every time swords cross. Torture is rarely seen

and generally tame — electric shocks, a few kicks to the gut, improbable and overly-elaborate deathtraps.

Finally, language tends to be relatively mild — the only game with notable swearing is **Final Fantasy VII**, and the bulk of it was censored out for comic effect, resulting in some %#@!\$ing memorable dialog. The end result is a kind of universe permanently stuck in PG-13.

A SINGULAR MENACE

Final Fantasy villains can come in many forms — the slaving monster, the bumbling henchman, the calculating military mind, the alien intelligence, the scheming megalomaniac, the last survivor of a long-dead civilization. Each story has a multitude of foes, but there is always one enemy that rules them all, a final menace to be slain to set things to rights again. Sometimes the last battle will be against an opponent that has dogged the heroes since their adventure began; sometimes, the true mastermind will only show itself at the eleventh hour. Either way, the only way to save the world is to best them in battle and bring the story to an end.

THE HISTORY

Given the prolific rate at which the franchise has multiplied over the years, keeping track of the ever-increasing numbers of releases, remakes, and spinoffs is often difficult, if not outright overwhelming. The next few pages have been given over to a comprehensive history of **Final Fantasy** from its inception onwards, covering major releases and events.

1987

On the verge of bankruptcy, Square — an obscure developer with a string of flops to its name — puts all of its resources into developing a do-or-die title, **Final Fantasy**, for Nintendo's Famicom console. Drawing heavily on fellow developer Enix's **Dragon Quest** and TSR's popular **Dungeons & Dragons** roleplaying game, the title becomes an unexpected success, giving Square a second lease on life and lionizing its creators — producer Hironobu Sakaguchi, composer Nobuo Uematsu, and character designer Yoshitaka Amano, whose ethereal pastel-colored artwork will define the "look" of the series for nearly a decade.

1988

Final Fantasy II is released in Japan. A significant about-face from its predecessor, **II** introduces a complex storyline and better-developed characters as well as new mechanics that eschew Level-based advancement in favor of a more free-form system. Several of the game's more enduring elements — including the hearty avian steeds known as Chocobos and Ultima, the ultimate magic — make their debut here.

1990

Final Fantasy III is released in Japan. A throwback to the original **Final Fantasy**, III's plot is secondary to its mechanics; a class-change system allows the game's faceless protagonists to slip into a wide array of roles and professions to overcome their foes.

With III a hit, work begins on two new **Final Fantasy** titles – **Final Fantasy IV** for the Famicom and **Final Fantasy V** for the Super Famicom, Nintendo's new 16-bit console. Early on in the development process, Square makes the decision to move **Final Fantasy IV** to the Super Famicom, making III the last of the series to appear on the original Famicom.

Final Fantasy is released in the United States, enjoying resounding success. As a result, Square's US subsidiary begins work on an English version of **Final Fantasy II**. A prototype cartridge – subtitled "Dark Shadow of Palakia" – is produced, but the project is eventually scrapped in favor of localizing the newly-released **Final Fantasy IV**.

Final Fantasy Legend is released in the US for Nintendo's handheld Game Boy console. In spite of its title – and director Akitoshi Kawazu, a game designer on **Final Fantasy I** and **II** – the game is not officially part of the **Final Fantasy** series; its original Japanese title, **Makai Toshi SaGa**, is jettisoned for the US market to capitalize on **Final Fantasy**'s name-brand recognition among American gamers.

1991

Final Fantasy IV is released. Its combination of **Final Fantasy II**'s plot-driven gameplay with the more straightforward class-based mechanics of the original game sets the tone for the rest of the series, and will lead many to declare it as one of the best titles in the series.

Eager to capitalize on **Final Fantasy**'s US fanbase, Square rushes a US version – retitled **Final Fantasy II** to avoid confusing consumers – into production, releasing it a mere four months after its Japanese counterpart. More than a straight port, **Final Fantasy II** features several notable changes, including a toned-down difficulty level and the removal of a significant amount of content deemed unsuitable for US audiences. The game's translation, though poor, provides a generation of gamers with one of its most resounding catchphrases: "*YOU SPOONY BARD!*"

Seiken Densetsu: Final Fantasy Gaiden is released in Japan for the Game Boy. Originally entitled **Gemma Knights**, the game is more action-oriented than its "big brothers"; only a handful of elements – including the iconic Moogle and Chocobos – and its overall graphical style identify it as part of the series. Despite being developed by a largely inexperienced team, **Seiken Densetsu** is successful enough to spawn a series of sequels; the **Final Fantasy** elements are phased out from the second game onwards. The US release follows in November of the same year under the title **Final Fantasy Adventure**.

The Game Boy title **SaGa II: Hihou Densetsu** is released as **Final Fantasy Legend II** in the US.

1992

Final Fantasy V is released in Japan. A throwback to **Final Fantasy III**, its expansive class change system, high difficulty level, and low-key plot are deemed 'inaccessible' to the average American gamer, resulting in it being passed over for US release. The game is the last to be directed by series creator Hironobu Sakaguchi.

Final Fantasy: Mystic Quest is released in the US. Developed entirely with an American audience in mind, the game is widely seen as one of Square's most notorious misfires. The elementary gameplay and non-existent storyline compares poorly to the recently-released **Final Fantasy II** and leads to widespread contempt for the title in later years.

1993

Mystic Quest is released in Japan under the title **Final Fantasy USA: Mystic Quest**.

The Game Boy title **SaGa III: Jikuu no Hasha** is released as **Final Fantasy Legend III** in the US.

1994

Final Fantasy VI is released. By now, the debut of a new **Final Fantasy** title has become something of a cultural event; in Japan, hordes of eager gamers line up outside of stores on release day, hoping to be the first to snap up a copy. A bleak, epic game, VI's graphical opulence and expansive scope drive it to critical and commercial success. With Hironobu Sakaguchi only peripherally involved in the title's development, directorial duties on VI are shared by Yoshinori Kitase – who had previously worked on **Seiken Densetsu** – and **Final Fantasy IV**'s battle director, Hiroyuki Itou.

A heavily Anglicized US version is released under the title **Final Fantasy III** later the same year, once again toning down or outright removing "objectionable" content in the game. In subsequent years, these changes will come under significant fire from die-hard series fans.

Final Fantasy: Legend of the Crystals, an animated sequel to **Final Fantasy V**, is released in Japan. Despite the presence of acclaimed director Rintaro – who had previously worked on the animated version of Enix's **Dragon Quest – Legend of the Crystals** meets a muted reception from series fans.

1995

Square begins development on **Final Fantasy Tactics** for the Super Famicom. Inspired by tactical role-playing games like **Ogre Battle** and **Fire Emblem**, **Tactics** places the player in charge of an entire

army, developing a fighting force over the course of many battles. As the project progresses, the increasingly tangential connections to the **Final Fantasy** series eventually lead to the game being repositioned as a wholly original title, **Bahamut Lagoon**.

A second **Final Fantasy Tactics** will later enter development under the direction of Yasumi Matsuno, creator of **Ogre Battle**, after the latter defects from developer Quest to Square.

Plans are drawn up to release a US version of **Final Fantasy V**. Provisionally entitled **Final Fantasy Extreme**, Square intends to promote the game as intended for "more experienced gamers," but cancels development partway through the project.

Square unveils an interactive technical demo featuring **Final Fantasy VI** characters at the ACM SIGGRAPH convention. At the time, the demo is widely assumed to be a "dry run" for an eventual **Final Fantasy 64** on Nintendo's 64-bit Super Famicom successor.

1996

Ending nearly a decade of collaboration with Nintendo, Square announces that **Final Fantasy VII** will be released exclusively on Sony's next-generation Playstation console after the ambitious game proves impossible to realize on Nintendo's cartridge-based Nintendo 64.

1997

Final Fantasy VII is released with an extensive promotional blitz emphasizing its then-stunning pre-rendered graphics. The gambit works, enticing even gamers who traditionally shun roleplaying games; over the next two years, **Final Fantasy VII** will go on to sell more than 8 million copies, nearly four times the number shifted by its predecessor.

Notable for a gritty near-future scenario and adult themes, **VII** also features a new character designer, Tetsuya Nomura, whose work defines much of the future 'look' of the series. On the production front, Yoshinori Kitase once again acts as director.

The US release – later brought to Japan under the title **Final Fantasy VII International** – adds new content, including two "challenge" bosses, Ruby Weapon and Emerald Weapon. However, Sony's sub-par translation reduces the intricate plot to nigh-on incoherence. Among the many pieces of mangled dialogue is the widely-quoted line, *"This guy are sick."*

The game's success drives a wedge between Square and Nintendo, resulting in Square abandoning Nintendo's platforms outright.

Final Fantasy Tactics is released for the Playstation to widespread critical acclaim. As with **Final Fantasy VII**, **Final Fantasy Tactics** is localized by Sony rather than Square, resulting in a plethora of grammatical, spelling, and translation errors. The game's tutorial section in particular suffers from this; as a result, the nonsensical advice given by in-game tutor Bordam Daravon becomes the stuff of dark legend among series fans.

Square begins working with developers Top Dog to bring a US version of **Final Fantasy V** to Windows PCs. The project falls apart well before release as a result of communication issues between the two parties.

Square Pictures is established in Honolulu, Hawaii. US\$130 million is spent building the company's state-of-the-art studio and production facilities with the intention of establishing an animated film division within the company. An international team begins work on what will eventually become **Final Fantasy: The Spirits Within**.

1998

A Windows PC port of **Final Fantasy VII** is released.

1999

Final Fantasy VIII is released on the Playstation. Intended as an antidote to the dark, gloomy **VII**, **VIII**'s stripped-down gameplay and personalized narrative make it one of the most controversial titles in the series, but also one of the most successful; in the US, the game claims sales of more than US\$50 million in the first three weeks of its release.

Square begins releasing Playstation ports of the Super Famicom-era **Final Fantasy** games. In Japan, the **Final Fantasy Collection** contains **Final Fantasy IV**, **V**, and **VI**; the US release, the **Fantasy Anthology** bundles **Final Fantasy V** and **VI** together. All games are virtually unchanged from their original Super Famicom outings, but have pre-rendered cinematics to bring them in line with the later Playstation releases. **V**, seeing an official Stateside release for the first time, is saddled with a sub-par translation; fan reaction to the "lost" **Final Fantasy** is mixed at best.

2000

Final Fantasy IX becomes the last "official" **Final Fantasy** to see a release on the original Playstation. Developed concurrently with **VIII**, **IX** is a very different beast from its predecessor, trading heavily on fan nostalgia with frequent references to previous games in both visuals and spirit. Character art once again comes courtesy of Yoshitaka Amano; in-game, characters sport a cartoonish, stylized look deliberately at odds with the more realistic design of **Final Fantasy VIII**.

Despite – or perhaps because of – the game's nods to its roots, **IX** is the least successful Playstation **Final Fantasy** by far. A Windows port is announced, but never materializes.

A remake of the original **Final Fantasy** is released for Bandai's Wonderswan Color, an obscure Japanese handheld with minimal share in a market dominated by Nintendo. Though gameplay is largely unchanged, the remake features retooled graphics – bringing it up to 16-bit era standards – and a modestly improved storyline.

A Windows PC port of **Final Fantasy VIII** is released.

2001

The release of **Final Fantasy X** marks the series's transition to Sony's Playstation 2 – and the beginning of a new era, as Yoshinori Kitase takes over as producer and longtime composer Nobuo Uematsu shares composing duties with newcomers Junya Nakano and Masashi Hamauzu. The PS2's improved processing power significantly closes the gap between in-game visuals and the pre-rendered cinematics that are now a series staple. Most notably, the game's environments – static 3D renders throughout the Playstation years – are finally generated entirely in real-time. Other innovations include a streamlined battle system, open-ended character development, and extensive voice acting; critically acclaimed, the title also proves to be a commercial smash, selling nearly two million copies within four days of its Japanese release.

The full-length CG science fiction movie **Final Fantasy: The Spirits Within** is released in theaters. Though opulently animated, **Spirits** is a critical and commercial dud, posting a US\$120 million loss. The fallout from the movie's failure spells the end for Square Pictures; the company shuts down after releasing just one more project, the **Matrix** short **Final Flight of the Osiris**.

The animated series **Final Fantasy Unlimited** begins airing in Japan. A collaboration between Square and animation studio GONZO, **Unlimited** tells the story of two young children brought to a fantastic world in search of their parents. Crude animation, simplistic plot, and minimal connection to the **Final Fantasy** games do little to endear it to viewers; tepid ratings force the show's cancellation after only 25 episodes.

Square follows its **Final Fantasy I** remake with a Wonderswan Color port of **Final Fantasy II**, featuring enhanced graphics and an improved advancement system.

Final Fantasy Chronicles is released in the US, bundling **Final Fantasy IV** and **Chrono Trigger** – another classic Square RPG from the Super Famicom era – together in a single boxed set. As with **Anthology**, both titles are spruced up with new cinematics. **Final Fantasy IV** is graced with a fresh translation; mindful of the game's historic status, the translators are nonetheless careful to keep key lines from the original intact, most notably the infamous "*SPOONY BARD*."

2002

Final Fantasy XI, the first massively multiplayer online game set in the **Final Fantasy** universe, debuts on Playstation 2 and PC in Japan. The game's mechanics are inspired by the highly successful online game **EverQuest**, a game obsessively played by XI's development team. Though unit sales pale in comparison to its traditional counterparts, it accumulates 500,000 paying subscribers, making it among the more successful entries in the massively multiplayer

genre.

Final Fantasy Origins is released, bundling the Wonderswan upgrades of **Final Fantasy I** and **II** onto a single Playstation CD. As with **Chronicles** and **Anthology**, **Origins** features additional pre-rendered cinematics not found in previous – or subsequent – releases.

A port of **Final Fantasy IV** becomes the third and last **Final Fantasy** release for the Wonderswan Color.

2003

Square merges with former arch-rival Enix, forming a new conglomerate known as Square Enix.

Final Fantasy X-2, the first direct sequel to a **Final Fantasy** game in Square Enix's history, is released for the Playstation 2. Reusing the original's engine and graphical assets, **X-2**'s light-hearted tone and female protagonists garner mixed responses from fans. Nonetheless, the game goes on to sell 2 million copies in Japan and a further 1 million in the US.

Final Fantasy: Crystal Chronicles is released for the Nintendo GameCube, marking the start of a reconciliation with Nintendo. A lightweight action RPG for up to four players incorporating the Game Boy Advance as a gameplay aid, **Crystal Chronicles** has more in common with original **Final Fantasy** spin-off **Seiken Denetsu** than the weighty "main" games.

Final Fantasy Tactics Advance is released for the Game Boy Advance. Though it shares the mechanics of its predecessor, **TA**'s whimsical plot – heavily inspired by cult fantasy novel *The Neverending Story* – is a disappointment to **Tactics** devotees. The game achieves respectable success, selling more than 500,000 copies in Japan in less than two months.

Final Fantasy XI is released in the US bundled with the game's first expansion pack, **Rise of the Zilart**.

Bandai halts manufacturing of its Wonderswan handhelds, leading Square Enix to cancel its intended remake of **Final Fantasy III**. The project is later revived for Nintendo's DS handheld.

2004

Final Fantasy VII: Before Crisis, a prequel to **Final Fantasy VII**, is released in Japan. The game's plot – told via "episodes" released to mobile phones on a monthly basis – casts players as members of the Turks, the elite security force of the villainous Shinra Power Company. **Before Crisis** – first in a series of **Final Fantasy VII** spinoffs collectively known as "Compilation of Final Fantasy VII" – quickly grows to become one of the most successful mobile titles ever.

Chains of Promathia, **Final Fantasy XI**'s second expansion pack, is released, adding several new areas to the world of Vana'diel.

Final Fantasy: Dawn of Souls, a port of **Origins** for Nintendo's Game Boy Advance, is released. Both games are enhanced to sport additional content: four "bonus" dungeons in **Final Fantasy I** and an additional mini-adventure in **Final Fantasy II**.

2005

After a successful debut at the Venice Film Festival, the full-length CG feature **Final Fantasy VII: Advent Children** sees limited theatrical release in Japan. Square Enix's first venture in computer animation since the demise of Square Pictures, **Advent Children** is a direct sequel to **Final Fantasy VII** featuring many of the same key creative personnel. The subsequent DVD/UMD release of the movie is a resounding success, selling 700,000 units in the space of a single month. The DVD edition includes an additional animated short, "Last Order."

Final Fantasy IV Advance, a port of **Final Fantasy IV** for the Game Boy Advance, is released. As with previous GBA releases, **FFIVA** sports bonus content – in this case, two new dungeons and the ability to change party members for the final confrontation.

2006

Dirge of Cerberus, the third **Final Fantasy VII** spinoff, is released on the PS2 to middling reviews. A run-and-gun shooter starring the mysterious Vincent Valentine, **Dirge** follows the events of **Advent Children** and is the last game in the **Final Fantasy VII** timeline.

Treasures of Aht Urhgan, the third **Final Fantasy XI** expansion, is released. Beyond adding several new areas to the game world, **Treasures** also introduces three new Jobs: the Blue Mage, the Corsair, and the Puppet Master.

After nearly 5 years of development and countless delays, **Final Fantasy XII** finally sees release. With **Final Fantasy Tactics** director Yasumi Matsuno at the helm, **XII** takes the series into new waters on many fronts. Exploration and combat are merged into a seamless whole, while the story's political machinations drastically expand the traditionally intimate scope of previous **Final Fantasy** games. The *Weekly Famitsu*, Japan's most respected video game periodical, awards the game a landmark 40 out of 40, making it only the sixth game in *Famitsu's* history to receive this distinction.

At the 2006 Electronic Entertainment Expo, Square Enix announces **Final Fantasy XIII: Nova Fabula Crystallis** as a multi-pronged project covering multiple games united by a single shared setting. The first **Nova Fabula Crystallis** projects announced to the public are two Playstation 3 games, **Final Fantasy XIII** and **Final Fantasy Versus XIII**, a mobile game, **Final Fantasy Agito XIII**, and an unnamed Nintendo DS title.

The Nintendo DS version of **Final Fantasy III** is released to general critical acclaim. In Japan, the game sells more than 500,000 units in its first two days of release. Though largely a faithful remake of the

original, the new **Final Fantasy III** is fully polygonal and adds distinct personalities to the game's formerly-anonymous heroes.

Final Fantasy V Advance, the Game Boy Advance remake of **Final Fantasy V**, is released. In addition to a new "Sealed Dungeon," the title features four additional Jobs.

2007

The **Final Fantasy** franchise celebrates its 20th anniversary. To commemorate this milestone, Square Enix releases new ports of **Final Fantasy I** and **II** on the Playstation Portable handheld, incorporating the FMVs from the **Origins** release as well as additional content for both games.

Final Fantasy VI Advance, the Game Boy Advance remake of **Final Fantasy VI**, is released in the US. The bonus content this time includes one new dungeon and a number of Espers taken from **Final Fantasy VIII**. In addition, the updated translation undoes much of the censorship present in the original American release, offering players a far more faithful experience.

Revenant Wings, a direct sequel to **Final Fantasy XII**, is released on the Nintendo DS. Starring a motley assortment of major and minor characters from the original, **Revenant Wings** uses its predecessor's basic gameplay as the foundation for a real-time strategy game.

Crisis Core, the fourth **Final Fantasy VII** spinoff, is released on the PSP. A fast-paced action RPG acting as an effective prequel to its parent game, **Crisis Core** nets both excellent reviews and outstanding sales.

Final Fantasy Tactics: The Lion War is released on the Playstation Portable. An enhanced port of the original Playstation game, **Lion War** features two new Jobs, a multiplayer mode, and a guest appearance by **Final Fantasy XII's** Balthier.

Final Fantasy Tactics A2 is released on the Nintendo DS. As the name implies, the game is a semi-direct sequel to **Final Fantasy Tactics Advance**, featuring a new cast of characters who have been brought into Ivalice through the power of the Gran Grimoire.

Wings of the Goddess, the fourth **Final Fantasy XI** expansion pack, is released. **Wings** once again increases the size of Vana'diel and adds two new Jobs to the available roster: Dancer and Scholar.

Square Enix releases a fully polygonal remake of **Final Fantasy IV**, incorporating subplots and elements cut from the original Super Famicom version as well as extensive voice acting.

A sequel to **Final Fantasy IV**, entitled **Another Moon**, is put into development for mobile platforms. Picking up almost two decades after the original, **Another Moon** follows the adventures of Cecil, Rosa, and their son.

Square Enix revisits the **Crystal Chronicles** series by releasing **Ring of Fates** for the Nintendo DS. This game is a prequel taking place

during the Golden age of the world.

2008

The **Crystal Chronicles** series continues with **My Life as a King** released via the WiiWare service of the Nintendo Wii. This game is the first true sequel of **Crystal Chronicles**, and in a change of pace, focuses on creating a new kingdom.

THE GAMES

While most of the **FFRPG**'s intended audience is assumed to have played at least one or more of the games in the series, not everyone is familiar with the older and more obscure title. What follows are spoiler-free summaries for every standalone game referenced in this rulebook.

Final Fantasy

Shrouded in darkness, the world begins a slow and terrible rot in the dying light of the four Crystals — crops wither and die, fierce waves ravage the oceans, and monsters spread across the sickening land. Now, the only hope lies in the ancient legend of the Light Warriors, passed down over millennia in the lore of Dragon, Elf and Human alike:

When the world is in darkness, four warriors will come...

Final Fantasy II

The gates of the underworld have been thrown open and the armies of Hell roam freely once more, unleashed by the ruthless ambitions of Emperor Palamecia. At his behest, monsters sweep across the land, indiscriminately razing towns, murdering and enslaving their citizens; any stirring of resistance is crushed without mercy. But even Palamecia's combined armies cannot extinguish all hope; braving traitors and demons, a small band of heroes under the leadership of Princess Hilda of Fynn prepares to strike back against a seemingly-invincible foe...

Final Fantasy III

For many years, the inhabitants of Ur lived in the shelter of the Wind Crystal's light, drawing on its blessings to protect them from the predations of roaming monsters. Then the tremors struck and the idyll shattered in an instant as the earth opened, swallowing the Crystal whole. For a young villager caught in the cataclysm, that fateful earthquake is only the beginning — entrusted with the Wind Crystal's powers, he must now prepare to embark on the adventure of a lifetime.

Final Fantasy IV

Flight. A distant dream for most; a strategic weapon of devastating proportions for the Kingdom of Baron, whose elite Red Wing air force is unmatched the world over. In more peaceful times, the Red Wings were respected and admired in equal measure; now, this formerly-honorable fighting force has become an aerial plague, bombing and looting on the orders of an increasingly-erratic monarch who covets sole possession of the world's four Crystals. Disturbed by King Baron's warlike ambitions, a band of heroes takes a stand against the kingdom's armies — only to discover Baron's motivations run deeper than they could have ever suspected.

Final Fantasy V

Through arcane machinery devised by the reclusive genius Cid Previa, the kingdoms of Walz, Karnak, and Tycoon enjoy unparalleled peace and prosperity. Yet the mystic Crystals, source of their good fortune, grow weaker by the day. When Tycoon's Wind Crystal shatters, a young princess joins forces with a mismatched group of travelers, racing to rescue the remaining Crystals before their power is extinguished for good.

Final Fantasy Mystic Quest

Acting on orders from the sinister Dark King, four beasts steal the Crystals of the elements, sealing up the great Focus Tower and plunging four great lands into chaos. Now, all hope now rests with one young warrior, chosen by prophecy to reclaim the Crystals and save the world from darkness.

Final Fantasy VI

The War of the Magi drove a once-proud civilization into extinction; in the aftermath, magic seemingly vanished from the face of the earth. One thousand years later, humanity has nearly succeeded in rebuilding itself; steam and the power of machinery once again stand at their command.

But mastery of technology is not enough for those obsessed with the lure of forbidden power. Already, the Empire Gestahl has perfected the art of Magitek, a fearsome synthesis of sorcerous energy and iron spearheading an agenda of subjugation and conquest. Countless cities have fallen to the Imperial armies; command of true magic would mean nothing short of world domination for the dictator. The chance discovery of an Esper in colliery of Narshe now threatens to make Gestahl's plans for a revival of magic a reality — can another cataclysm be far off?

Final Fantasy VII

Mako: clean, efficient and seemingly limitless, it is nothing less than the ultimate power source. With its mako monopoly, the sinister Shinra Power Corporation is unchallenged master of the known

world; its reactors loom over every city and nation, supplying energy to the farthest reaches of the globe. But there is a darker side to the mako bonanza, a secret carefully covered up by the company: the so-called 'free energy' is nothing less than the Planet's life force, siphoned off bit by bit to meet the daily needs of Shinra's loyal subscribers.

Standing in the path of Shinra is the organization AVALANCHE, a small but dedicated group of eco-warriors determined to shut down Shinra's life-draining reactors at any cost. Little do they realize that the corporation is the least of the Planet's worries...

Final Fantasy Tactics

The Fifty Year War left the once-proud realm of Ivalice nigh-on bankrupt, crippled by famine, poverty and popular discontent – yet her troubles are only beginning. Overshadowed by religious corruption and popular resentment towards the aristocratic families, menaced by criminals and mercenaries, the waning health of King Omdolia leaves only one question for commoner and noble alike: who will inherit the throne of Ivalice?

History will come to call the ensuing struggle for succession the Lion War. Those who have discovered the true events behind those pitched battles and palace intrigues, however, know it by another name entirely: the Zodiac Brave Story.

Final Fantasy VIII

The sorceresses had been a scourge throughout history; as sole wielders of the power of magic, their reign of terror was unequaled, their names a byword for wanton cruelty and destruction.

With the last Sorceress War at an end, their once-feared power has become common property; para-Magic and the enigmatic Guardian Forces have brought spellcasting to the masses. In this new world order, the young mercenaries of SeeD stand head and shoulders above the rest, masters of both mystic energies and fighting arts. When the power-hungry Galbadian dictatorship launches a bid for total domination, however, these hired swords find themselves saddled with a role their training never could have prepared them for – world savior

Final Fantasy IX

An extended peace has brought both wealth and security to the three great nations of Gaia – a situation ripe for the plucking by those unscrupulous enough to exploit it. For the thieves of the Tantalus Troupe, kidnapping the young heir to the Kingdom of Alexandria seems like the coup of a lifetime. But when the abduction goes awry, an inexorable chain of events is set into motion; one that will thrust the members of Tantalus into the thick of a battle to reshape the world as they know it.

Final Fantasy X

One thousand years ago, civilization on Spira had reached its

undisputed pinnacle. Then came Sin, a monstrous scourge from beyond the known world, laying all to waste in its wake. Today, the tribes of Spira live in fear, besieged by the countless offspring of that ancient menace; technology, once commonplace, is the province of the brave few who risk Sin's wrath to use it. Yet hope – and courage – survive. In the midst of the desolation, seven travelers set off on a journey across the breadth of Spira, searching for the power which may yet free their world...

Final Fantasy XI

In the 863rd Year of the Crystal, darkness came to Vana'diel...

Supported by an army of inhuman allies, the Shadow Lord rampaged across the world, razing and plundering all in his path. Uniting in the face of destruction at the eleventh hour, the races of Vana'diel waged a long and bloody campaign against the forces of darkness, eventually driving the invaders back into the wilderness. Twenty years have passed since that great conflict, and the nations of San D'Oria, Bastok, Windurst and Jeuno enjoy a hard-won peace. In the darkness, however, evil gathers once again; soon, a new generation of heroes must take up the sword to protect everything they hold dear.

Final Fantasy Tactics Advance

Long ago, before the Great Flood, legends told of a land named Kiltia, a realm where sorcery reigned supreme and legendary warriors battled one another for dominance in an unending war between good and evil. For the children of sleepy St. Ivalice, these tales offer a welcome escape from the mundanity of everyday life – until a fragment of that ancient civilization suddenly resurfaces, turning idle fantasies into deadly reality. Trapped in a fantastic, troubled realm by the mysterious Gran Grimoire and dogged by the draconian Judges, young Marche Radieu now struggles to find his way home in a world both utterly alien and strangely familiar.

Final Fantasy Crystal Chronicles

Enveloped by poisonous miasma and besieged by monsters, a world huddles in the protective light of the crystals, the thin cocoons of magical energy that separate villages and towns from certain death. But the protective power of the crystals is far from unlimited; unless regularly purified with myrrh, the water of life, they gradually begin to lose their luster, succumbing to the deadly miasma around them. Every year, settlements around the world mount their desperate expeditions into venom-choked wilderness; led by the strongest and bravest they can muster, their objective is as desperate as it is clear: secure the myrrh, or die trying.

Final Fantasy XII

Though ages may pass on Ivalice, one thing remains constant in this world: warfare. In an age where airships choke the skies and magic

stones are the foundation of civilization, Damalsca is a kingdom in turmoil; its king dead at a traitor's hands, its citizenry chafing under the rule of the power-hungry Archadian Empire and its enigmatic Judges. Into this troubled realm steps a small band of heroes, thrown together by circumstance to challenge the Empire – and themselves.

Final Fantasy XIII

For many years, the flying city of Cocoon has lived in isolation, sheltered by machine sentinels and an autocratic government bent on preserving the status quo at any cost. But now outside forces have invaded Cocoon, leaving its citizens face to face with the thing they have learned to fear most: Pulse, the world beyond.

THE BASICS OF ROLEPLAYING

At first glance, roleplaying can look like a daunting hobby, thick with seemingly arcane rules and specialized vocabulary that borders on the impenetrable. Reduce it to its foundations, however, and roleplaying is nothing more than a structured form of play-acting, a collaborative storytelling process involving several participants. Many people have summed the process of roleplaying up as a slightly more elaborate “let's pretend,” and that description cuts close to the truth – roleplaying merely adds the rules and restrictions needed prevent things from getting out of hand, as well as a designated 'moderator' to enforce them: the Gamemaster.

THE GAMEMASTER

Traditionally, your passport to **Final Fantasy** comes in the form of a cartridge, CD-ROM, or DVD. In the **FFRPG**, however, it is the **Gamemaster (GM)** who unspools the epic saga, acting as both referee and storyteller. As a storyteller it is their responsibility to create the quests and storylines the players become embroiled in, take on the roles of **Non-Player Characters (NPCs)** – the people and monsters the adventurers encounter in their travels – and act as the players' eyes and ears within the game, describing the scenery and situations. As a referee, the GM enforces the rules, sets out the challenges, and keeps the players on task to ensure each session runs as smoothly as possible.

Both responsibilities take patience and dedication. For first-time GMs, the challenges posed by the job can be daunting even at the best of times. With this in mind, **Chapter 10** is filled with advice and ideas for Gamemasters of all stripes; regardless of actual experience, any GM can benefit from the information it contains.

THE PLAYERS

Players in the **FFRPG** step into the shoes of a character with a unique background, personality, skills and powers. These protagonists are known as the **Player Characters (PC)**, and ultimately shape the story by virtue of their actions and decisions. There are some crucial differences between video game and

tabletop play, however; each player generally only controls one character, rather than an entire party. As a result, most adventures will see several players cooperating with each other under the GM's guidance, trying to attain a common goal or objective.

Secondly, though some GMs may prefer to give their players pre-designed characters, the vast majority of PCs are created by the players themselves; appearance, history and profession are all left to the individual imagination. **Chapter 2** guides players through the process of assembling a character, and offers a starting place from which to explore the rest of this book.

PLAYING THE GAME

The GM will typically begin a session by placing the characters in a situation (“*You are standing at the gates of Castle Corneria...*”) to which the players then react via their characters (“*Food the White Mage is going to walk up to the gates and ask the guards for permission to pass.*”) in whatever manner they deem appropriate. The GM then tells the players the outcome of their actions (“*They look at you suspiciously and tell you that nobody is allowed on the castle grounds.*”), allowing the players to make new decisions (“*Food'll draw his staff and glare threateningly.*”) based on the outcome. Should a situation arise where the characters' physical or mental capabilities are challenged (“*The guards draw their swords and attack!*”), said challenge uses dice to determine success or failure. The dice add a random element to the game which represents the vagaries of fate, and offers a basis for task resolution which avoids the usual pitfalls (“*Food kills the guard with his staff.*” “*No, he doesn't.*” “*Yes, he does.*”) found in these kinds of narrative exercises.

As a taster, the example below gives a more detailed idea of what a typical session entails. Don't worry if some of the procedures involved seem to be unclear or confusing – **Chapter 1** introduces the basic rules of the **FFRPG** in detail, inclusive of everything referred to in this example.

? An FFRPG Session (1)

We join a game already in progress; this particular group consists of the GM, Rodger; the Engineer Hiro, played by Rob, the Dark Knight Haze, played by M, and the Dancer Mint, played by Blair. Over the course of several games, this motley group has found common ground in battling the machinations of the mysterious villain Deathstight, whose henchmen are in the process of raising crystalline monoliths across the world. Supported by a loose alliance of towns and kingdoms, they have begun assembling the components needed to reactivate the ancient airship Excelsior, and now need only the Skystone capable of raising the vessel into the skies.

The trail leads them to a mountain cavern known as the Wind Cave...

Rodger (GM): The initial ascent is everything Cid promised, and worse; the mountainside along the trail is littered with fissures, cracks and openings where the wind gushes forth in regular blasts, shooting a hail of rocks at anything in the vicinity. Unsurprisingly, the entire area is craggy and desolate; whatever vegetation might have once grown here has since been stripped away by the frequent gales. Even the pock-marked rock looks wind-blown, curving outwards here and there as if worn away over the course of many years.

Rob (Hiro): If you ask me, our best course of action is just to avoid the fissures altogether. I don't really feel like getting smacked around by rocks before we even get to the cave.

Blair (Mint): Fine by me. We're a little short on healing, anyway.

M (Haze): All right, Rodger. We're breaking out the climbing gear and scaling our own path where the wind is at its weakest – somewhere nice and far away from the worst of those cracks.

Rodger: Let's see some rolls.

Rob: (*rolling*) 24.

Blair: (*rolling*) 30.

M: (*rolling*) 42.

Rodger: The ropes creak as you begin to make your way up the rock face, taking advantage of the infrequent ledges to duck and avoid the periodic blasts of rock debris as they clatter down the mountainside. The ascent takes a little over fifteen minutes; by the time you haul yourselves over the final cliff and onto the cave entrance, you're pleasantly winded but thankfully injury-free.

Rob: “Well, that could have been worse.”

Blair: Mint groans. “Too much exercise before teatime... Shouldn't have had that extra parfait.”

M: What are we looking at, then?

Rodger: The opening into the Wind Cave is just large enough to admit a single human, a narrow passage that quickly disappears into murk and gloom. Worn carvings along the rock hint at ancient history with just the slightest tinge of Things Best Left Untouched; a few of the glyphs look vaguely familiar, and far from welcoming.

M: “Last chance to turn back.”

Rob: Hiro adjusts his ammo belts. “Not happening. Keep your weapons where you can reach 'em – I've got a bad feeling about this one.”

ADVENTURES AND CAMPAIGNS

There are two basic ways to play the FFRPG – as a one-off **adventure**, or as a long-term **campaign**. Adventures offer a quick and easy starting point for newcomers, generally following the characters over one or more play sessions as they try to fulfill an objective set by the GM. Depending on the circumstances, this can range from rescuing a captive princess to sabotaging a monolithic war machine bent on destroying the heroes' hometown; goals the heroes have at least some direct stake in, even if their interests may only be financial or moral. When said objective has been fulfilled, the adventure ends, and the heroes can claim their – undoubtedly hard-earned – rewards.

A campaign, on the other hand, is a large-scale narrative tracking the characters over an ongoing series of concurrent adventures. Where adventures are clear-cut, in campaigns the characters' long-term objectives may be nebulous and ever-shifting as friends turn to foes and the hitherto-ultimate evil is revealed as nothing more than a stepping-stone to an even more sinister foe. As might be expected, the **Final Fantasy** games are classic examples of play in campaign mode, using a strong storyline to tie together dozens of smaller adventures and sub-quests.

As with most GM-related concerns, more detailed advice on running the FFRPG in both of these formats can be found in **Chapter 9**.

CHAPTER GLOSSARY

Like most role-playing systems, the FFRPG has its own terminology. To help speed up the learning process, every chapter ends with a glossary recapping the most important terms and concepts introduced over the course of that chapter. A full glossary and index will be provided at the end of the book.

Adventure. One-off quests or series of events with a fixed goal.

Campaign. A continuous narrative built up from interlinking adventures.

Gamemaster (GM). 'Leader' of the game. Sets challenges and details the world.

Non-Player Character (NPC). Any character whose actions are controlled by the GM rather than the players.

Optional Rule. Rules designed to be used at a GM's discretion.

Player Character (PC). Any character whose actions are controlled by one of the players.

“Keep your wits about you and you'll make it.”

Basch fon Ronsenberg
FINAL FANTASY XII

The following section offers an overview of the basic mechanics of the FFRPG, and includes many important concepts and game terms. Although some of these explanations may be familiar to experienced roleplayers, much of the information presented here will be expanded on in the remainder of the **Core Rulebook**. As a result, it is recommended that you familiarise yourself with this material before moving on.

DICE

Like most pen-and-paper RPGs, polyhedral dice are an indispensable part of the FFRPG experience, determining everything from how much damage a *Flare* Spell inflicts to whether or not a merchant happens to have Eye Drops in stock. This rulebook abbreviates all dice rolls as **d[number of sides]**; thus a 10-sided die would be called a 'd10', whilst a 6-sided die would be a 'd6'. A number before the 'd' indicates that more than one die is used. '2d10' simply means two ten-sided dice are rolled and their totals are added together. A number after the type of die, like 'd6+2', means that that number is added to the result of the roll. If the d6 comes up as a 5, for example, the total score would be 7.

Playing the FFRPG will require five d6, five d8, five d10 and five d12. Most in-game situations are generally resolved with a pair of d10; the others are mainly used for determining damage in combat and calculating character gains as the players advance.

Percentile Rolls

The vast majority of dice rolls in the FFRPG will be **Percentile Rolls**. In a Percentile Roll, the player generates a number between 1 and 100 by rolling two different-colored d10, nominating one color as a 'called die' before making the throw. The result of the 'called die' becomes the tens digit, the other die forms the ones digit. A result of 9 and 3, for example, would be 93; 7 and 0, 70; 0 and 4, 4. 0 and 0 always equal 100. This combination of dice is called **percentile dice**, or **d%** for short. The player's aim generally is to roll equal to or under a target number called the **Chance of Success (CoS)** -- the harder the task is, the lower the CoS will be. If they manage to match or beat the CoS, the roll is considered a success; otherwise, it is a failure.

BOTCHES AND CRITICAL SUCCESSES

Whenever a Percentile Roll is made, there is a chance that the result will either come up as 95 to 100 (0 and 0) or as a number between 10 (1 and 0) and 1 (0 and 1). These results are called **Botches** and **Critical Successes**, respectively -- in game terms, this means that a character not only passes or fails, but does so in an unusually spectacular fashion. For example, if a character attending a noble ball rolls a Critical Success for *Etiquette*, he might impress the attending worthies enough to get a few useful favors on the side; a Botch, however, could easily escalate into an honor duel as he mistakes a well-dressed Duke for a waiter! The exact effects of a Botch or Critical Success rest on both the circumstances involved and the imagination of the GM, but should be kept within reason -- one roll shouldn't maim a character for life or make them heir to the world's largest kingdom.

! The “Rule of 10”

While modifiers can reduce a CoS to 0 or lower, a character will always succeed on a roll of 10 or less. This is called the **Rule of 10**. A successful roll made under the Rule of 10 is not treated as a Critical Success -- or Critical Hit, as described in **Chapter 7** -- but simply a skin-of-our-teeth miracle where the character succeeds against all odds. Note that the Rule of 10 will not apply to situations where the GM explicitly states that what the character is attempting is impossible -- no amount of good rolling will allow a player to, say, pick up and throw a castle at the nearest monster.

STATISTICS

The FFRPG uses a number of statistics -- 'stats' for short -- to measure the abilities of a given character. There are two types of stats in the FFRPG: **Attributes** and **Combat Statistics**. Both are covered in more detail below.

Attributes

Attributes represent a character's physical and mental prowess, and indicate their capabilities in and out of combat. FFRPG characters have a total of six Attributes:

Strength (STR) reflects overall vigor and muscle mass, and is a key factor in determining how much damage melee weapons such as Swords inflict in the character's hands.

Vitality (VIT) represents endurance and general stamina. Characters with higher Vitality are naturally more resistant to physical damage, disease, and fatigue.

Agility (AGI) measures physical dexterity and hand-eye coordination, as well as factoring into damage caused by ballistic weapons such as Crossbows. Overall weapon accuracy is also determined by Agility.

Speed (SPD) is a measure of a character's quickness in terms of both physical speed and pure reaction time.

Magic (MAG) is an indication of the character's mastery over bodily energy (*chi*), magical energy (*mana*), and the forces of the elements. In game terms, it mainly affects the effectiveness of Spells and Abilities.

Spirit (SPR) represents a mixture of bloody-minded determination and mental strength. Characters with higher Spirit are naturally more resistant to magical damage as well as other adverse effects.

Each Attribute has a numerical value ranging from 1 to 30. The higher this value is, the better the character's abilities in that particular category will be. An Attribute's actual value is mainly used for things like damage calculations. When a character wants to just exercise raw muscle, speed, or brainpower, they use a second rating called an **Attribute Rating**, which ranges from 13 to 100. These will be explained in greater detail later in this chapter.

Combat Statistics

As their name suggests, **Combat Statistics** gauge a character's performance in battle, including her ability to deal and receive damage. Depending on their profession, **FFRPG** characters will have seven to eleven of the following Combat Statistics:

Hit Points (HP): A reflection of the character's general physical condition. Damage done to a character is subtracted from their Hit Points; if their HP is ever reduced to 0, they fall unconscious on the spot.

Magic Points (MP): Magic Points represent a character's reservoir of spellcasting energy. Use of Spells and other magical powers reduces a character's MP.

Evasion (EVA): The character's affinity for reflexively dodging or parrying incoming physical attacks.

Accuracy (ACC): The base likelihood of a character being able to land a blow with a conventional weapon.

Dexterity (DEX): Measures the accuracy of a character's Agility-based special attacks. Not every character needs to calculate this value.

Armor (ARM): A sum of the character's protection against physical attack. The higher the rating, the less damage they will suffer.

Magic Evasion (M. EVA): The character's natural resistance to harmful magical energies.

Magic Accuracy (M. ACC): The character's spellcasting ability. Used to measure the effectiveness of magic and magical effects.

Mind (MND): Measures the accuracy of Magic-based special attacks. Not every character needs to calculate this value.

Magic Armor (M. ARM): The character's protection against magical attacks. The higher the rating, the less damage they will suffer.

Expertise (EXP): For professions like the Thief and Bard, this Combat Statistic measures character's proficiency with their profession's defining Skill.

What separates Combat Statistics from Attributes is the way they are used during the course of play. Most Combat Statistics cannot be directly used to carry out tasks; they are used reactively, rather than proactively.

SKILLS

Skills represent a character's ability to do certain things. In this case, 'things' range from mundane actions like cooking a meal or swinging a sword to more complex ones, like brewing a potion or successfully helming an airship. A character's proficiency in a Skill is measured with a rating from 1 to 100; the higher this **Skill Rating** is, the more adept the character will be in that particular Skill. The relationship between Skill Rating and proficiency breaks down roughly as follows:

Skill Rating	Character's Proficiency Level
1-19	Untrained
20-30	Novice
31-50	Intermediate
51-70	Advanced
71-90	Expert
91-100	Master

Depending on its applications, a Skill will belong to one of eight groups: Artistic, General, Scholastic, Social, Technical, Thievery, Weapons, or Wilderness. Technical Skills, for instance, focus heavily on crafting and manufacturing, while Thievery Skills on deceit and subterfuge. Skills and their categories are discussed in more detail in **Chapter Five**.

TASK CHECKS

During the course of the game, situations may arise where a character wants or needs to use an Attribute or Skill to perform a task. With Skills, the range of tasks each Skill is used for should be relatively self-explanatory. For Attributes, sample tasks include:

Strength: Lifting heavy objects, grappling, arm wrestling, pushing or pulling loads.

Vitality: Resisting diseases or poison, fighting fatigue, ignoring the effects of serious wounds or exhaustion.

Agility: Catching items, dodging traps, performing sleight-of-hand tricks.

Speed: Running, jumping, intercepting characters or items.

Magic: Remembering information, figuring out a logic puzzle, analysing a situation.

Spirit: Influencing others, resisting mental torture or insanity.

“Now I know why I have these stupid muscles!”

Sabin Roni Figaro
FINAL FANTASY VI

To find out whether the character fails or succeeds, the GM must first decide how difficult the task is. In the FFRPG, task difficulty is represented by a **Conditional Modifier** ranging from +80 to -80.

Table 1-1 below shows how task difficulty lines up with the Conditional Modifiers.

Table 1-1: Conditional Modifiers

TASK DIFFICULTY	CONDITIONAL MODIFIER
Elementary	+80
Easy	+40
Average	+20
Problematic	0
Challenging	-20
Formidable	-40
Heroic	-60
Impossible	-80

When the GM assigns a Conditional Modifier, he should take into account the basic difficulty of the task as well as the circumstances under which it is undertaken. Climbing a mountain in pleasant summer weather, for instance, is a lot easier than attempting to scale the same mountain in the pouring rain with no equipment.

Once chosen, the Conditional Modifier is added to the character's relevant Skill or Attribute Rating. If the total is 100 or higher, the character succeeds automatically. If it is less than 100, a **Task Check** is required. In a Task Check, a character rolls a d%; the CoS is equal to the Rating of Skill or Attribute being assessed plus the Conditional Modifier. Rolling equal to or under this modified Rating means the Task Check is successful; rolling over means it fails.

? Task Checks In Action (1)

Resolved and determined, our small band of heroes presses forward into the Wind Cave.

Rodger (GM): The howling picks up in intensity as you make your way through the cave mouth. The little light streaming in through the cracks in the ceiling illuminates a yawning, seemingly bottomless crevice, spanned by a narrow walkway of wooden planks and rope. There's no telling how old the bridge is; the timbers have splintered in places, and the whole wobbling construction creaks precariously every time the wind gains strength.

Rob (Hiro): Great. One wrong move, and we're goners.

M (Haze): We've got rope. We can at least lash ourselves together.

? Task Checks In Action (2)

Rob: I'm going to wait and see what happens. Is there a specific pattern to the way the wind is blowing? Any way we can predict when the next big gust is going to hit?

Rob's character, Hiro, has Awareness at a Rating of 50. Rodger decides that the steady ebb and flow of wind in the cave is elementary to spot, giving the task a Conditional Modifier of +80. As this leaves Hiro with a modified CoS of 130, a Task Check will not be required.

Rodger: Once you time it out, it seems to be about two minutes in between major gusts.

Blair (Mint): That's not a lot of time.

Rob: We can try running.

M: That kind of rules out the rope.

Rob: If we get caught up in a gale, the rope won't help much anyway. Let's do it.

As the time pressure is the main obstacle, Rodger decides that the most appropriate rating for this task is Speed. As long as the wind isn't blowing, the rickety nature of the bridge isn't a problem; the two-minute window is enough time to get across, producing a Conditional Modifier of +40. Haze and Mint both have Attribute Ratings of 34 in Speed; Hiro's is 25. Adding the Conditional Modifier doesn't leave any of the three with a CoS of 100 or higher – Task Checks are needed.

Rodger: Rolls against Speed, please.

Blair: (rolling) 40.

Rob: (rolling) D'oh. 62.

M: (rolling) 29.

All three rolls are underneath the Task Check's CoS – the party makes it across in one piece.

Rodger: The walkway sways and rocks under your feet as you rush across, narrowly avoiding the next blast of wind. Ahead lies a pair of heavy stone doors, lit by flickering torchlight...

For complex tasks, a GM can require a player to make two or more successful Task Checks in order to succeed. If so, Conditional Modifiers should be reduced to compensate for the need for multiple successes.

Other situations may require successful Task Checks from multiple characters. For instance, if a party is attempting to defend itself from trumped-up criminal charges, each member may be required to make a *Negotiation* roll to convince the jury of the party's innocence during their respective testimonies. The final verdict then weighs the sum of successes and failures among the defendants. Generally, if a single successful character can easily assist or act for others, only one person needs to roll a Task Check. If such assistance is impossible, everyone should have to roll.

THE PRICE OF FAILURE

What happens when a character fouls up a Task Check? Here, GM discretion applies; obviously, not every failed Task Check can be retaken, particularly if the original roll was Botched. If the failure places the character in a markedly worse situation, the Conditional Modifier may also be increased.

Another consideration is the amount of time the character loses through failure. Under some circumstances, the 'wasted' time will preclude another roll; a *Lockpicking* roll involving ten minutes' worth of effort is more easily re-taken than an *Inquiry* roll covering a day's worth of investigations.

Opposed Task Checks

Opposed Task Checks come into play when two or more characters attempt to use Skill or Attribute Ratings against each other. In some circumstances, the Ratings may be identical; for instance, a group of card sharps using their *Gambling* Skills to compete for a 10,000-Gil pot in a high-stakes Blackjack game. In other situations, the opposed Skills may be different ones, but still work against each other. An example of this would be an unusually perceptive Imperial Captain's *Awareness* being pitted against the *Acting* of the unlucky resistance members trying to convince him that they're really emissaries from the Emperor himself.

“I gotta watch to make sure you don't pull nothin'.”

Barret Wallace
FINAL FANTASY VII

The procedure used for Opposed Task Checks is identical to that used by regular Task Checks. A Conditional Modifier is assigned and added to the relevant rating to determine the CoS; this may be universal or individually determined for each party involved. Once all participants have a CoS, they roll their d%*s* at the same time – every party involved must roll, even if their CoS is 100 or higher. Whoever scores the farthest below the modified CoS for their Task Check wins – a roll of 26 against a CoS of 40 always beats a roll of 22 against a CoS of 30, despite being the higher roll.

A Botch or failure will automatically remove a participant from the contest, unless all other participants Botch or fail as well; in this case, the status quo is maintained and both sides roll again unless one party gives up. Similarly, a Critical Success automatically wins the contest unless other participants also score a Critical Success. In this case, the lowest roll again determines the winner.

? Opposed Task Checks In Action (1)

Further inside the cave, our heroes encounter a small problem.

Rodger (GM): The passage slopes down to form a gentle incline thirty meters ahead, opening into another cavern. Sunlight streams in through a jagged hole in the ceiling here; exactly enough illumination for you to see exactly where the steady, persistent wind in the caves is coming from.

Rodger: Most of the open space is occupied by a strange toadlike creature crouched in the center of the cavern, apparently dozing; as it snores away, an iridescent sac below its chin inflates and deflates, sending powerful air currents whirling through the chamber. At this distance, exact dimensions are hard to come by, but the beast must be at least six or seven meters tall; its golden skin is studded with fragments of horn and bone, each easily the size of a short sword.

Blair (Mint): Wow. Mint's backing away very, very quickly. “Oh, grossness! No way am I getting near that thing!”

M (Haze): Haze frowns, sliding his sword out of its scabbard. “No other way to the altar. We need to get through here.”

Rob (Hiro): So it's asleep?

Rodger: Certainly looks that way.

Rob: “Maybe we can sneak past without waking it and provoking a fight. All we need to do is keep quiet.”

Blair: “Do we *have* to? That monster gives me the creeps!”

M: “He's right. We can't turn back now.” I'll take the lead here. *Stealth*, I'm assuming?

Rodger: Yep. Give me some rolls.

As the test actively pits the monster's Awareness against the party's Stealth, the sneaking attempt will be resolved with an Opposed Task Check. The creature has an Awareness of 40, but Rodger applies a Conditional Modifier of -20 for being asleep, giving it a final CoS of 20. Haze and Mint both have Stealth at 40, while Hiro has it at 20. However, sneaking by a sleeping target is easier than trying to avoid an awake and alert one, giving them Conditional Modifiers of +40.

Rob: (rolling) OK, I got a 61.

M: (rolling) 50 here.

Blair: (rolling) 12!

Rodger rolls in secret, coming up with a 32. M and Blair roll under their CoSes by 30 and 68 respectively, while Rob fails his roll.

Rodger: Taking care not to disturb any loose rocks, you carefully edge around the monster with Haze up front. Both Haze and Mint manage to reach the other side of the cavern with little trouble, but Hiro is barely halfway home free when his boot slips on a pebble, sending it skittering. The wind suddenly ceases; you can hear a muffled snort from the monster as it shakes its body.

Rob: D'oh. Hiro's going to stay nice and still and hope for the best.

? **Opposed Task Checks In Action (2)**

Rob: D'oh. Hiro's going to stay nice and still and hope for the best.
Rodger: Fortunately, the creature doesn't seem to have noticed you. Seconds later, it's asleep again, sending a fresh gust whistling through the rocks.

The two failed rolls produced a stalemate – Hiro is still not safe, but hasn't been discovered yet. This doesn't change the Conditional Modifiers, so any rerolls will have the same CoS.

Rob: Retry?

Rob: (rolling) 38.

Rodger: Go for it.

Rodger rolls in secret again, coming up with a 40 – another failure.

Rodger: Once you're sure the beast is well and truly out, you begin creeping to safety. Fortunately, the second attempt is more successful; the monster doesn't stir again, leaving you free to reach the tunnels beyond.

SCENES

In the **FFRPG**, most in-game action is divided into **Scenes**, abstract units of time capable of encompassing a wide range of events and developments. An Engineer going out on the town in search of replacement parts, a confrontation between a Paladin and his Dark Knight rival, a terse exploration of a poorly-lit dungeon level – all of these are Scenes that can blossom into full-fledged adventures or serve as events in an ongoing one.

Every Scene can be further broken down into three distinctive **Phases** – Initiative, Action and Status – although these Phases tend to stay 'behind the curtain' during play and are only brought up if specifically needed. A Scene ends with a change of location or a significant passage of time – at least fifteen minutes, if not more.

Initiative Phase

If the timing of actions is important in a scene – for instance, if one of the heroes is rushing to catch a falling portcullis or leap on board a departing airship before it can clear the docks – the Scene begins with an Initiative Phase. During the Initiative Phase, anybody involved in the scene – PC, NPC, or otherwise – rolls a d10 and adds the result to their SPD Attribute. The total of this is called the **Initiative**, and determines how far into the Scene they will act. It's easiest to visualise the order of Initiative as a timer, starting at the highest Initiative and ticking down towards 0. When it reaches the lowest Initiative – or 0, whichever comes first – the Scene is over. Once all Initiatives have been generated, the Initiative Phase ends; the Scene moves into the Action Phase.

Where the timing of inanimate objects or other events becomes important – as in the examples given above – the GM assigns a

fixed Initiative (“*The floorboards will collapse on Initiative Count 14.*”) to the event in question.

Action Phase

The Action Phase is divided into a number of 'turns.' This is the space of time during which individual participants carry out Actions, usually in the form of Task Checks. If Initiatives were generated, turns are conducted in Initiative order, with the highest-scoring participant declaring the first action (“*Haze takes a flying leap across the ravine!*”) and others following. Otherwise, participants decide among themselves who takes the lead and who follows. During their respective turns, participants may make one or more Actions, depending on the circumstances. If several sets of Actions are required from the participants, generate Initiative again as needed. After all Action has been resolved, move into the Status Phase.

Status Phase

The Status Phase is the 'cleanup' portion of the Scene. Here, characters can decide their next destination and course of action, provided they have a say in the matter. As the name implies, this is also the space of time during which **Status Conditions** – special effects inflicted on a character as a result of spells or attacks – come into play. Status Conditions can be beneficial, as is the case with *Haste*, which increases a character's reaction speed. However, many are harmful, like *Poison*, which decreases a character's Hit Points over time. Both categories of Status Condition are discussed in more detail in **Chapter 7**.

TIMING STATUS CONDITIONS

Most Status Conditions only have a limited duration, particularly those that inflict a crippling or advantageous status on the target. These durations – called **Timers** – are always listed in bolded parentheses after the effect in question; the phrase 'inflicting the Status Condition *Sleep (6)*', for instance, has a Timer of 6. Most Status Conditions have Timers of 2, 4, or 6. Alternately, if a '(∞)' appears, the effect has an unlimited Timer.

Once all action has been resolved and the Scene ends, the effects of Status Conditions are resolved and their Timers decreased according to amount of time elapsed between the start of the Scene and the start of the next scene. **Chapter 9** discusses this process in more detail. Players also may be given the opportunity to treat Status Conditions and other injuries during the Status Phase, depending on the GM's personal preferences.

? Scenes in Action

Some time later, the party arrives at the altar. Unfortunately, their troubles are far from over...

Rodger (GM): As you reach for the Skystone, you can feel a tremor shake the cave; dust spills down from the ceiling and small rocks topple to the ground as vibrations begin to spread through the chamber, growing in intensity.

Blair (Mint): Mint brushes herself off. "Uh, guys? Maybe we should... put the stone back?"

Rob (Hiro): "Can't. Without that rock, the *Excelsior* is never getting off the ground."

Rodger: At that moment, a large boulder crashes down, narrowly missing you as it reduces the altar to a fine dust. The shaking's getting worse by the second; cracks are beginning to form in the ceiling.

M: "Might I advance another suggestion? It's called *run*."

Rodger: Give me Initiative rolls.

M: (*rolling*) 12.

Blair: (*rolling*) 11.

Rob: (*rolling*) 7.

Rodger: Ceiling comes down at 10. M, what's your action?

M: Haze is going to grab Hiro and pull him out of the way before the whole ceiling comes down. *Then* we run.

Blair: Mint's going to hustle on after them.

Rodger: You get clear of the chamber just as a cart-sized fragment of rock breaks loose from the ceiling, blocking the entrance for good. But there's plenty more to worry about – fissures are spreading in the floor, and *fast*...

CLASSES AND JOBS

In the FFRPG, every character belongs to a Class that determines their basic abilities – **Warriors** can master a variety of different fighting techniques, **Experts** use their natural ingenuity to build steam-powered armor, compose deadly melodies or mix potions, **Mages** harness the natural power of magic, and **Adepts** sling spells and swing swords with equal aplomb.

Each of these four Classes is further specialised by a number of subclasses, or **Jobs**, which branch out from these basic archetypes into a number of unique directions. Mage Jobs, for instance, include Black Mages – fearsome users of destructive elemental energies – as well as White Mages, healers and protectors capable of unleashing divine powers upon their enemies. Warriors, on the other hand, count among their number the resilient bare-knuckle fighter known as the Monk as well as the spear-wielding, gravity-defying Dragoon.

Abilities

Each Job is distinguished from others in its respective Class by a unique pool of talents, collectively called **Abilities**. These range from the capacity to cast White or Black Magic to being able to unleash

devastating attacks like *Aura Cannon* or *Black Sky* upon a hapless opponent. All Jobs start with at least one Ability; as they advance in their adventuring careers, more will become available. The 'package' of Abilities that each character accesses through their choice of Job is known as an **Ability Set**, and plays an important role in the character's long-term development.

ABILITY TYPES

All Abilities in the FFRPG are divided into one of five categories – Fast, Slow, Reaction, Support, and Magic.

As their name implies, **Fast Abilities** take effect immediately; they need no charge-up time to use, but tend to be less powerful as a result. The Ninja's *Throw* is one such Ability.

Slow Abilities on the other hand require a certain amount of preparation before they can be used; this 'charging up' is represented by a **Charge Time** listed in bolded parentheses. 'Slow (4)', for instance, means this Slow Ability has a Charge Time of 4. Though more time-consuming than Fast Abilities, they are generally more powerful; the Fighter's *Finishing Touch* is one good example. Charge Times and the effects they have on combat are discussed in more detail in **Chapter Seven**.

Reaction Abilities present a special case in that they are not used voluntarily by the character, but trigger automatically under certain conditions. An example of this is the Monk Ability *Counter*, which can only be used if and when an Attack is made against the Monk. Abilities of this kind usually have a limited CoS.

? Reactions vs. Reactions

Under certain circumstances, it is possible for a Reaction Ability to fulfill the conditions needed to trigger another Reaction. However, a Reaction Ability cannot be activated by another Reaction Ability if the two share the same trigger – Physical damage, a successful Spell being cast – even if the prerequisite conditions for triggering are met.

Support Abilities are always in effect regardless of what the character is doing, and do not require Actions to use. An example of this is the Ninja Ability *Dual Wield*, which allows the Ninja to wield two weapons without penalty at any time.

Finally, **Magic Abilities** involve mystical and spellcasting energies. Spells – which consume Magic Points (MP) with each use – are the most commonly-encountered; other effects may not require MP to use, but still draw on the forces of magic. The *Divine Ruination* attack utilised by the Paladin is one example of a Magic Ability.

TARGET

Almost all Abilities – and Spells, by extension – have a limited area of effect, expressed in terms of a **Target**. There are five basic types of target:

Self, as the name implies, means the effect applies only to the character using it.

Single means the character can select one target from all eligible

combatants to affect.

Group means the character can select a formation of opponents to affect – or turn the results onto themselves and their allies.

Party means the effect affects the character as well as all allies in their immediate vicinity, though in some cases the character using the Ability may be exempt. If this is the case, it will be noted in its description.

All doesn't leave much choice – it simply targets everybody, friend or foe. Whether this is an advantage or disadvantage depends entirely on the situation.

Targeting is discussed in greater depth in **Chapter 7**.

? Abilities in Action

Continuing their flight from the Wind Cave, the party runs into more problems.

Rodger (GM): A large fragment of rock is blocking the way forward – too large to shift by hand. Overhead, pebbles continue to shower down. The ceiling's not going to hold much longer.

M (Haze): Haze takes a breath, makes sure his hair's in place, then draws his sword. "Allow me." Rodger, I'm going to use *Darkside* to shatter that boulder. Any serious problems with that?

Rodger: Don't think so. Just a sec.

Rodger quickly checks the Ability's description. Darkside is Target: Single and Fast, meaning it takes effect instantly. The Ability itself allows Haze to inflict +100% Shadow Elemental damage on his target of choosing – in this case, the rock – in exchange for 25% of his Hit Points.

Rodger: You're good.

M: "Forces of night, lend your strength... Darkside!"

Rodger: Black energy crashes into the rock, neatly breaking it in two. The two halves roll aside, giving you access to the passage beyond...

CHANCE OF SUCCESS

Not every Ability and Spell will go off automatically; as with many other things in the **FFRPG**, certain Abilities may also have a CoS, usually listed in the Ability's description. Reactions are the most common Abilities to carry this limitation, but CoS is also found on techniques that inflict a Status Condition or instantly destroy the target. The basic CoS formula usually takes the form of **(Base CoS + Modifier)**, **Evasion** or **M. Evasion**, with the latter showing which Combat Statistic guards against the effect. The formula **(M. ACC - 50)**, **M. Evasion**, for instance, indicates that the final CoS is further modified by subtracting the target's M. EVA value from the d% roll.

! Flat CoS

Sometimes, a CoS is not expressed as a formula or Statistic, but simply as a number, usually '30%' or '60%.' In game terms, this is known as a **Flat CoS**. A Flat CoS is not modified by anything, positive or negative; an effect with a Flat CoS of **60%** will always work on a roll of 60 or lower.

PERCENTAGES

Some effects in the **FFRPG** are given in terms of a bolded percentage, such as 'hits for **+25%** damage' or 'is at **-25%**.' The Ability itself will explain what is being modified; 'damage' alone just indicates the damage done by a basic Attack Action with whatever Weapon the character has equipped at the time.

Due to large number of possible modifiers, multiple percentages may apply to the same effect. If so, these percentages always will be added together before being applied.

? Percentage Calculations

All percentages in the **FFRPG** are given in increments of 25%. This allows for easier computations, and reduces the amount of number-juggling required. The following steps can derive the most commonly-used percentages without calculator assistance:

25% - Halve the number in question, then halve it again.

50% - Halve the number in question.

75% - Calculate 25% and 50%, then add them together.

125% - Calculate 25%, then add it to the number in question.

150% - Calculate 50%, then add it to the number in question.

175% - Calculate 75%, then add it to the number in question.

200% - Double the number in question.

300% - Triple the number in question.

When doing these calculations, remember to always round down.

COMBAT

Combat is an integral part of the **FFRPG** and the **Final Fantasy** universe in general. Battles are treated as special Scenes, divided into a smaller number of sequences called **Rounds** that contain their own Initiative, Action, and Status Phases. **Chapter 7** introduces the individual activities of battle in more detail.

Doing Damage

The aim of a battle is to inflict as much hurt on one's opponents as possible. Basic Attacks and offensive Abilities generally follow the same template. Most have a limited chance of hitting an opponent, requiring characters to make a Percentile Roll against their Skills – usually Weapon Skills – or a pre-determined CoS, further modified by subtracting either the target's Evasion or M. Evasion. Successful hits reduce an opponent's HP or MP, though this damage will usually be

adjusted by ARM or M. ARM.

DAMAGE CODES

Every attack has its own distinct 'damage code,' expressed in terms of a **Damage Scale (DS)** and a **Damage Die**. An attack with a damage code of **(3 x STR) + d10**, for instance, is said to have a Damage Scale of 3 and a Damage Die of d10.

To find out how much damage the attack inflicts, multiply the Damage Scale by the Attribute in question – in this case, Strength – and then roll the Damage Die, adding the result to the total. That final number is the basic damage inflicted by the Attack. For a speedier resolution, it helps to precalculate the damage code prior to combat.

DAMAGE TYPES

At the most basic level, attacks in the **FFRPG** can be described as being either *Physical* or *Magical*. Physical attacks usually use the character's STR or AGI Attributes to resolve damage. All Physical damage is modified by the target's ARM rating, and is guarded against by EVA. Magical attacks, meanwhile, generally use the character's MAG Attribute to resolve damage. All Magical damage is modified by the target's M. ARM rating, and guarded against by M. EVA. To make things more complex, both of these damage types can also be **Elemental**.

Elemental damage is tied to one of the nine **Combat Elements** – Earth, Fire, Air, Water, Lightning, Ice, Bio, Holy, and Shadow – and may affect the target differently as a result. Holy attacks, for instance, burn particularly fiercely against demons and creatures of darkness; Ice magic, on the other hand, delivers crippling blows against monsters born of fire. In game terms, such special properties are represented by combatants' Weaknesses, Resistances, Immunities, and Absorbances.

If a combatant possesses a **Weakness (W)** towards a particular Element, all attacks doing damage of that Element inflict **+50%** damage before modifying for ARM or M. ARM.

On the other hand, a **Resistance (R)** towards a particular Element means attacks of that Element do **-50%** damage before modifying for ARM or M. ARM.

Immunity (I) means exactly that: all damage of that Element is reduced to 0, regardless of the actual damage dealt.

Finally, **Absorbance (A)** means that attacks of that particular Element actually *recover* an amount of HP to the combatant equivalent to the damage that would have been inflicted after modifying for ARM or M. ARM.

Combatants may have multiple Weaknesses, Resistances, Immunities, or Absorbances. These will frequently act in a complementary fashion – for instance, monsters weak against Lightning tend to take only minimal damage from Water attacks. Suggestions on how to apply these can be found in **Appendix II**.

Physical attacks without an Element are simply referred to as doing 'Physical damage.' Magical attacks without an Element are referred to as 'Magical.'

? Combat in Action

Having evaded more than their fair share of falling rocks, the party is almost home free. However...

Rodger (GM): As you make your way through the chamber, a titanic webbed claw suddenly smashes through the rubble, showering you with pebbles. The debris shifts; from somewhere beneath, you can hear a low, deep croak.

Rob (Hiro): Hiro unslings his rifle, quickly getting out of the way. "Duck!"

Rodger: Another swipe sends more rock flying; you have just enough time to spot a pair of amphibian eyes lighting up in the gloom before the creature is upon you – battered, bleeding, but very much ready to turn this cave into your tomb. Initiatives?

Rob: (rolling) Woo! 15.

M (Haze): (rolling) 14 over here.

Blair (Mint): (rolling) 12.

Rodger rolls in secret, coming up with 6. The monster, Heket, has a SPD of 6, giving it an Initiative of 12.

Rodger: All right. It's Hiro, Haze, Mint, and then Heket. Rob, you're up.

Rob: All right. Hiro's locking and loading his rifle and shooting that overgrown toad.

Rodger: Roll to hit.

Rob: (rolling) 28. Accuracy with *Guns* comes out to 92.

Rodger consults his notes. The Heket's Evasion is 22; 92 minus 22 would give Rob a CoS of 70. Rob's roll comfortably beats the adjusted CoS, meaning he hits his opponent.

Rodger: That's a hit. Roll for damage.

Hiro's Valiant Rifle has a damage code of 2 x AGI + d12. With Hiro's AGI of 10, this translates to damage of 20 + d12.

Rob: (rolling) 10. 30 Physical damage.

Now the damage is modified by the Heket's ARM – in this case, 10. The final damage done – 20 – is subtracted from the Heket's current Hit Points.

Rodger: Your shot manages to find its mark in the midst of the Heket's bony spines, sending black blood splashing. M, you're up.

THE DAMAGE CAP

Finally, it's important to note that the absolute maximum damage most attacks or effects may cause is limited to 999 HP, including modifiers for the target's Armor or M. Armor rating as well as Barrier status effects such as *Protect* or *Shell*. In game terms, this is

known as the **Damage Cap**. This is important to remember when dealing with effects that deal damage based on the target's Hit Points; an attack which causes damage equivalent to **50%** of the target's HP would still only remove 999 HP even if the target had more than 10,000 HP. The same also applies to attacks that damage the target's MP rather than HP. Some attacks may ignore the Damage Cap; if so, this will be explicitly stated in their description.

Conversely, modifiers may never reduce the amount of damage done by an attack to less than 1 Hit Point. This is known as the **Rule of 1**.

After the Battle

When all combatants on one side have been reduced to 0 or fewer Hit Points, otherwise incapacitated or forced to flee, the battle is considered over; whichever side is still standing at the end of hostilities wins, and can reap the rewards of the encounter. These will typically include items, money and **Experience Points (XP)**, a numerical representation of the knowledge and training characters acquire over the course of their adventuring careers by overcoming obstacles. Once a character has acquired enough XP, they will advance a **Level**, becoming stronger, more resilient, and more proficient in their chosen Jobs. A character's Level serves as a numerical indicator of their total power; new **FFRPG** characters begin the game at Level 1, and can advance up to Level 99 over time – if they survive long enough. The full benefits of gaining Levels are described in **Chapter 2**.

? After the Battle (1)

Several fierce rounds of combat later, the Heket collapses into a slimy heap.

Rodger (GM): ...and that comes out to 1560 XP and 820 Gil. You each get 520 XP, though there's not much time to celebrate – the cave is just minutes away from collapsing in its entirety.

Blair (Mint): The good news is we're home free once we get past the walkways.

M (Haze): Right. We're running.

Rodger: By the time you get to the walkway, the slow destruction of the cave has already taken its toll on the ancient timbers; falling rock has torn several holes into the planks, and the ropes are starting to give way. With the Heket defeated, there's no wind to worry about. Heedful of the gaps, you rush across the bridge, reaching the other side just as the whole mess finally gives way, plummeting into the depths.

Rob (Hiro): "That was close!"

M: Haze shakes his head ruefully. "...never again. Come on."

Rodger: You reach daylight moments later, barely getting enough time to catch your breath before the entrance is buried by a cascade of boulders and jagged stalactites. Nobody's going back in there anytime soon.

Rob: "Let's get back to town. The sooner we can get the *Excelsior* going again, the better."

? After the Battle (2)

M: "One thing bothers me."

Blair (Mint): "Huh? What's the matter?"

M: Haze leans against the remains of the entrance. "Death'sight. After all the trouble he went through to destroy the *Excelsior's* engine, I thought he'd be sending his minions after us for sure."

Rodger: That last comment provokes a hollow, metallic laugh from somewhere below – hollow, metallic, and unfortunately familiar.

Rob: "Death'sight!"

Rodger: Now that the last echoes from the cave's collapse have subsided, you can hear footsteps – and plenty of them.

M: Haze is going to look over the cliff.

Rodger: Sure enough, Death'sight's ceramic mask rises into view, followed by the swirling, all-concealing cloak; behind him, you can see the massed ranks of his mechanical soldiers, their hollow eyes glowing malevolent blue. "Kha ha ha! Quite right! I hoped that cave would save me the trouble of disposing of you, but your accursed luck continues to hold. But now..."

Rob: Hiro goes for his rifle. Let's see if we can't fight it out...

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Ability. A special power possessed by a Job.

Ability Set. All Abilities available to a given Job or character.

Absorbance (A). Used to designate a combatant's ability to absorb a given category of Elemental damage.

Action Phase. Phase during which the participants act.

Attribute. One of a number of stats tracking a character's physical and mental capabilities.

Attribute Rating. Number measuring a character's ability in a given Attribute.

Botch. A critical failure on a Percentile Roll. Occurs on unmodified rolls of 95 to 100.

Charge Time. The delay between when a character decides to use a Slow Ability and its activation.

Class. A generalised profession.

Combat Elements. The Elements of Fire, Water, Wind, Earth, Ice, Lightning, Poison, Holy and Shadow.

Conditional Modifier. Modifier applied to Task Checks based on how easy – or difficult – the task at hand is.

CoS. Short for 'Chance of Success'. A target number for most task resolution rolls in the **FFRPG**.

Critical Success. An unusually good result on a Percentile Roll. Occurs on unmodified rolls of 1 to 10.

d%. A die roll using two ten-sided dice to generate a total 'percentage'.

Damage Cap. Restriction limiting the amount of damage done by

any one attack to 999 HP or MP.

Damage Die. Die – or dice – rolled and added to an attack's damage.

Damage Scale. Multiplier that gives an attack's basic damage.

Elemental. Associated with the Combat Elements.

Fast Ability. An Ability that requires no preparation time.

Flat CoS. A chance of success that always remains the same.

Immunity (I). Used to designate a combatant's immunity to a given category of Elemental damage or Status Condition.

Initiative. Score that determines when actions are taken.

Initiative Phase. Phase during which the order of the participants' actions is determined.

Job. A specialised profession.

Level. A reflection of a character's experience level. Based on the total number of XP that character possesses.

Magic Abilities. Spells and spell-like Abilities.

Magical. Magical damage not associated with a Combat Element.

Opposed Task Check. Task Check in which two or more participants make a d% roll.

Percentile Roll. A roll made using a d%.

Phase. Segments of a Round. Most Rounds have three.

Reaction Ability. An Ability that only triggers under certain circumstances.

Resistance (R). Used to designate a combatant's resistance to a given category of Elemental damage.

Round. Basic unit of time in **FFRPG** combat. A battle will often be made up of multiple Rounds.

Rule of 1. Rule stating that the smallest amount of damage any one attack can inflict is 1 HP.

Rule of 10. Rule stating that the lowest a CoS can be reduced to is 10 – making the roll under these circumstances is not a Critical Success, but an against-all-odds one.

Scene. Basic unit of time in the **FFRPG**. A scene ends with a change in location or the passage of time.

Skill. A particular body of knowledge used by a character, measured via a numerical rating.

Skill Rating. Number measuring a character's proficiency in a given Skill.

Slow Ability. An Ability that requires preparation time.

Status Conditions. Special conditions – positive or negative –that can affect a character's capacities and abilities.

Status Phase. Phase during which book-keeping for Status Conditions takes place.

Support Ability. An Ability that is always active.

Task Check. A Percentile Roll used to determine the success or failure of a task using one of a character's Skills or Abilities.

Timer. Expression used for the duration of a Status Condition or special effect.

Weakness (W). Used to designate a combatant's weakness to a given category of Elemental damage.

XP. A measure of a character's growth in experience and personal capabilities, increased by certain actions and achievements within the game.

II — CHARACTER CREATION

キャラクター作成

“I’m only here to see how the story unfolds. Any self-respecting leading man would do the same.”

Balthier
FINAL FANTASY XII

Valiant, cryptic, insightful, vain – the characters of the **FFRPG** are a diverse lot, hailing from gilded halls and broken homes alike. All have one thing in common, however: they began life in this very chapter. The following pages cover the creation and development of **FFRPG** characters using the sheets in **Appendix V**, breaking things down into a sequence of nine steps for an easier overview. Though the process can seem daunting at first, time and experience should make it close to second nature.

? Generating a Character (1)

To illustrate the character creation process in a little more detail, these example sections following each step show how a typical character might be generated.

Carl has recently been invited to Rodger’s game and has to generate an appropriate character in time for the next session. While he’s played in a number of **FFRPG** games in the past, he still follows the same basic set of steps he did when he started out.

Concept

The easiest way to begin creating a character is to start with a broad, fairly basic concept – ‘neurotic spellcaster,’ ‘crude mercenary,’ ‘narcissistic wandering thief’ – and then flesh that idea out piece by piece by adding details. Sometimes the concept will be dictated or limited by the game’s setting; the GM may also have specific ideas for the characters. For this reason, it is best to run your concepts by the GM to ensure they fit – or get their advice on where you can take the concept once it’s approved. Once this is done, the next things to consider are:

Name: In a universe populated by heroes with monikers like Cloud Strife, Zidane Tribal or Laguna Loire, a good name can go a long way towards making a character seem like a plausible addition to Square’s established mythos. Ideally, a good name should be evocative and a little unusual; a Dragoon calling himself ‘Bob Smith’ is clearly neither. Specific naming pointers are given with the racial descriptions in **Chapter 3**.

Age: Age nearly always equates to ‘experience.’ Older characters will usually have been around the block a few times, while younger characters are more impetuous and naive about the world at large. **Final Fantasy** heroes tend to be younger, sometimes excessively so; for Humans, the late teens are generally prime world-saving years.

Though both are viable options, extremely young and old characters are likely to face serious social discrimination in-game; due to their age, few will be inclined to take them seriously, while comments like ‘old-timer’ and ‘squirt’ are almost guaranteed to follow them everywhere they go.

Appearance: A character’s physical features, height, weight, build, hair-, eye- and skin color all help define them, but appearance is about more than physical attributes – it’s about style. Consider clothing: does the character lean towards all-concealing black trenchcoats, or a wardrobe consisting entirely of loud pastels? What about jewelry, or other distinguishing features such as tattoos? How does the character carry themselves, and what impression do the character’s general posture and expression give others?

? Generating a Character (2)

Given that there’s only one ‘fighter-type’ in Rodger’s group, Carl’s decides a Mithra martial artist would be a good addition to the party. With Rodger in favor, Carl begins building his heroine in earnest.

Name: The Mithra naming notes suggest that Mithra characters will have names with a Thai or Indonesian flavor. Carl chooses to name his character Kumani Bersihdarah.

Age: Carl wants his character to strike a balance between youth and experience. Checking the age ranges given for Mithra, Carl gives her an age of 19.

Appearance: Carl envisions Ku as lithe, muscular and tanned from a life of living outdoors; the constant exposure to the sun has bleached her hair to almost-pure white. To avoid having her movements impeded in combat, Ku’s clothing is restricted to a set of thick-soled sandals, thigh-length leather shorts, and a heavy leather combat vest covering a smaller undershirt. Her hair is tied in a long braid that reaches down to her waist; the end is wrapped around a bright pink iron ball usable as a weapon in emergencies. A branding of three crescent moons arranged in a circle can be seen on her left cheek.

Background: The past helps make the present understandable. For this reason, a character’s history is an important consideration – it defines who they are and why they act the way they do. Obviously, the chosen setting will define a lot of the small details, but

even broad backgrounds should furnish biographical detail, listing defining moments in the character's life – the murder of a friend or mentor, the tragic loss of a family member, achieving a knighthood or being drafted into the service of a great mage. These 'hooks' offer GMs a means to easily integrate the player's background into games; details such as birthplace, education, and upbringing can also help to add further definition.

Personality: A character's personality defines their reaction to and interaction with the world around them – in short, how the character deals with the situations they encounter over the course of their adventures. It may be easier to organize personality by extremes – are they hot-headed risk takers, or cautious and patient? Does injustice offend them because they have a strict code of morals, or because they want a cut of the action? – but playing things too broadly risks turning the character into a stereotype.

Possessions: Beyond their equipment, a character may have a few items of purely sentimental or personal value – a signet ring passed down from generation to generation, a necklace or locket given to them from a loved one, a lucky coin or talisman. This section of the sheet is used to describe these.

Goals: Goals are the character's major aspirations in life; whether it's something as selfish as wanting to claim the title of 'world's greatest treasure hunter' or a noble cause like bringing peace to their war-torn home country. Whatever else may happen, the character's goals will ultimately guide their actions and decisions in the world.

A Quote: An example saying of your character's. Optional, but just as effective at establishing them as any number of descriptive paragraphs. This can be anything from an often overused catchphrase (“...*Whatever.*”) to a short and pithy comment typical of the character's general outlook on life (“*You thought a little thing like the end of the world was gonna do me in?*”).

? Generating a Character (3)

Background: Carl envisions 'Ku' as a traditional Mithra fishergirl who abandoned the family trade after a nasty encounter with a sea-snake, traveling to a distant human city in search of a living. Like many who do so, she found nothing much beyond poverty. Desperate for money, she became a pit fighter, quickly establishing a reputation as a force to be reckoned with. Her trademark became her 'miracle comebacks' – watching her opponent carefully, she could learn their moves and mirror them, returning the favor in kind. Training in the wilds, she learned to mimic monsters as well as humans, speeding her ascent in the fighting circuits – until the day she lost control of her power and killed an opponent. Forced to flee, she began wandering once more, searching for more clues to the mysterious abilities that had made her a champion – and a murderer.

Personality: While once gregarious, Ku has matured through the adversity she has encountered, though not at the expense of her positive nature. Serenity is also one of her hallmarks; years of careful mental discipline have hardened Ku to almost ice-cold calm in the face of danger.

? Generating a Character (4)

However, she is not perfect. Ku hides her magical powers because she fears what others will do in reaction, greatly exaggerating her knowledge of the martial arts to do so.

Possessions: Aside from her equipment, Ku carries around little of value.

Goals: Ku seeks to distinguish herself as a fighter and further her understanding of her powers.

A Quote: “*Harap maaf, but you'rre going to have to taste backfist now.*”

Race

Humans make up the standard population of most worlds, but not every hero will be human – depending on the setting and circumstances, characters may belong to one of the other races detailed in **Chapter Three**. Playing a non-human character can have both obvious and less obvious repercussions; the most immediate effect, however, will be on the character's potential Attributes.

? Generating a Character (5)

Carl already decided to play a Mithra character when he first drew up Kumani. All that's left for him to do is note how this will affect her Attributes.

Class and Job

A character's chosen Job determines his or her basic Abilities, their starting Hit and Magic Points, and a whole slew of other factors. For this reason, choosing a Job is possibly the most important decision a player makes during the character creation process. Classes and Jobs are presented in full detail in **Chapter 4**.

? Generating a Character (6)

Carl browses through the available Jobs, looking for something to fit his concept. Though the Monk would be the most immediately obvious choice for Carl, Ku's mysterious power strikes him as a better fit for the Mimic or Blue Mage professions. Carl settles on Blue Mage.

Attributes

Now we begin to define a character's mechanical aspects. Every starting character has a total of 40 **Attribute Points** to divide between the six Attributes – Strength, Vitality, Agility, Speed, Magic, and Spirit – as the player chooses, provided that at least 1 point is spent on each Attribute. Attribute Points are spent at a one-to-one ratio. By placing 6 Attribute Points in Strength, for example, a character would start with a Strength rating of 6. Any Attribute Points not spent at character creation do not carry over into the game, and are lost.

Choice of race can have an impact on how these Points are spent, as all races have **Racial Maximums** for each Attribute. No starting

character may begin the game with any Attribute's rating exceeding their race's allowed maximum. For instance, ordinary Human characters can have a maximum starting Strength of 10, no greater. For ease of reference, **Table 2-1** gives Maximums for all races.

Table 2-1: Racial Maximums

RACE	STR	VIT	AGI	SPD	MAG	SPR
Human	10	10	10	10	10	10
Bangaa	12	12	10	9	9	8
Creimire	8	10	13	11	9	9
Dwarf	10	13	10	8	9	10
Elf	13	13	7	9	7	11
Galka	11	15	10	9	8	7
Mithra	9	9	12	12	9	9
Mooglee	8	6	11	12	11	12
Nu Mou	10	9	10	7	12	12
Qu	10	11	6	7	13	13
Ronso	12	13	9	7	12	7
Tarutaru	6	7	9	11	12	15
Varg	11	8	12	13	8	8
Viera	12	6	12	12	12	6
Yeti	13	15	6	9	7	10

Racial Maximums are further modified by the character's choice of Job, but this bonus is not applied during character creation. In practical terms, this means that Racial Maximums may only be exceeded if the character gains more Attribute Points during the course of the game.

? Generating a Character (7)

The first thing Carl makes a note of is the Mithra statline, which gives him the following range of Racial Maximums:

STR	VIT	AGI	SPD	MAG	SPR
9	9	12	12	9	9

Carl starts defining Ku's Attributes by assigning 4 Points to each Attribute as a 'base', leaving him with 16 Attribute Points to spend. As a fist-fighter as well as a spellcaster, Kumani's most developed Attributes will be Strength, Vitality, Speed, and Magic; Carl raises STR and AGI to 6 and 5 and MAG and SPD to 9 and 8 respectively, giving him 4 more points to spend on boosting VIT and SPR. Kumani's final Attribute distribution runs as follows:

STR	VIT	AGI	SPD	MAG	SPR
6	5	5	8	9	7

ATTRIBUTE RATINGS

As explained in **Chapter 1**, Attribute Ratings are employed whenever an Attribute is used for task resolution. While it is generally not required to calculate an Attribute Rating ahead of time, the formula for an Attribute's Attribute Rating is:

$$(\text{Attribute} \times 3) + 10$$

A character with STR 10, for instance, has a Strength Attribute Rating of 40.

Traits

If the GM is using the optional rules for Key Points and Traits, Traits should be selected relatively early in the character creation process. Full rules for doing so can be found in **Appendix IV**.

Advantages and Disadvantages

Characters differ in more than just profession and personality. Physical edges and ailments, unconventional training and innate resistance to attacks can all enhance a character's combat ability; conversely, physical ailments and other difficulties diminish it. In game terms, these are expressed through **Advantages** and **Disadvantages**. Though only available at the GM's discretion, they offer a number of ways to further personalize a character.

Each of the Advantages and Disadvantages presented over the next few pages has a specific point cost assigned to it; Advantages have a positive cost, while Disadvantages have a negative one. If a GM allows a player to buy Advantages and Disadvantages during character creation, their combined cost of must be less than or equal to 0. No more than 10 Points of Advantages may be taken, and no Advantage or Disadvantage may be taken more than once unless this is explicitly permitted in its description. Even if an Advantage or Disadvantage has multiple effects with separate point costs, only one of these effects may be taken by default.

ADVANTAGES

The following Advantages are available to **FFRPG** characters. Note that some Advantages have a varying effect depending on how many points they are bought for – these are listed below the general effect.

ADROIT 2 TO 5 POINTS

Effect: Not every character fights using force. Sometimes, where and how the weapon hits is more important than the raw power behind it. This Advantage may be taken multiple times.

2 Points: Select one Weapon category that uses a d6 Damage Die, such as Rods. When wielding a Weapon of the chosen category, all damage is calculated using AGI, rather than STR.

3 Points: Select one Weapon category that uses a d8 Damage Die, such as Staves. When wielding a Weapon of the chosen category, all damage is calculated using AGI, rather than STR.

4 Points: Select one Weapon category that uses a d10 Damage Die, such as Swords. When wielding a Weapon of the chosen category, all damage is calculated using AGI, rather than STR.

5 Points: Select one Weapon category that uses a d12 Damage Die, such as Greatswords. When wielding a Weapon of the chosen category, all damage is calculated using AGI, rather than STR.

AMBIDEXTROUS

1 POINT

Effect: The character is equally skilled with both hands, favoring neither left nor right. Characters with this Advantage do not suffer penalties for *Off-Handed* attacks as described in **Chapter 7**. In addition, they may purchase the Skill *Two Weapons* at the normal rate of one Skill Point per one point of Skill Rating.

ANIMAL COMPANION

1 TO 5 POINTS

Effect: The character is accompanied in his journeys by a faithful animal, such as a trained dog or a mount. The *Animal Companion* is small – or agile – enough to avoid damage in combat; if the character controlling the *Animal Companion* is reduced to 0 HP or otherwise incapacitated, it will not act until its owner has been revived.

The exact powers of an *Animal Companion* are determined by selecting a combination of talents from the list below. Each Point spent on this Advantage allows the player to select up to 10 points' worth of talents from this list. This Advantage may be taken multiple times to create more than one Companion.

Sentient (2): The *Animal Companion* has intelligence comparable to a human's, and is capable of speaking and understanding Common Tongue.

Summoned (2): The *Animal Companion* is of magical or supernatural origins, and is summoned up with a simple ritual. In combat, this can be accomplished through a Zero Action.

Packrat (3): The *Animal Companion* can carry a few of the character's odds and ends, and acts as an emergency reserve. In game terms, this means that the character will always have access to their Inventory if the *Companion* is present. If the *Carrying Alternative* rules from **Chapter 6** are used, the *Companion* can carry up to 5 Items.

Senses (3): The *Animal Companion* has senses good enough to assist the party in times of need. In game terms, the companion is treated as having *Awareness* at a Skill Rating of 50.

Attribute (5): The *Animal Companion* is strong, fast, or smart enough to help the party out when needed. In game terms, this gives the *Companion* an Attribute Rating of 50 in one Attribute of the creator's choice, and allows it to make Task Checks against that Attribute if it ever is in a position to do so.

Flying (5): The *Animal Companion* has wings strong enough to fly with, giving it greater range and reach. In practical terms, this allows the *Companion* to enter the Status Condition *Flight* at will. If combined with the *Mount* attribute, the *Companion* is treated as a flying mount for purposes of travel times – see **Chapter 9** for more details.

Keen Senses (5): The *Animal Companion* has a keen set of senses, allowing it to sniff out danger, discover otherwise-hidden objects, or track others over long distances. In game terms, the *Companion* is treated as having the *Awareness* and *Tracking* Skills at a Skill Rating of 60.

Large (5): The *Companion* is larger than normal. If used in conjunction with *Mount*, up to two characters may ride it. Item capacity for *Mount* and *Packrat* is increased to 60.

Mount (5): The *Animal Companion* can be ridden with a successful *Riding* Skill Test, reducing travel times accordingly – see **Chapter 9** for more details. If using the *Carrying Alternative* rule from **Chapter 6**, the *Mount* can carry an additional 30 Items.

Search (5): The *Animal Companion* is constantly sniffing around and digging in the search for usable items. Once per session, a character whose *Animal Companion* has the *Search* talent gains one free Item – Battle, Support, or Recovery – of the GM's choice, with a Tier appropriate to the character's current Level. This does not reduce any other item rewards the character obtains.

Skilled (5): The *Animal Companion* has a certain talent that comes in handy for its owner – a monkey trained in *Pickpocketing*, for instance, makes an ideal accomplice with a budding Thief. Split 50 Skill Points between any combination of Skills to represent the companion's talents; Skills must be bought at a minimum rating of 20 as normal. Technical Skills cannot be taken in conjunction with *Skilled*.

Highly Skilled (10): As with *Skilled*, above. However, the *Animal Companion* is clever enough to continue learning, and gains 1 additional Skill Point for every Level gained by its owner. It can learn new Skills at 50% the Gil cost it would take a character to learn a comparative Skill; in addition, a character with *Animal Training* may attempt to teach it new Skills in the same manner as the *Teaching* Skill. Technical Skills cannot be taken in conjunction with *Highly Skilled*.

Outstanding Attribute (10): As *Attribute*, above. The *Animal Companion* gains an Attribute Rating of 80 rather than 50.

Very Large (10): The *Companion* is unusually large. If used in conjunction with *Mount*, up to six characters may ride it. Item capacity for *Mount* and *Packrat* is increased to 99.

Counter Fang (20): Whenever the character is struck by a successful Attack Action, the animal companion has a CoS of **30%** of launching an immediate counter-attack at the opponent who struck the character. This is treated as an Attack Action using the character's own ACC; damage is $((\text{Character's Level} / 4) \times \text{Character's STR}) + (\text{Level} / 10)d6$. Damage can be based on AGI or MAG instead; if so, this must be declared when taking the Advantage and applied consistently for the remainder of the character's adventuring career. If the *Companion* has *Guardian* as well, the two have a combined flat CoS of **30%**; roll once to determine if both effects trigger. *Counter Fang* is considered a Reaction Ability, and thus can be disabled by the Status Condition *Immobilize*.

Guardian (30): Whenever the character is struck by a successful Attack Action, the *Animal Companion* has a flat CoS of **30%** of intercepting the blow. If successful, the character only takes 50% damage from the attack before modifying for ARM or M. ARM. If the *Companion* has *Counter Fang* as well, the two have a combined flat CoS of **30%**; roll once to determine if both effects trigger. *Guardian* is considered a Reaction Ability, and thus can be disabled by the Status Condition *Immobilize*.

Additional Options: Pending GM approval, the player can use the *Animal Companion* Advantage to make other allies such as hirelings, robots, or vehicles.

COMBAT REFLEXES 2 POINTS

Effect: Through intensive training – or a healthy dose of paranoia – the character is adept at being able to react to danger at a moment's notice. As a result, a character with *Combat Reflexes* can never be surprised in battle, and will always act in the Preemptive Round if ambushed. In addition, she is immune to the Status Condition *Unaware*.

FULL MOON HEART 4 POINTS

Effect: The character has a greater sensitivity to the flow of mana, and is able to replenish her spellcasting energies far quicker than most. Items and other effects that increase a character's MP restore **+25%** of their usual Magic Points when used on a character with *Full Moon Heart*.

Restrictions: *Full Moon Heart* does not affect Drain effects or HP recovery.

GILLIONAIRE 2 TO 5 POINTS

Effect: The character has a knack for finding money in unexpected places or a secondary source of income. As a result, he gains Gil at a faster rate than his companions. The character's share of Gil for each monster encounter and successfully completed quest is adjusted by the listed percentage to reflect their additional income. This does not increase or reduce the payout to other characters or NPCs, or affect other sources of income. The character's starting Gil is also accordingly increased to match.

2 Points: The character's share of Gil is adjusted by **+5%**. The character's starting Gil is accordingly increased to 525 G.

3 Points: The character's share of Gil is adjusted by **+10%**. The character's starting Gil is accordingly increased to 550 G.

4 Points: The character's share of Gil is adjusted by **+15%**. The character's starting Gil is accordingly increased to 575 G.

5 Points: The character's share of Gil is adjusted by **+20%**. The character's starting Gil is accordingly increased to 600 G.

Restrictions: *Gillionaire* does not stack with the Equipment Ability *Headhunter*. During character creation, this Advantage does not affect the value of *Heirlooms*, starting Inventions, or other "extras" not tied directly to starting Gil.

GODDESS'S MARK 3 POINTS

Effect: The character is attuned to the ebb and tide of Life Magic, and benefits significantly from healing effects. Items, Spells and other effects that increase a character's HP restore **+25%** of their usual Hit Points when used on a character with *Goddess's Mark*.

Restrictions: *Goddess's Mark* does not affect Drain effects or MP recovery.

GOOD FORTUNE 1 TO 3 POINTS

Effect: Some force from beyond looks out for the character, tweaking fate to act in their favor.

1 Point: Once per session, the character can re-roll any one die roll once. Unused rolls do not carry over to the next session.

2 Points: Twice per session, the character can re-roll any one die roll once. Unused rolls do not carry over to the next session.

3 Points: Three times per session, the character can re-roll any one

die roll once. Unused rolls do not carry over to the next session.

HARDENED 1 TO 2 POINTS

Effect: The character is tougher and heartier than her fellows, and can absorb far more damage in the long term.

1 Point: The character gains an additional 1 Hit Point per Level.

2 Points: The character gains an additional 2 Hit Points per Level.

HEIRLOOM 3 POINTS

Effect: A precious artifact has been passed down in the character's family for generations; now the character is able to use this heirloom for her own benefit. The character may take one Accessory worth up to 2500 G at character creation in addition to any other equipment purchased.

Restrictions: *Heirlooms* may not be sold or otherwise disposed of under any circumstances, and must remain equipped until the character reaches Level 11.

MONSTER KILLER 1 OR 3 POINTS

Effect: The character has dedicated a significant amount of training to the eradication of a particular type of monster, and is far more adept against it in battle. This Advantage may be taken multiple times.

1 Point: The character has trained against a specific Monster Family (Zuu, Goblin, Flan), and inflicts **+100%** damage with every Attack Action made against monsters of this type. Declare which Family *Monster Killer* is tied to when purchasing this Advantage.

3 Points: The character has trained against a specific Monster Category, and inflicts **+100%** damage with every Attack Action made against monsters of this type. Declare which Monster Category *Monster Killer* is tied to when purchasing this Advantage.

Restrictions: Abnormal cannot be taken as a Monster Category.

“Right where it hurts.”

Paine
FINAL FANTASY X-2

MULTITALENTED 1 TO 2 POINTS

Effect: The character has a knack for quickly picking up additional knowledge. This Advantage may be taken multiple times.

1 Point: Pick a Skill Category that the character's Job does not grant him an Affinity to, Weapon Skills excluded. The character gains an additional Affinity for that Skill Category.

2 Points: The character gains an Affinity to Weapon Skills.

PERSONAL ELEMENT 2 TO 5 POINTS

Effects: The character has a deep, personal connection and familiarity with one of the world's elements, and is capable of wielding it with fierce power. This Advantage may be taken multiple times.

2 Points: Select one of the Combat Elements – Fire, Ice, Lightning, Water, Wind, Earth, Holy, Shadow, or Bio. The character inflicts **+10%** damage with all attacks and effects that deal damage associated with the chosen Element.

4 Points: Select one of the Combat Elements – Fire, Ice, Lightning, Water, Wind, Earth, Holy, Shadow, or Bio. The character inflicts **+25%** damage with all attacks and effects that deal damage associated with the chosen Element.

Restrictions: Characters with the Paladin Job must pay 1 additional Point to take the Holy Element. Characters with the Dark Knight Job must pay 1 additional Point to take the Shadow Element. *Personal Element* does not stack with the Equipment Ability [*Element*] *Enhancer* – apply the best damage bonus out of the two.

PURE SOUL 1 TO 2 POINTS

Effect: The character harbors an unusual attunement towards the flow of magic, accumulating mana at a far faster rate than normal.

1 Point: The character gains an additional 1 Magic Point per Level.

2 Points: The character gains an additional 2 Magic Points per Level.

RESISTANCE 2 TO 4 POINTS

Effect: The character has built up a resistance to a specific set of Status Conditions, and is capable of weathering them better than most. This Advantage may be taken multiple times.

2 Points: The character has a resistance to Toxin-type Status Conditions. All Conditions of this type that target the character have their CoS halved after modifying for Evasion or M. Evasion.

3 Points: The character may choose one of the following categories of Status Condition to have a resistance to: Seal or Transform. All Conditions of this type that target the character have their CoS halved after modifying for Evasion or M. Evasion.

4 Points: The character may choose one of the following categories of Status Condition to have a resistance to: Mystify, Time, or Weak. All Conditions of this type that target the character have their CoS halved after modifying for Evasion or M. Evasion.

SIGNATURE WEAPON 3 OR 5 POINTS

Effect: By specializing in one specific type of Weapon, the character has honed her skills with it to a fine edge. This Advantage may be taken multiple times.

3 Points: When performing an Attack Action with a *Signature Weapon*, the character will strike a Critical Hit on a roll of 1 through 15.

5 Points: When performing an Attack Action with a *Signature Weapon*, the character will strike a Critical Hit on a roll of 1 through 20.

Restriction: *Signature Weapon* does not stack with the Equipment Abilities *Critical+* and *Critical++*. Use the best Critical Hit range of the two instead.

SPECIAL TRAINING 1, 2, 4, OR 5 POINTS

Effect: Thanks to training outside the norm, the character is capable of effectively wielding equipment not typically used by his job. This Advantage may be taken multiple times.

1 Points: The character gains access to one additional Weapon type his Job would normally not have access to, provided it can use STR to calculate damage and does not have a Damage Die higher than that of those the Weapon types the Job can freely access. If a

weapon has the Double Strike, Mana Channel, or Quicksilver ability, then it will cost an additional point. Alternately, the character gains access to one additional Armor type his Job would normally not have access to, excluding Shields.

4 Points: The character gains access to Shields.

5 Points: The character gains access to one additional Weapon type his Job would normally not have access to, regardless of Damage Die the Attribute used to calculate damage, or weapon ability.

TENACIOUS 3 POINTS

Effect: The character clings to life with almost supernatural tenacity. Should the character end a battle at 0 HP or below, she will revive with 1 HP once the battle is over.

Restrictions: *Tenacious* has no effect on a battle in progress. Should the character be felled during a fight, only a Phoenix Down, *Raise* Spell, or similar effect will restore her. Furthermore, *Tenacious* has no effect on other incapacitating effects such as *Stone*.

DISADVANTAGES

The following Disadvantages are available to FFRPG characters. Like Advantages, some Disadvantages have a varying effect depending on how many points they are bought for.

BLIND 1, 4, OR 5 POINTS

Effect: The character is no longer able to see, usually as a result of an accident or combat injury. As a result, the character is considered to permanently be under the effects of the Status Condition *Blind*.

1 Point: A character with a Mage Job gains *Blind*.

4 Points: A character with an Adept Job gains *Blind*.

5 Points: A character with an Expert or Warrior Job gains *Blind*.

CODE OF HONOR 2 POINTS

Effect: A sense of honor has its downsides at times. Because she has sworn to never attack a helpless opponent, the character will never take advantage of the element of surprise. A character with *Code of Honor* will not attack opponents suffering from the Status Conditions *Unaware*, *Sleep*, or *Stop*, and never acts in the Preemptive Round if her opponents cannot act in turn.

CODE OF MERCY 1 TO 2 POINTS

The character has sworn never to take a life. Whenever a character with *Code of Mercy* takes an Action that would reduce a target to 0 HP, they will 'pull the blow' to leave the target with 1 Hit Point. Under no circumstances can the character kill anything while they remain under their own control; the only exception to this rule are attacks made under the influence of Mystify-type Status Conditions.

1 Point: A character with an Adept, Mage, or Expert Job gains *Code of Mercy*.

2 Points: A character with a Warrior Job gains *Code of Mercy*.

COWARD 4 POINTS

Effect: Some people can't take the heat. The character fears death more than anything, and will go to great lengths to escape it. If the character is ever reduced to **25%** or fewer of their maximum Hit

Points in combat, their next available Action will always be an Escape Action. If the Escape Action fails, the character will try to Escape again on every following action he has until he either successfully retreats from battle or is healed to above **25% HP**.

Restrictions: *Coward* cannot be taken in conjunction with *Fury*.

CRIPPLED ARM 3 TO 4 POINTS

Effect: One of the character's arms is missing or lame, making it useless in battle. The character loses their Shield slot; they may only equip one Weapon, cannot benefit from the *Two Weapons Skill*, or wield Weapons which occupy both Shield and Weapon slots.

3 Points: A character with an Expert or Mage Job gains *Crippled Arm*.

4 Points: A character with a Warrior or Adept Job gains *Crippled Arm*.

DEFENSELESS 1 TO 2 POINTS

Effect: The character lacks the focus or reflexes needed to dodge, parry, or resist incoming attacks.

1 Point: The character's natural Evasion or M. Evasion is 0. These Combat Statistics can only be increased by bonuses from Equipment or Status Conditions. Decide which of the two is affected when taking this Disadvantage.

2 Points: The character's natural Evasion and M. Evasion are both 0. These Combat Statistics can only be increased by bonuses from Equipment or Status Conditions.

DEVIL'S BRAND 4 POINTS

Effect: The character's spark of life glows a little dimmer than most. Items, Spells and other effects that increase a character's HP restore **-25%** of their normal Hit Points when used on a character with *Devil's Brand*.

Restrictions: *Devil's Brand* does not affect Drain effects or MP recovery.

ELEMENTAL DEFICIENCY 3 POINTS

Effect: Something within the character leaves him vulnerable to a particular Element. Select one of the Combat Element – Fire, Ice, Lightning, Water, Wind, Earth, Holy, Shadow, or Bio. Any damage of that element done to the character is increased by **50%**. If the character gains a Resistance to the Element in question, attacks do normal damage; Immunities reduce damage to **50%**, and Absorbance reduces damage of that Element to 0. This Disadvantage may be taken multiple times.

FAVORED PREY 2 POINTS

Effect: The character is particularly vulnerable to attack from certain types of monsters. Declare a Monster Category *Favored Prey* is tied to when selecting this Disadvantage; monsters of this type will inflict **+100%** damage with every Attack Action they make against that character. This Disadvantage may be taken multiple times.

Restrictions: Abnormal cannot be taken as a Monster Category.

FLAT-FOOTED 2 POINTS

Effect: The character does not react to circumstances as quickly as his fellow adventurers. As a result, he begins every battle with the Status Condition *Unaware* active.

FRAIL 1 TO 2 POINTS

Effect: The character is physically weaker than his fellows, toughening up at a far slower pace.

1 Point: The character gains 1 Hit Point fewer per Level. This will never reduce HP gains for advancing a Level below 1.

2 Points: The character gains 2 Hit Points fewer per Level. This will never reduce HP gains for advancing a Level below 1.

FURY 1 TO 3 POINTS

Effect: Deep inside the character is a raving, rabid beast that's just waiting to get out. A character with *Fury* is automatically afflicted with the Status Condition *Berserk* whenever her current Hit Points reach **25%** or less of their maximum value during the course of battle. This Condition persists for as long as the character remains at **25%** or less of her maximum Hit Points, and cannot be prevented or canceled by any means.

1 Point: A character with a Warrior Job gains *Fury*.

2 Points: A character with an Adept Job gains *Fury*.

3 Points: A character with an Expert or Mage Job gains *Fury*.

Restrictions: *Fury* cannot be taken in conjunction with *Coward*.

GOLD SINK 1 TO 5 POINTS

Effect: The character has a hard time hanging on to money. Debts, gambling, family obligations, charitable causes, or outright waste quickly eat up whatever spare income he may have as a result of his adventures. The character's share of Gil for each monster encounter and successfully completed quest is adjusted by the percentage listed below to reflect wastage and lost money. This does not increase or reduce the payout to other characters or NPCs. The character's starting Gil is accordingly reduced to match. Modifiers for *Gold Sink* are always applied after any Gil acquisition bonuses the character may be eligible for through Equipment Abilities like *Headhunter*.

1 Point: The character's share of Gil is adjusted by **-5%**. The character's starting Gil is accordingly reduced to 475 G.

2 Points: The character's share of Gil is adjusted by **-10%**. The character's starting Gil is accordingly reduced to 450 G.

3 Points: The character's share of Gil is adjusted by **-15%**. The character's starting Gil is accordingly reduced to 425 G.

4 Points: The character's share of Gil is adjusted by **-20%**. The character's starting Gil is accordingly reduced to 400 G.

5 Points: The character's share of Gil is adjusted by **-25%**. The character's starting Gil is accordingly reduced to 375 G.

Restrictions: During character creation, this Disadvantage does not affect the value of *Heirlooms*, starting Inventions, or other "extras" not tied directly to starting Gil.

LAMED

1 TO 2 POINTS

Effect: The character is hobbled, and cannot move quickly or run. As a result, he is considered to be permanently under the effects of the Status Condition *Immobilize*.

1 Point: A character with a Mage Job – or Job whose Ability Set contains no Reaction Abilities – gains *Lamed*.

2 Points: A character with an Adept, Expert or Warrior Job with Reaction Abilities in its Ability Set gains *Lamed*.

MUTE

1 TO 2 POINTS

Effect: The character cannot speak. Though typically the result of injury or physical disability, there are many other possible reasons for this, ranging from a personal vow of silence to trauma. Under normal circumstances, it is assumed that they have some alternate means of communicating – sign language, facial expression, strategically-deployed flash cards – which allows them to talk to party members. For all intents and purposes, the character is considered to permanently be under the effects of the Status Condition *Silence*.

1 Point: A character with a Warrior or Expert Job gains *Mute*.

2 Points: A character with the Gambler Job gains *Mute*.

Restrictions: Bards, Mediators, and characters with Mage or Adept Jobs may not take this Disadvantage.

SEALED CHI

1 TO 2 POINTS

Effect: The character's chi flow is blocked, leaving her incapable of channeling it into her powers. As a result, she is considered to be permanently under the effects of the Status Condition *Curse*.

1 Point: A character with a Mediator or Mage Job gains *Sealed Chi*.

2 Points: A character with a Bard, Dark Knight, Magic Knight, or Paladin Job gains *Sealed Chi*.

Restrictions: Characters with Warrior Jobs or Expert and Adept Jobs not listed above may not take this Disadvantage.

SLOW LEARNER

2 TO 6 POINTS

Effect: The character's training is far from complete, and his powers show it. As a result, the character gains their Abilities several Levels behind what is normal for his job.

2 Point: The character gains the first Ability in his Ability Set 2 Levels later than normal; every subsequent Ability is also gained 2 Levels later.

3 Points: The character gains the first Ability in his Ability Set 4 Levels later than normal; every subsequent Ability is also gained 4 Levels later.

4 Points: The character gains the first Ability in his Ability Set 7 Levels later than normal; every subsequent Ability is also gained 7 Levels later.

5 Points: The character gains the first Ability in his Ability Set 11 Levels later than normal; every subsequent Ability is also gained 11 Levels later.

6 Points: The character gains the first Ability in his Ability Set 16 Levels later than normal; every subsequent Ability is also gained 16 Levels later.

SLUGGISH

2 OR 5 POINTS

Effect: Slow to act and slow to react, the character is a constant laggard in battle. As a result, he is considered to be permanently under the effects of the Status Condition *Slow*.

2 Point: A character with a Mage or Adept Job gains *Sluggish*.

5 Points: A character with an Expert or Warrior Job gains *Sluggish*.

SOFT TARGET

4 POINTS

Effect: The character is less resilient to damage than most. To represent this, her ARM and M. ARM ratings are reduced by **-50%** after factoring in all other bonuses from Equipment and Status Conditions.

UNSKILLED

1 POINT

Effect: The character is not nearly as adept at learning the Skills of his profession as others. As a result, he loses one Skill Affinity conferred by his Job.

VULNERABILITY

2 OR 4 POINTS

Effect: The character is inherently vulnerable to certain Status Conditions. If a Status of a type or category a character has a *Vulnerability* to targets him, its CoS is doubled after modifying for Evasion or M. Evasion; All *[Status] Touch* effects of the appropriate type have a **60%** CoS and *[Status] Strike* effects have a **90%** CoS. This Disadvantage may be taken multiple times, and is not affected by Status Resistances and Immunities.

2 Points: The character may choose one of the following categories of Status Condition to have a vulnerability to: Toxin or Weak.

3 Points: The character may choose one of the following categories of Status Condition to have a vulnerability to: Seal or Transform.

4 Points: The character may choose one of the following categories of Status Condition to have a vulnerability to: Mystify or Time.

WEAPON INABILITY

2 TO 3 POINTS

Effect: The character simply is out-and-out bad with weapons. Weapon Skills are bought at twice the normal cost, and any Skill Affinity the character may have for Weapon Skills is lost. In addition, the character may never cause a Critical Hit with an Attack Action, even if Equipment Abilities or other effects would normally increase the chances of a Critical Hit.

2 Points: A character using a non-Weapon Skill for their primary Weapon gains *Weapon Inability*.

3 Points: A character using a Weapon Skill for their primary Weapon gains *Weapon Inability*.

? Generating a Character (8)

To round off Kumani's personality, Carl gives her the Disadvantages *Vulnerability (Toxin)* and *Elemental Deficiency (Bio)* to represent the after-effects of the childhood encounter that swore her off fishing for life. This allows him to buy 5 Points' worth of Advantages, so he picks up the 3-Point version of *Signature Weapon* for Kumani's Gloves and *Combat Reflexes*, giving her a little extra edge in battle.

Equipment

Characters can spend up to 500 Gil on purchasing essential supplies and equipment during character creation. **Chapter 6** has full listings for the various types of Weapons, Armor, Items, and Accessories available for purchase. All starting purchases must have an Availability Rating of 91% or higher. Any money not spent on starting equipment is given to the character as starting money at a ratio of 1 to 1. A character's Job will also impose restrictions on what kinds of items they can use – consult the Job's profile in **Chapter 4** for more details.

? Generating a Character (9)

Carl's first priority is a weapon. As a Blue Mage, Kumani is limited to a handful of potential weapons; scanning these, Carl decides the most appropriate choice would be Gloves. 75 G is spent on Leather Gloves; a Leather Plate (110 G), Leather Gauntlets (65 G) and a Cap (80 G) leave her with 170 G to spend on other Items and Accessories. Carl buys two Tonics (50 G total) and a Tincture (75 G) and carries the remaining 45 G over as starting money.

Combat Statistics

While a player cannot directly spend Attribute Points to modify Combat Statistics, they can indirectly influence them through their Attributes. The eight Statistics are generated as follows:

Hit Points (HP): All Jobs have a **Hit Die** given in their profiles – a Black Mage, for instance, has a Hit Die of d6. In order to generate the character's starting HP, just roll the indicated die, add 30 to the result, then add the character's VIT value. The total is the number of Hit Points the character will have upon starting the game.

Magic Points (MP): All Magic-using Jobs will have a specific **Magic Die** listed in their profile. As with the Hit Die, roll this, add 10 to the result, and then add the character's SPR value to get the total number of Magic Points the character starts the game with. If the character's chosen Job does not have a Magic Die, skip this step. They will always have 0 MP, regardless of their SPR.

Evasion (EVA): A character's Evasion rating is calculated by adding together their AGI and SPD, then adding any bonuses conferred by equipment.

Magic Evasion (M. EVA): M. Evasion is calculated by adding together a character's SPR and MAG, then adding any bonuses conferred by equipment.

Armor (ARM): A character's Armor rating is calculated by adding together the ARM values of every piece of armor the character has equipped, then applying the modifier given for the character's VIT in **Table 2-2** to the total. The result is the character's final ARM.

Magic Armor (M. ARM): This statistic is calculated by adding together the M. ARM values of every piece of armor equipped by the character, then applying the modifier given for the character's SPR in **Table 2-2** to the total to find the character's final M. ARM.

Table 2-2: ARM and M. ARM Bonuses

CHARACTER'S VIT/SPR	ARM / M. ARM MODIFIER
1 - 2	+5%
3 - 4	+10%
5 - 6	+15%
7 - 8	+20%
9 - 10	+25%
11 - 12	+30%
13 - 14	+35%
15 - 16	+40%
17 - 18	+45%
19 - 20	+50%
21 - 22	+55%
23 - 24	+60%
25 - 26	+65%
27 - 28	+70%
29 - 30	+75%

Dexterity (DEX): DEX is calculated via the formula:

$$\text{Level} + (\text{AGI} \times 2) + 50$$

Mind (MND): Mind is calculated via the formula:

$$\text{Level} + (\text{MAG} \times 2) + 50$$

Accuracy (ACC): ACC is calculated via the formula:

$$\text{Level} + (\text{AGI} \times 2) + \text{Job's Attack Bonus} + \text{Weapon Skill}$$

The Weapon Skill used in the formula is the one required by the currently equipped Weapon – *Swords* for Greatswords, *Cudgels* for Rods, *Guns* for Rifles, and so forth.

Magic Accuracy (M. ACC): M. ACC is calculated via the formula:

$$\text{Level} + (\text{MAG} \times 2) + 100.$$

Expertise (EXP): Used only for Expert Jobs. Expertise is calculated via the formula:

$$(\text{Expert Skill} / 2) + \text{Level} + (\text{Skill's Default Attribute} \times 2)$$

except for the Engineer, which uses the following formula:

$$(\text{Invent Rating} / 2) + \text{Level} + (\text{AGI} \times 2)$$

For all Expert Jobs, the applicable Expert Skill will be listed in the Job's profile.

? Generating a Character (11)

Now that Attributes and Equipment have been determined, Combat Statistics are next on the list.

Hit Points: Checking the Blue Mage profile, Carl finds that Kumani will have a Hit Die of d8. Rolling this gives him a 6; added to Kumani's VIT of 5 and the base of 30, this means Kumani starts the game with 41 HP.

Magic Points: Blue Mages also have a Magic Die of d8. Carl rolls again and comes up with a 4. Added to her SPR of 7 and the base of 10, this gives Kumani 21 MP to start out with.

Evasion: Kumani's Evasion is equal to her SPD of 8 plus her AGI of 5, or 13.

Armor: The Leather Plate, Leather Gauntlets and Cap have ARM ratings of 5, 2, and 1 respectively, for a total of 8. As Kumani's VIT is 6, her final ARM will be **110%** of this value, rounding down leaves her with an ARM of 8.

Magic Armor: The Leather Plate, Leather Gauntlets and Cap have M. ARM ratings of 3, 1, and 3 respectively, for a total of 7. As Kumani's SPR is 6, her final M. ARM will be **110%** of this value, rounding down; the end result is an M. ARM of 7.

Magic Evasion: Kumani's Evasion is equal to her MAG of 9 plus her SPR of 6, or 15.

Accuracy: The Blue Mage's Attack Bonus is +20; with a Level of 1 and an AGI of 5, Kumani's final ACC is 31 plus the relevant Weapon skill.

Magic Accuracy: With a Level of 1 and a MAG of 9, Kumani's M. ACC is 119.

Mind: Mind is 69, or 50 plus Kumani's Level of 1 plus (MAG x 2), which comes out to 18.

Dexterity: Dexterity is 61, or 50 plus Kumani's Level of 1 plus (AGI x 2), which comes out to 10.

Skills

The character's Skills are the next thing to consider. Depending on their Job, characters will have a certain number of **Skill Points** to allocate between Skills chosen from the lists in **Chapter Five**. In general, Mage Jobs have the highest Skill Point totals, Warriors the lowest. All Skills are purchased at a rate of 1 Skill Point per 1 point of Skill Rating unless a character has an Aptitude towards the Skill Category in question, as explained below. Some Skills may also be double-cost, and require twice as many Skill Points to raise. All Skills purchased during character creation must have a minimum Rating of 20, and cannot exceed a Rating of 50. All Jobs must have at least one Weapon Skill at the minimum Rating of 20, and gain *Awareness* at a Rating of 30 at no cost to their Skill Points.

Keep in mind that all of a character's Skills should be plausibly consistent with their background – it'd be hard to believe that a blacksmith's son wouldn't have had the time to pick up at least a few points in *Crafting** or *Repair*. On the flipside, a foundling adopted and raised by roaming monsters would hardly have the opportunity or capacity to have learned *Etiquette*.

SKILL APTITUDES

A character's chosen Job will have its repercussions on their ability to learn certain types of Skills – it goes without saying, for instance, that a Fighter is able to pick up new weapons more easily than a Black Mage. In game terms, this is expressed through **Skill Aptitudes**. A Job's Skill Aptitude represents a group of Skills a character's training is likely to put a heavier focus on. Skill Points put into a Skill belonging to a Category the character has an Aptitude to are spent at a rate of 1:2; that is to say, for every one Point spent, the Skill's Rating increases by 2.

? Generating a Character (12)

As a Blue Mage, Kumani has a Skill Aptitude for Wilderness Skills and 260 Skill Points to spend. Carl decides Kumani's Skills should reflect her martial arts training as well as a generally more rough-and-tumble character capable of surviving in the wilds. For the former, he puts 15 Points apiece into *Scavenge*, *Survival*, and *Swimming*. As all three are Wilderness Skills, this raises each Skill's Rating to 30, leaving Carl with another 215 Points to spend. To represent Kumani's training and aptitudes as a brawler, he next takes *Brawl* at the maximum possible Rating at 50, plus *Acrobatics* at 40, *Cooking* at 30, and *Intimidation* at 40. This leaves 55 Points; to round off the selection, Carl takes two Skills to represent Kumani's involvement with less savory elements: *Escape* at 25 and *Streetwise* at 30.

LORES AND LANGUAGES

In addition to the Skill Points allocated by the character's Job, the character receives an additional 160 Points solely for purchasing the Scholastic Skills *Lore** and *Language**. This represents the character's 'knowledge base.' The character also gains *Common Tongue* at a Rating of 50, regardless of any other *Lore** and *Language** Skills purchased; this does not decrease the available quantity of Skill Points.

? Generating a Character (13)

Now Carl selects Kumani's *Lore** and *Language** Skills. 50 Points are spent on obtaining a Skill Rating of 50 in *Bahsa Mithra* – enough to give Kumani a comfortable level of proficiency to complement her *Common Tongue*. This leaves Carl with a further 110 Points. 30, 50 and 30 Points are spent on the *Lore**s *Blue Magic*, *Martial Arts* and *World Lore* respectively, rounding off Kumani's Skill selection in the process.

DEFERRING SKILL SELECTION

Under normal circumstances, any Skill Points not spent during character creation do not carry over into the game proper, and are lost if left unspent by the time the character is finished. However, if the players find themselves struggling to come up with a Skill set that suits their characters, the GM may wish to allow them to start

the game with a minimal selection and choose the rest of their Skills during the course of the game.

Make a note of how many Points the character had for conventional Skills, *Lore**, and *Language** when the game started. At any point during the game, the player can declare that they have background in a given Skill, and spend some of their 'stock' of Points to obtain the Skill at a Rating of 20 or higher. Ideally, this should be done in a fashion that reveals a little more about the character – a quick aside like “*Didn't you know I was an expert fisherman when I was younger?*” These points can also be spent on Skills gained through revelation, as described further on.

Note that Points gained by deferring Skill selection cannot be spent on raising Skills upon gaining a Level – they are exclusively to be used on acquiring new Skills.

Starting Magic

Not every Job can cast Spells, and not all spellcasting Jobs actually start the game with the ability to use magic. Characters with a Job that has the ability to cast Black, White, Red, or Time Magic begin with three Level 1 Spells chosen from the appropriate Spell lists in **Chapter 8**.

Due to the non-linear progression of Blue, Spellblade, Summon, and Call Magic, characters with access to these schools of spellcasting generate their starting Spells in a slightly different fashion. Rather than choose a set number of Spells, Blue Mages may choose any number of appropriate Spells from the lists given in **Chapter 8**, provided that their combined MP Costs do not exceed the character's starting MP value. It is additionally recommended that no one Spell in the starting selection cost more than 15 MP.

Magic Knights begin with one Element Strike spell and one Status Effect spell chosen from the level 1 Spell effects.

Summoners begin the game with one Summon – either Valefor, Lakshmi, Remora, Ifrit, Ramuh, or Shiva, as per the player's choice. Callers may choose from only Valefor, Lakshmi, or Remora, and additionally gain two Level 1 Spells chosen from the appropriate Spell lists.

? Generating a Character (14)

As a Blue Mage, Kumani can select up to 21 MP's worth of Spells from the Blue Magic list. Carl chooses *Goblin Punch* (1 MP), *Choco Ball* (6 MP), *Red Feast* (6 MP), and *Leap* (8 MP) for a round 21.

Starting Invention

Characters with the Engineer Job finish character creation by assembling a single Invention using the rules in **Appendix I**. The player can use up to 100 Gil worth of Parts without dipping into their own pockets; if the final Invention costs more than 100 Gil, the difference is paid from the character's starting Gil. Parts used in the starting Invention are subject to the same Availability restrictions as any other equipment purchased during character creation.

Finishing Touches

To speed up gameplay later on, players may want to go through their listed Damage Codes and precalculate Spell, Ability and Attack damages, making a note of the results on their character sheets.

? Generating a Character (15)

Kumani begins the game with three damage equations – that of her basic Attack Actions with Leather Gloves, that of *Chocoball*, and that of *Leap*. The Leather Gloves have a Damage Code of $(2 \times \text{STR}) + \text{d6}$; with an STR of 6, the final Damage Code is $12 + \text{d6}$. *Choco Ball* and *Leap* both have Damage Codes of $(4 \times \text{MAG}) + \text{d8}$, **M. Armor**; plugging in Kumani's MAG of 9 results in a precalculated Damage Code of $36 + \text{d8}$, **M. Armor**. *Goblin Punch* and *Red Feast* do not need separate calculations – they are a function of Kumani's basic Attack Action damage.

ADVANCEMENT

As characters triumph against overwhelming odds and defeat implacable foes, they start accumulating Experience Points. XP are awarded as the GM sees fit, but are typically earned by killing or incapacitating opponents, solving puzzles, disarming traps, and completing quests.

Once a character accumulates enough XP, they advance a Level, increasing in power. Gaining a Level requires **(Current Level x 500)** Experience Points; Kumani, the Level 1 character introduced in this chapter, needs **(1 x 500)** – or 500 – XP to get from Level 1 to Level 2. Note that XP totals are not cumulative; earning 1000 XP to advance to Level 2 does not mean you need only 500 XP to reach Level 3. The following table gives a detailed breakdown of XP requirements for each Level.

Table 2-3: XP Requirements

Level	XP Required	Total XP
1	---	0
2	500	500
3	1,000	1,500
4	1,500	3,000
5	2,000	5,000
6	2,500	7,500
7	3,000	10,500
8	3,500	14,000
9	4,000	18,000
10	4,500	22,500
11	5,000	27,500
12	5,500	33,000
13	6,000	39,000
14	6,500	45,500
15	7,000	52,500
16	7,500	60,000
17	8,000	68,000

Level	XP Required	Total XP
18	8,500	76,500
19	9,000	85,500
20	9,500	95,000
21	10,000	105,000
22	10,500	115,500
23	11,000	126,500
24	11,500	138,000
25	12,000	150,000
26	12,500	162,500
27	13,000	175,500
28	13,500	189,000
29	14,000	203,000
30	14,500	217,500
31	15,000	232,500
32	15,500	248,000
33	16,000	264,000
34	16,500	280,500
35	17,000	297,500
36	17,500	315,000
37	18,000	333,000
38	18,500	351,500
39	19,000	370,500
40	19,500	390,000
41	20,000	410,000
42	20,500	430,500
43	21,000	451,500
44	21,500	473,000
45	22,000	495,000
46	22,500	517,500
47	23,000	540,500
48	23,500	564,000
49	24,000	588,000
50	24,500	612,500
51	25,000	637,500
52	25,500	663,000
53	26,000	689,000
54	26,500	715,500
55	27,000	742,500
56	27,500	770,000
57	28,000	798,000
58	28,500	826,500
59	29,000	855,500
60	29,500	885,000
61	30,000	915,000
62	30,500	945,500
63	31,000	976,500
64	31,500	1,008,000
65	32,000	1,040,000
66	32,500	1,072,500
67	33,000	1,105,500
68	33,500	1,139,000
69	34,000	1,173,000

Level	XP Required	Total XP
70	34,500	1,207,500
71	35,000	1,242,500
72	35,500	1,278,000
73	36,000	1,314,000
74	36,500	1,350,500
75	37,000	1,387,500
76	37,500	1,425,000
77	38,000	1,463,000
78	38,500	1,501,500
79	39,000	1,540,500
80	39,500	1,580,000
81	40,000	1,620,000
82	40,500	1,660,500
83	41,000	1,701,500
84	41,500	1,743,000
85	42,000	1,785,000
86	42,500	1,827,500
87	43,000	1,870,500
88	43,500	1,914,000
89	44,000	1,958,000
90	44,500	2,002,500
91	45,000	2,047,500
92	45,500	2,093,000
93	46,000	2,139,000
94	46,500	2,185,500
95	47,000	2,232,500
96	47,500	2,280,000
97	48,000	2,328,000
98	48,500	2,376,500
99	49,000	2,425,500

Learning New Abilities

Most Jobs gain new Abilities at certain Levels — on average, every 7 Levels up to Level 64. The Level an Ability is gained is shown in **Chapter 4** to the right of the Ability's name. For instance, the Samurai gains the Ability *Mineuchi* at Level 8; the Fighter the Ability *Third Eye*.

Learning New Spells

Characters with access to White, Black, Time, or Red Magic will gain new Spells every few Levels, allowing them to pick a Spell from a given Spell Level and add it to their repertoire. The exact Levels this occurs at will be given in the Job's profile in **Chapter 4**. Note that in order to be able to select a Spell, any prerequisites the Spell has must be met — to choose *Fira*, for instance, a character must also have learned *Fire*. Prerequisites are laid out in **Chapter 8**.

BLUE AND SUMMON MAGIC

New Blue and Summon Spells can only be acquired during the course of a session, and are gained independently of the

character's current Level. To obtain a new Blue Spell, a character must either be targeted by it or successfully observe its use with the Support Ability *Azure Lore*. To obtain a new Call or Summon, the character must either defeat the Summon in battle or complete a task to earn the Summon's trust. In certain cases, Blue Spells, Calls, and Summons may be awarded through items found during the session or given out as quest rewards.

Increasing Hit and Magic Points

Every time a character gains a Level, their maximum Hit Points increase by **Job's Hit Die + (VIT / 2)**. Jobs with a Magic Die also increase their maximum Magic Points by **Job's Magic Die + (SPR / 2)**. All rolls should be made in front of the rest of the group or GM, and calculated before any other changes are made to the character.

Increasing Attributes

Characters receive 1 Attribute Point every time they gain a Level. This may be allocated to any of the character's six Attributes, provided that Attribute Points are not spent on the same Attribute two Levels in a row and that the increase does not raise the Attribute above the character's **Attribute Cap**. The Attribute Cap is determined by adding the character's Job bonus for that Attribute to their Racial Maximum. A Human Fighter, for instance, would have an Attribute Cap of 25 in STR – his Racial Maximum of 10 plus the Fighter's +15 bonus to STR. Attributes may be raised after the character has reached the Attribute Cap, but this requires 2 Attribute Points rather than 1 and may only be done once all Attributes are at their respective Caps.

The only other circumstance under which an Attribute Cap can be 'broken' is with Equipment Abilities. Note that the absolute maximum value permitted for an Attribute is 30, including bonuses from equipment – a character with STR 28 equipping a Hyper Wrist (+5 STR) would only raise her Strength to 30, not 33.

Once an Attribute has been raised, adjust the character's Attribute Ratings and Combat Statistics accordingly. If the player has been keeping track of it, precalculated damage may also need to be adjusted as a result of this.

Increasing Skills

Upon gaining a Level, a character receives 10 Skill Points to spend on improving Skill Ratings and 6 points for improving *Language** and *Lore** ratings; unused Skill Points are not carried over to the next Level, and a lost unless spent. Ratings are raised at the same rates as during character creation – 1 to 1 for most Skills, 1 to 2 for Skills the character has an Affinity to, and 2 to 1 for Skills explicitly listed as costing twice the normal rate. The player may distribute their Skill Points as they choose, but once a Skill's Rating has reached 50, it cannot be increased by more than 2 after a Level has been gained. In addition, no Skill's Rating may ever be raised above 100.

Learning Skills

New Skills may also be learned upon gaining a Level using one of three methods: revelation, teaching, or research. Each of these three methods has its own requirements.

REVELATION

Sometimes, characters find they have talents and depths they didn't even know they possessed. A character that rolls a Critical Success on a defaulted Skill Roll may immediately gain that Skill at a Rating of 20 or the characters default, whichever is highest. However, not any Skill Roll will do – paddling across a shallow pond isn't enough to learn *Swimming*, no matter how quickly you reach the other side. For revelations to strike, the Task Check's CoS must be 40 or lower. As successful rolls made under the Rule of 10 do not count as a Critical Success, they cannot be used to gain Skills through revelation. Any number of Skills may be learned at once in this manner.

TEACHING

Alternately, characters may opt to learn a Skill from another character – PC or NPC – with the *Teaching* Skill. If nobody in the party has this Skill, the character must track down an appropriate teacher using either their own network of contacts or the *Inquiry* Skill. Teachers who aren't personal friends or allies of the character may demand a fee for training; suggested costs have been given below.

Table 2-3: Teaching Costs

SKILL'S DEFAULT RATING	COST PER SKILL
1 – 20	200 G
21 – 30	500 G
31 – 40	2000 G
41 – 50	5000 G
Learned Skill	300 G

Once all costs have been paid, the PC – or NPC – with the *Teaching* Skill must make a Task Check against it to see if instruction is successful. To determine the Conditional Modifier for this Task Check, add together all applicable modifiers from the list below.

CONDITIONAL MODIFIERS

Teacher's Skill Rating in Skill being taught less than 50: **-20**
 Teaching Intuitive Skill: **+20**
 Teaching Learned Skill: **0**
 Ample time (10 or more days): **+20**
 Sufficient time (5 days): **0**
 Inadequate time (2 to 3 days): **-20**
 Extreme time pressure (1 day or less): **-60**

If the Task Check is successful, the character gains the Skill at a Rating of 20 or the characters default, whichever is highest. Otherwise, the time and money invested have been wasted; the character can start again, but may need to spend additional Gil to

continue learning. A Critical Failure typically means that an accident occurred during the learning process, with results left to the GM's discretion. This may leave an NPC teacher unwilling to deal with the character again, forcing the character to find a new instructor. In the event of a Critical Success, the character has an unexpected breakthrough, halving the time needed to learn the Skill. Only one Skill at a time may be learned in this manner.

RESEARCH

Instead of learning a new Skill from another person, a character can also attempt to pick it up from magazines, books, or computer programs. If the character does not have access to the materials they need to do their research, they must buy or obtain them beforehand. Research materials have an Availability Rating of 90 by default, though this may be lowered for unusual or specialized Skills; suggested costs have been given below.

CHARACTER'S LEVEL	COST PER SKILL
1 – 20	300 G
21 – 30	750 G
31 – 40	3000 G
41 – 50	7500 G
Learned Skill	500 G

Once the materials have been obtained, the character must make a Task Check against *Inquiry*. To determine the Conditional Modifier for this Task Check, add together all applicable modifiers from the list below.

CONDITIONAL MODIFIERS

Researching Intuitive Skill: **+20**
 Researching Learned Skill: **0**
 Ample time (10 or more days): **+20**
 Sufficient time (5 days): **0**
 Inadequate time (2 to 3 days): **-20**
 Extreme time pressure (1 day or less): **-60**

If the Task Check is successful, the character gains the Skill at a Rating of 20 or the character's default, whichever is highest. Otherwise, the character's materials are insufficient; the character can start again, but may need to spend additional Gil to acquire new material. A Critical Failure typically means that an accident occurred during the learning process, with results left to the GM's discretion. In the event of a Critical Success, the character has an unexpected breakthrough, halving the time needed to learn the Skill. Only one Skill at a time may be learned in this manner.

EXPERIENCED CHARACTERS

Though most of the **FFRPG** assumes that a character will begin a game at Level 1 and work their way up the ranks, a GM may wish to start characters off at a higher Level. There are two ways to do this. The most 'accurate' involves creating a Level 1 character, then manually leveling them up until they have reached the appropriate Level, calculating HP and MP gains as appropriate. However, this method requires a considerable amount of time and effort, making it impractical for most players. For this reason, the following pages present a 'fast-track' method for creating higher-Level characters on the fly. For the most part, the player should continue to follow the steps outlined in this chapter; the salient changes run as follows.

Attributes

Experienced characters have **40 + (LVL-1)** Attribute Points to divide between the six Attributes, following the same one-to-one ratio as in normal character creation. The absolute limit for any Attribute's value is equal to the Racial Maximum in that Attribute plus their chosen Job's bonus. For instance, a Human Monk would be able to raise their STR to 25 – 10 for the Racial Maximum, plus 15 for the Job bonus.

Combat Statistics

Combat Statistics are generated as normal, with the exception of Hit Points and Magic Points. These are generated using the following formulas:

$$30 + VIT + (\text{Level} \times \text{Hit Die}) + ((VIT / 2) \times (\text{Level} - 1))$$

$$10 + SPR + (\text{Level} \times \text{Magic Die}) + ((SPR / 2) \times (\text{Level} - 1))$$

Both formulas use the median value of Job's Hit and Magic Dice rather than a roll. A Job with a d10 Hit Die, for instance, would have a value of 5, while a Job with a d6 Hit Die would have a value of 3. As at character creation, any Job without a Magic Die will have 0 MP, regardless of their Spirit.

Skills

An experienced character receives a number of Skill Points equal to those received by a Level 1 character of their chosen Job, plus a bonus of **10 x (Level - 1)** Points. They also receive the standard 160 Points for *Language** and *Lore** Skills – with *Common Tongue* at a Rating of 50 and *Awareness* at 30 for free – plus an additional **6 x (Level - 1)** Points for *Language** and *Lore** skills. Skills still have a minimum Rating of 20, but can have a maximum Rating of up to 48 + **(2 x Level)**, with an absolute maximum of 100.

Equipment

Experienced characters receive more Gil for buying equipment and items; at higher Levels, they will also have access to equipment not

normally purchasable by starting characters. The table below gives recommended benchmarks for Gil awards, as well as suggested Availability limits for starting equipment.

Table 2-5: Starting Gil and Equipment

LEVEL	GIL	AVAILABILITY	EQUIPMENT
1	500	91%	---
2	600	90%	---
3	800	89%	---
4	1100	88%	---
5	1500	87%	---
6	2000	86%	---
7	2750	85%	---
8	3500	84%	---
9	4250	83%	---
10	5000	82%	---
20	15000	70%	---
30	30000	57%	---
40	40000	45%	---
50	40000	32%	1 Artifact
65+	40000	13%	2 Artifacts 1 Legendary

For characters with Levels between these benchmarks, use the table below to determine exact values. Round down for purposes of determining Availability Ratings.

Table 2-6: Level-Specific Adjustments

LEVEL	GIL PER LEVEL	AVAILABILITY PER LEVEL
11 – 20	+1000	-1.25%
21 – 30	+1500	-1.25%
31 – 40	+1000	-1.25%
41 – 50	---	-1.25%
51 – 65	---	-1.25%

Once all this has been done, all that remains is for the player to choose their equipment. For instance, a character created at Level 14 would have 9000 Gil in spending money – 5000 for the Level 10 default, plus an additional 1000 for Levels 11 through 14 – and would be able to buy equipment with an Availability Rating of 77% or greater.

EXPERIENCED ENGINEERS

At Level 1, Engineers receive a 'stipend' of 100 Gil with which to put together a starting Invention. Engineers starting at a higher Level receive a larger stipend; its exact value is given on the table below. Note that a Level 65+ Engineer also receives one free Artifact Part of their choice to use in a starting Invention.

Table 2-7: Invention Stipends

LEVEL	INVENTION STIPEND	ARTIFACT PARTS
1	100	---
2	120	---
3	160	---
4	220	---
5	300	---
6	400	---
7	550	---
8	700	---
9	850	---
10	1000	---
20	3000	---
30	6000	---
40	8000	---
50	10000	---
65+	10000	1

For characters with Levels between these benchmarks, use the table below to determine exact values.

Table 2-8: Invention Stipend Details

LEVEL RANGE	GIL PER LEVEL
11 – 20	200
21 – 30	300
31 – 40	300
41 – 50	200
51 – 65	---

Magic

Characters capable of using Black, White, Red, or Time Magic gain starting Spells as normal, plus any additional Spells their Level would qualify them for, as listed in their Job profiles. As with starting characters, characters with Blue, Call, or Summon Magic generate their Spell lists in a slightly different fashion.

BLUE MAGIC

Generate starting Spells as per standard character creation. Once the initial selection has been made, the character can take up to (Level / 3) additional Spells chosen from the Blue Magic list. While any combination of Spells can be picked in this fashion, no Spell's MP cost should exceed the limits given below.

Table 2-9: Blue Magic Limits

CHARACTER'S LEVEL	MAXIMUM MP COST
1 – 16	18
17 – 24	27
25 – 32	40
33 – 40	50
41 – 48	119
49 – 56	139
57+	---

CALL MAGIC

Generate starting Calls as per standard character creation. Once the initial selection has been made, the character can take up to **(Level / 8)** additional Calls chosen from the Summon Magic list. While any combination of Calls can be picked in this fashion, no Call's MP cost should exceed the limits given below.

Table 2-10: Call Magic Limits

CHARACTER'S LEVEL	MAXIMUM MP COST
1 – 8	21
9 – 16	52
17 – 24	77
25 – 32	90
41 – 48	125
49 – 56	176
57+	---

SUMMON MAGIC

Generate starting Summons as per standard character creation. Once the initial selection has been made, the character can take up to **(Level / 12)** additional Summons chosen according to the list given below.

Table 2-11: Summon Magic Limits

CHARACTER'S LEVEL	SUMMONS MADE AVAILABLE
1 – 11	Valefor, Lakshmi, Remora, Ifrit, Shiva, Ramuh, Sylph, Siren, Titan, Kirin
12 – 24	Cait Sith, Fairy, Atomos, Fenrir, Diabolos, Bismarck, Pandemonium, Syltra
25 – 36	Asura, Mist Dragon, Quetzalcoatl, Salamander, Catoblepas, Jormungand, Tritoch, Phantom, Unicorn, Carbuncle, Golem
37 – 48	Seraphim, Ark, Doomtrain, Hades, Kjata, Alexander, Anima, Cerberus
49 – 60	Phoenix, Typhon, Leviathan, Lich, Madeen, Odin
61+	Bahamut, Crusader, Magus Sisters, Yojimbo

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Advantage. A character quirk that affects the character's combat performance in a positive way.

Attribute Cap. Maximum value an Attribute can have. Determined by Job and Race.

Attribute Point. Points that can be spent on defining and increasing the character's Attributes.

Disadvantage. A character quirk that affects the character's combat performance in a negative way.

Hit Die. Die rolled to determine a character's Hit Points.

Magic Die. Die rolled to determine a character's Magic Points.

Racial Maximum. A hard limit on starting Attributes defined by a character's choice of race.

Skill Aptitude. A category of Skills a character can learn at a reduced rate due to their training in that field.

Skill Point. Points that can be spent on defining and increasing the character's Skills.

“I’m becoming less human...”

Vincent Valentine
FINAL FANTASY VII

Heroes in the worlds of **Final Fantasy** can be both human and more than human. Over the course of many games, the mantle of world-saviour has variously fallen on the shoulders of rat-girls, cat-robots, feral Yeti, lion-men, moon-people and creatures too strange to describe in just a handful of words. Accordingly diverse are the options available to **FFRPG** characters. Over the next few pages, players will find a representative, if by no means complete sampling of the races and species which populate the **Final Fantasy** universe. Others, like the aquatic Hypello or the enigmatic Gurgans, have been left for future works to cover. GMs interested in adding more races to their games can find concrete advice for doing so in **Chapter 10**.

RACIAL ATTRIBUTES

For reference's sake, the following table recaps the Racial Maximums first presented in **Chapter 2**. More details on Maximums and their effect on character creation and advancement can be found there.

Table 3-1: Racial Maximums

RACE	STR	VIT	AGI	SPD	MAG	SPR
Human	10	10	10	10	10	10
Bangaa	12	12	10	9	9	8
Creimire	8	10	13	11	9	9
Dwarf	10	13	10	8	9	10
Elf	13	13	7	9	7	11
Galka	11	15	10	9	8	7
Mithra	9	9	12	12	9	9
Mooglee	8	6	11	12	11	12
Nu Mou	10	9	10	7	12	12
Qu	10	11	6	7	13	13
Ronso	12	13	9	7	12	7
Tarutaru	6	7	9	11	12	15
Varg	11	8	12	13	8	8
Viera	12	6	12	12	12	6
Yeti	13	15	6	9	7	10

HUMAN

Also known as *Humes*. On any given world, Humans will inevitably be the dominant race; wildly diverse and infinitely tenacious, their ability to make a home in even the most inhospitable of environments has made them the standard against which all other races are measured.

VITAL DATA

Representatives: Firionel (*FFI*), Luneth (*FFIII*), Kain Highwind (*FFIV*), Bartz Klauser (*FFV*), Setzer Gabbiani (*FFVI*), Tifa Lockheart (*FFVII*), Zell Dincht (*FFVIII*), Beatrix (*FFIX*), Auron (*FFX*), Basch fon Ronsenberg (*FFXII*)

Typical Height: 1.6 – 1.8m (Male) / 1.5 – 1.7m (Female)

Typical Weight: 80 – 97kg (Male) / 73 – 94kg (Female)

Hair Colors: Blond, black, brown, red, white

Eye Colors: Green, brown, blue

Habitats: Any

Lifespan: 60 – 80 years

Young - 6 – 10 years

Average - 18 – 25 years

Old - 60 – 70 years

Society

As it develops, Human society inevitably gravitates towards government of the masses headed by a single leader. In primitive societies, this may be a village headman, high priest or king; in more advanced circles, a President or Prime Minister. As a result, the character of a society tends to reflect in its leadership; an altruistic king begets a benevolent populace, whereas power-hungry emperors typically breed a harsh and militaristic one.

Stratification is a common feature of human civilization, pitting rich against poor, believers against non-believers, aristocracy against peasantry, education against ignorance. This often leads to deep and powerful inequalities; ‘class’ can be as much of a identifying and motivating factor as a spark for conflict.

Roleplaying

Human personalities are largely shaped by upbringing and social backgrounds, and can be as varied and complex as the cultures that spawned them. Background, too, affects choice of profession; characters from rough-and-tumble surroundings may turn to the

sword – or a life of crime – to make ends meet, while those with wealth and education seek out loftier callings. Interaction between different social strata can be fraught with tension; for rich sophisticates, the lower classes are ignorant boors, while the poor view the wealthy as arrogant and utterly detached from reality. Most Humans speak Common Tongue as a first language, with regional accents ranging from the mild to the incomprehensible; a trained ear can often pick out a speaker's nationality and education with only a handful of sentences. Name-wise, Humans are a fantastically varied lot; though culture is assumed to play a significant role in name selection, most **Final Fantasy** characters draw on a predictable, relatively limited set of real-world cultures. Traditionally, English is the most common choice; no matter how mundane they may look to native speakers, British- and American-influenced names like Locke Cole, Cecil Harvey, or Barret Wallace hold a certain exotic appeal to the Japanese. 'Look' and 'sound' of words are both important considerations, as is the ability to reflect the character's personality. Sometimes, this results in names like Squall Leonhart, Cloud Strife, or Ashley Riot, combinations that native English speakers would perceive as bizarre, if not outright nonsensical.

Classical references – as found in names like Beowulf Kadmus or Edgar Figaro – are another fertile source of material. Beyond English, languages such as German, French and to a lesser extent, Italian, are also popular fodder for heroes. Examples of the latter can be found in series names like Seifer Almasy, Bartz Klauser, Ritz Malheur, Adelbert Steiner, and LeBlanc. Oriental names – such as Yang Fang Leiden and Yuffie Kisaragi – are also a possibility for cultures specifically modeled after China or Japan.

Invented or 'pure' fantasy names in the series are short and to the point, as is the case with Vaan, Galuf, Refia, or Selphie. The more elaborate names generally associated with the fantasy genre in the West – such as Mesdoram Elmdor or Draksmald Goltana – are employed sparingly in **Final Fantasy** games.

BANGAA

A gruff, athletic lizardfolk renowned for its temperament. Bangaa are burly, muscular creatures caught in a permanent stoop; hard scales cover their bodies, while their snouts are jammed with razor-sharp teeth capable of rending and tearing with terrible ease. Though they may seem ponderous, Bangaa are surprisingly nimble, and can muster short bursts of speed where needed. Despite their reptilian ancestry, Bangaa tend to grow 'whiskers' or facial hair as they age; females have a prominent ruff of downy fur that covers their chests, the only significant difference between the two genders.

Bangaa are excellent scouts and trackers, favoring smell and hearing over sight. As a result, it is not uncommon to see Bangaa wearing blindfolds as a fashion statement. Their long, loose-hanging ears are split in two, giving them superior directional hearing; the tips are often pierced or encased in metal. Tattoos are another common decorative device, particularly among younger Bangaa;

these are generally drawn on the shoulders or under the eyes.

Despite their longevity, low breeding rates mean that Bangaa population size remains relatively static. Four distinct sub-species of Bangaa exist: the sharp-snouted, long-eared *Sanga* and *Bista* – colored gray-black and ochre respectively – and the blunt-snouted, short-eared *Faas* and *Ruga*, colored green and sand-brown. However, interbreeding has created a plethora of hybrids over the centuries whose skin colors can range from white to deep blue.

VITAL DATA

Representatives: Ba'Gamnan (*FFXII*)

Height: 1.6 – 1.9m (Male/Female)

Weight: 90 – 110kg (Male/Female)

Skin Colors: Gray-black, ochre, sand-brown, green, blue, white

Eye Colors: Black, blue

Habitats: Mountains, Deserts, Cities

Lifespan: 100 – 120 years

Young - 10 – 20 years

Average - 30 – 60 years

Old - 80 – 100 years

Society

Since ancient times, Bangaa have believed that an individual's species determines temperament and suitability for certain professions, giving rise to a rigid caste system. Traditionally, the sand-brown *Ruga* have acted as hereditary priests, lawmakers and leaders while the tough-scaled *Faas* – whose name literally translates to 'warrior' in the Bangaa tongue – served as their fighters and enforcers. The *Sangaa* occupied the next tier; theirs were the mundane occupations of farmer, worker and craftsman, the glue that kept Bangaa society bound together. The lowest of the low were *Bista* merchant caste, tolerated for their importance in a functioning society, but despised for drawing their profits from the work of others while contributing little of meaning in return.

At one point in time, these castes were absolute; once born into a profession, it was impossible to leave it without abandoning Bangaa society altogether. However, the difficulty of integrating hybrid species and the influence of other races have done much to break down the old caste lines in recent years. Though more conservative Bangaa, particularly the *Ruga*, follow the traditions to the letter, most adopt a more relaxed attitude; even those whose professions follow their caste generally don't begrudge their children for wanting to diversify.

While the Bangaa associate with almost all other races, they tend to be most comfortable around humans; the two races share a significant amount in terms of temperaments, attitudes, and cultural development. Prized for their strength and tough-as-leather constitution, Bangaa living in human circles can easily find employment as soldiers, guards, gladiators, and – in the case of the more dim-witted specimens – brute physical labor.

Roleplaying

Bangaa tend to be arrogant and boastful creatures, acting as if in the throes of a permanent ill temper. Though sometimes characterised as slow-witted or primitive, their intelligence is on par with that of humans. Furthermore, they can be extremely spiritual creatures, with a pious edge that may surprise those who think of them as barely-restrained berserkers.

Bangaa in human societies quickly pick up their hosts' mannerisms and gestures, resulting in body language that occasionally borders on the comical. Due to their vocal structure, Bangaa tend to speak Common Tongue in a slurring or guttural fashion, an impediment that makes it difficult for them to master the often complex incantations required for higher-level magic. As a result, the spells used by *Ruga* Bishops – the only serious Bangaa spellcasters – are unique ones created specifically to circumvent pronunciation problems.

Though they are distantly related to the Lizardman race, Bangaa hold their relatives' low intellect and barbarous lifestyle in utter contempt; as a result, only those with a death wish would dare refer to them as 'lizardman' within earshot. Unsurprisingly, 'lizard' is an even worse insult to them – on par with calling a human 'monkey,' though only the fiercest of men could match the violence of a Bangaa's reaction in this regard.

'Common' Bangaa names are composed of two syllables, and tend to have a slightly harsh sound to them. Sample monickers include Rinok, Batahn, Eleono, Mouni, and Burrogh. In some cases, a two-letter honorific may be added before the name, separated by an apostrophe; examples of this include Ba'Gamnan and Va'Kansa. The letter 's' is almost never used in Bangaa naming.

CREIMIRE

Smaller and slighter than humans, Creimire trace their ancestry back to rats and mice, a fact made readily apparent by their physical appearance; at first glance, an unkind observer would be tempted to dismiss them as vermin who've mastered the art of walking upright. Closer inspection reveals a few key differences, however. Creimire teeth are sharp, but lack the elongated incisors so typical of most rodents; their skin is smooth and almost entirely hairless, and tends to be gray or brown in coloration. Though they retain the sensitive snouts of their ancestors, Creimire do not sport whiskers; their ears are large and upraised, giving them a certain rabbit-like air. In combat, they are more likely to rely on their hearing than their relatively weak eyesight, a fact that gives them an edge in dark and confined quarters.

Unusual too are their double-jointed legs and wide feet, both of which are capable of absorbing tremendous kinetic energy; with training, Creimire can leap distances nearly three to four times higher and wider than their human counterparts and survive substantial drops with almost no ill effects.

VITAL DATA

Representatives: Freya Crescent (*FFIX*), Iron-Tail Fratley (*FFIX*)

Typical Height: 1.5 – 1.7m (Male/Female)

Typical Weight: 73 – 94kg (Male) / 69 – 88kg (Female)

Hair Colors: Blonde, brown, gray, white, black

Eye Colors: Gray, green, brown

Habitats: Forests, Mountains, Underground

Lifespan: 40 – 50 years

Young - 4 – 6 years

Average - 14 – 22 years

Old - 35 – 40 years

Society

Creimire are a highly community-oriented race; to them, ties of family, neighborhood and settlement are stronger than iron. Even in larger towns and cities, Creimire will look after a neighbor's children as if they were their own, with the firm understanding that said neighbor would do the same for them if the roles were reversed. Young Creimire thus grow up with a wide network of 'aunts' and 'uncles', many of whom will continue to support the child in his later years.

The Creimire continue to practice the animistic nature-worship of their ancestors, the adherents of which fall into three groups. Seniormost are the seers and oracles, who are trained to recognize the flow of the future in the movement of clouds and sand, in the cycle of the moon and sun, in the health and sickness of the land. Long periods of training are required to even divine from one such natural phenomenon; as a result, seership tends to be fiercely specialized, and oracles stake out a claim to a given area of divination relatively early in their careers. By tradition, the only ones allowed to infringe on this 'territory' are the oracle's chosen successors, and then only for the duration of their training; should the oracle die without appointing someone to replace them, the eldest seer assumes control of their duties.

The second, and largest body of practitioners is the Creimire priesthood. Compared to the seers, the priest's lot is far more mundane, largely revolving around mediating community disputes and advising kings and leaders in times of strife. Priests also serve as historians and cultural guardians; Creimire keep little in the way of written history, but have a long and proud oral tradition maintained primarily by the priesthood. It is the priest's role to offer the community a link to the deeds of its ancestors; for this reason, they are subject of significant veneration.

The third group is the one encountered most frequently in day-to-day Creimire life: bards and dancers. Much of the importance Creimire culture places on dance and song can be traced back to ancient religious rituals in praise of sun and nature, many of which were carefully preserved by the Creimire priesthood. Over the generations, many new dances have been derived from the old ones, reworking the magic that empowered circle ceremonies and solstice celebrations into the demands and occasions of everyday life. At births, such rituals ensure the newborn a healthy and prosperous

life; at wakes and funerals, a safe passage into the next world. Even purely social dancing – also derived from these rituals, though lacking their occult potency – is an important cement for Creimire relationships; such events, usually undertaken to the accompaniment of pipes or harp, form the highlight of almost any social calendar.

As might be expected, the three-tiered religious system creates a delicate interdependency that has all parties working together for the community's benefit. The start of the sowing season sees Sky Oracles search the clouds for future signs of rain and drought whilst Earth Oracles monitor the fertility of the soil. Once the days of planting have been established, elaborate displays of song and dance aim to ensure a healthy, rich crop in the coming months. Similar group efforts mark the harvest season and oncoming winter.

Roleplaying

While generally friendly, common Creimire tend to be forthright and action-oriented, a fact that gives them a reputation as impulsive, pugilistic creatures amongst other races. They have little patience for subterfuge and double-talk, speaking their mind with scant regard to the consequences. What's more, they rarely back down from a challenge even if the odds are stacked against them – as a result, competitions and games of skill are a particular draw. Priests and oracles tend to be more aloof; in the case of priests, the air of indifference reflects their role in the Creimire community; the trained and absolute neutrality expected of a reliable arbiter and lawmaker.

“Rat-face... After I finish my drink, I'm going to kick your butt.”

Freya Crescent
FINAL FANTASY IX

Those who can avoid the social pitfalls find the Creimire to be an accommodating and gregarious race; hospitality, particularly towards strangers, is considered to be of the utmost importance. While committed as fighters, more relaxed times show the Creimire as fun-loving, social and wryly humorous creatures, fitting readily into almost any adventuring group.

Smell plays an important role in social interaction; to a Creimire, a person's odor sends as many messages as their appearance, if not moreso. Although no longer capable of producing the potent and complex chemical signals of their animal ancestors, many Creimire use perfumes and colognes to accomplish the same purpose. Creimire speak Common Tongue with a mild accent; names tend to lean towards traditional English and Gaelic – examples include Shannon, Donnegan and Kildea for females and Dan, Gray and Kal for males.

DWARF

No knows for certain how long ago the Dwarves descended to the underground, but generations bathed in the sickly glow of magma,

skirmishing against tunneling predators, and braving the hazards of gas pockets, tremors, and cave-ins have produced a race perfectly suited to the challenges of their adopted home. A Dwarf's body isn't so much small as compact, a stout, hairy package of muscle whose size belies unusual strength and toughness. Their eyes are golden and luminous and their skins dark as coal, blending easily with the gloom of a cave or tunnel.

While the majority of the Dwarven race lives and works underground, surface-dwelling Dwarves do exist. These rare tribes of outcasts and rebels subsist largely on agriculture and strip-mining, grouping into small villages run by human-like councils in direct defiance of Dwarven tradition. Though physically similar to their subterranean brethren, the gradual readjustment to sunlight and open areas has given rise to an ungainly, olive-skinned race regarded as 'untouchable' by true Dwarves.

A third group are the 'sub-surface' Dwarves that live in natural caves and caverns connected to the surface. Regular exposure to sunlight prevents them from developing the dark skin of their deep-dwelling cousins, though their culture is much the same; physically, they resemble smaller, stouter humans with sharp, pronounced noses.

VITAL DATA

Representatives: Nerrick (*FFI*), King Giott (*FFIV*)
Typical Height: 1.2 – 1.4m (Male) / 1.1 – 1.3m (Female)
Typical Weight: 71 – 80kg (Male) / 55 – 60kg (Female)
Common Hair Colors: Brown, blond, gray, white
Common Eye Colors: Golden
Habitats: Mountains, Hills, Underground
Lifespan: 70 – 90 years
Young - 10 – 15 years
Average - 25 – 40 years
Old - 70 – 80 years

Society

Dwarves tunnel almost compulsively, driven by population pressure, precious ore, or simple curiosity to expand their caverns time and again. Even on his own, a single Dwarf can easily burrow for miles at a time; given enough time, Dwarven excavations will honeycomb entire worlds. Many Dwarven cities began life as outposts of a larger kingdom but splintered into self-sufficient settlements through time, distance, or natural disaster; generations of isolation turned them into extended families united by blood, a fact that accounts for the close-knit nature of Dwarven society.

Dwarven clans can number anywhere between five to several hundred; most make their living through the mining and refining of ore, trading with other Dwarves and surface-dwelling races to obtain needed supplies. As a result, many clans are devoted to a single craft like mining, smelting, tanning, or engineering. Nearly every member of the clan has a niche to fill, beginning training as early as childhood; most learn their craft from an older, more experienced relative, and are expected to follow their profession for the

remainder of their lives. Surprisingly few Dwarves actively resent this; the vast majority desires nothing more from life than to pursue their trades, honing them with the ultimate intention of passing on their knowledge to the next generation of craftsmen.

Within each clan-family, seniority is the prevailing law; the eldest Dwarves determine how resources are allocated, where tunnels are dug, which clan-members are apprenticed to the family's craftsmen and warriors. Only the largest clans have a formal King, usually chosen from the elder members of influential families and strengthened in influence through strategic intermarriage. This rule-by-kinship approach may explain why Dwarves have no formal law enforcement – to them, crime and punishment are a family affair rather than a governmental one. Even then, Dwarven criminals are rare. Those who commit a crime are expected to turn themselves or voluntarily choose exile; all but the rarest do. In other societies, this would be a surefire recipe for anarchy, but the Dwarven psyche is so steeped in the virtues of honor and duty that rebellion is almost unheard of.

“Rally-ho!”

Dwarven Villager
FINAL FANTASY IX

Seeded as it is with superior metalworkers and fighters, the Dwarven population is capable of mustering powerful, well-equipped armies if the situation demands it. In many ways, the army acts as a release valve for the rigid Dwarven society, absorbing malcontents that can't be placed within the traditional craft-caste system. Though respectable in hand-to-hand combat, Dwarves prefer the use of explosives and machinery, and readily employ both in large-scale conflicts.

Roleplaying

Dwarven culture breeds stoic, reliable individuals willing and able to endure any amount of hardship. While they are fiercely loyal to their families and elders, Dwarves generally welcome outsiders and make personable companions for any adventuring group.

Dwarves readily speak Common Tongue, though their isolation from the outside world means that many clans are not quite up to speed with the latest linguistic developments. The result is a a thickly-accented, highly archaic variation of Common Tongue called *Brogue*. Though anyone versed in Common Tongue is capable of communicating with a Dwarf, the idiosyncratic vocabulary and pronunciations of Brogue often throw a spanner into the conversation.

'True' Dwarves have excellent dark-vision, resistance to extreme temperatures and a keen awareness of potential hazards. However, they have little experience with the surface world, and will suffer a period of disorientation once they venture above ground for the first time. In most cases, this manifests itself as a mild agoraphobia and clears within a matter of days. Only in rare cases does the shock of the transition cause lasting damage.

The largest handicap for 'true' Dwarves is their poor tolerance towards daylight; most resort to protective eyewear to overcome the inevitably blinding effects of the sun. Surface- and sub-surface dwelling Dwarves generally have several generations' worth of exposure and suffer no such problems. Water, however, is a universal hazard; due to their physiology and dense bodies, Dwarves have tremendous difficulty swimming.

Dwarven names tend towards the classical English, with clan names replacing surnames. Each clan-family adopts its name from its primary area of trade or family profession, giving rise to monikers like David Heavenguard, Matthew Watchman, Derrick Stonehammer, Darcy Skywatcher and Jinkus Emptybottle.

ELF

Known as the *Elvaan* in their own language, these tough humanoids are an old and dying race; on many worlds, Elves are already extinct, leaving only a legacy of finely-crafted artifacts and fairy tales. Yet it is the Elves themselves that bear the ultimate responsibility for this tragedy, for the fierce arrogance and natural ennui, the bitter civil wars and protracted conflicts with other races that become their downfall in due time.

Though they resemble humans, Elves are taller and more robust, with long necks and oval faces. Their skins are darker than the average human's, ranging from light tan to a bronze or copper color. Their best-known features, however, are their pointed ears, which protrude from their heads at lengths between fifteen and twenty centimeters.

VITAL DATA

Representatives: Astos (*FFI*), King Destin (*FFXI*)

Typical Height: 1.8 – 2.1m (Male) / 1.7 – 2.0m (Female)

Typical Weight: 80 – 97kg (Male) / 71 – 80kg (Female)

Hair Colors: Blond, black, gray, red

Eye Colors: Gray, green, brown

Habitats: Any

Lifespan: 100 – 120 years

Young - 12 – 18 years

Average - 28 – 40 years

Old - 80 – 100 years

Society

Elven civilisation is highly developed, yet regimented to extremes – a draconian perfection achieved centuries ago, and perpetuated ever since. For its citizens, lawfulness, order, and obedience to the state are the cardinal virtues; to this end, most Elven nations sport an extensive army as well as a well-staffed civil police force. Both of these depend heavily on levies, with all able-bodied Elven citizens receiving at least some level of training in arms; should the time come for an Elven nation to march to war, the line is held not by the knights of the royal families, but by the citizens' militias.

Leadership within Elven society is shared by aristocracy and priesthood in a complicated arrangement of mutual benefits. Prodigious Elven lifespans mean that rulers' reigns can stretch fifty years or more, leaving eligible regents and heirs with plenty of time to engage in courtly intrigue over the succession. In most cases, these squabbles are invisible to the general population, but when the participants choose to fight with weapons instead of words, civil war is almost inevitable. Though the king theoretically derives his divine right to rule from his ancestry, frequent in-fighting among the aristocracy means that rulership typically falls to whoever can get the clergy on their side after the dust has settled.

This deep-seated instability – coupled with the dangers of the world at large – has contributed significantly to the Elves' mastery of warfare. It was the Elves who first turned their attention to the defensive properties of mythril, who realised the deadly potential of a composite bow in the hands of a seasoned archer and married these insights with potent magic to create a series of powerful relics and accessories. As a result of this, Elves have a legendary reputation as craftsmen; equipment of Elven manufacture is both prized and sought-after, and – in the right hands – may outlast its creators by centuries. Elves were also among the first to domesticate the Chocobo riding-bird, and can field exceptional cavalry in times of crisis.

Special mention must be made of the so-called 'Dark Elves,' tragic individuals who turn to black magic in pursuit of longevity and, ultimately, the hope of escaping extinction. Adventurers can find Dark Elves lingering in caverns and dungeons centuries after their 'pure' brethren have faded into obscurity, stealing magical items and draining their power to further extend grossly-inflated lifespans. However, these creatures are nothing more than mere shadows of their former selves, bodies bloated and corrupted into monstrous forms by the very power sustaining them. Such creatures are anathema to 'true' Elves, who will spare no effort in eradicating them if discovered. For this reason, Dark Elves have become unusually adept at disguising their true identities, often covertly operating in the very societies seeking to destroy them.

Roleplaying

Pride is at the root of the Elven psyche. From early on, Elves are taught to be proud of their race's accomplishments, the culture and achievements in warfare that predate other races' by centuries at a time. As a result, they treat other races with a haughty condescension – one that turns to out-and-out fury should that 'Elven superiority' ever be challenged. Tellingly, Elves have just as little patience for their own kind; duels over slights and insults – both real and imagined – are a common occurrence in Elven society, and can set the stage for family feuds destined to last for a century or more. Duellists usually favor the 'honorable' sword over more modern implements of war; for this reason, Elven swordmasters are both numerous and impeccably skilled.

As the size of the Elven population shrinks, the race's natural xenophobia becomes even more pronounced; non-Elves are no

longer beings to be pitied, but an army of potential enemies waiting for the right moment to strike. Under these circumstances, adventuring Elves become a rarity, sent out into the mistrusted world only on the direst of missions.

Elven names tend to have a distinctively French flavour to them. Male names tend to be longer and more elegant, whereas female Elves have shorter, more robust names. Sample names for males include Guilherme, Excenmille, Rojaireaut, and Faurbellant; female names include Ashene, Lusiane, and Camereine. Names of mythological significance – typically heroes of antiquity and renowned warriors – are popular for both genders; parents hope the child will inherit at least some of their namesake's strength, courage, and charisma.

GALKA

The heavysset Galka are consummate craftsmen; despite a brutish outward appearance, they are not stupid by any stretch of the imagination, excelling in mining, metalwork and other matters of engineering. Their physical characteristics are an odd mixture of animal influences; smooth, greenish-gray skin and a rigid, medium-length tail – a counterweight for their top-heavy frames – hint at reptilian ancestry, but their expressive faces are entirely ursine. Unlike most other races, Galka have no gender, though their outward appearance and manner is distinctively male. Many cultivate lavish facial hair in their later years, often styling it in a wide range of outlandish shapes.

VITAL DATA

Representatives: Raogrimm (*FFX*), Invincible Shield (*FFX*)

Typical Height: 2.5 – 2.8m

Typical Weight: 160 – 220kg

Hair Colors: Black, brown, gray, red

Eye Colors: Blue, green, brown

Habitats: Deserts, Cities, Underground

Lifespan: 100 – 140 years

Young - 16 – 20 years

Average - 30 – 60 years

Old - 90 – 120 years

Society

The Galka may have once had a culture to call their own; if so, it has been lost to history since the race's glory days, leaving a nomadic people that makes its home in any society willing to accept them. Finding such hosts is rarely difficult; as architects, artisans or simple physical labor, Galka have the potential to easily drive an entire economy. Unfortunately, their generally passive nature has made them a prime target for exploitation by other races; it is not uncommon to see Galka pushed too hard for too little pay and only the barest regard for their well-being.

Though they have a complex spoken tongue, no written Galkan language exists; the passage of history and culture is entrusted to

'Talekeepers' who act as a repository of ancestral memory. Outsiders see Talekeepers as shamanistic fossils, spreading their superstitions and fairytales in hushed tones. In truth, however, these wizened Galka are key to a complex process that ensures their race's continued survival.

Few are aware that the Galka undergo a cycle of reincarnation; the details of this process are nebulous even to the Galka themselves. Though they visibly age and readily succumb to war, disease, or starvation, actual deaths of old age are almost unheard of. Rather, upon reaching a certain age, a Galka simply bids his friends and fellows farewell, giving away what possessions and wealth he acquired over the course of his life, and sets out into the wilderness. The timing of this journey is carefully calculated through consultation with the Talekeeper over a period of several weeks, during which time the leave-taker is invited to speak freely and at length of his life, his insights and achievements in the spirit of closure. Thus unburdened, the Galka goes on his way, keeping only the clothes on his back and the little he needs to keep his strength up on the march.

Though the departing adult is never seen again, in time, a juvenile Galka will arrive to seek the Talekeeper's counsel, still innocent to the ways of the world and his people. It is the Talekeeper's responsibility to ensure the newcomer is suitably indoctrinated, to dispense the knowledge he needs to eventually fill his predecessor's shoes. An elder Galka will be assigned to act as the boy's 'father,' providing practical guidance and shelter. As the juvenile grows, he meets with the Talekeeper time and again, gleaning more of his purpose until he is at last a full member of Galkan society. For their part, Talekeepers seem to be possessed of almost unnatural longevity, reliably serving their purpose for generation after generation.

Roleplaying

Though sometimes seen as slow-witted or apathetic, Galka are creatures of deep emotion and rigid self-control. From early on, they are taught to bottle up negative feelings such as anger, frustration, and hatred, releasing them only in their final meeting with the Talekeeper. In this manner, Galkan wisdom goes, the race is protected from feelings that could ultimately destroy it. Fighting is seen as an acceptable, albeit temporary outlet for pent-up anger; inevitably, Galka that choose to take up arms are the most troubled of their kind, permanently torn between reason and rage with fear of death as the only mitigating influence.

Death itself is a powerful racial terror; Galka felled by war or disease are forever gone in both body and memory, with no possibility of replacement. Conflict is avoided rather than plunged into head-first; faced with a potentially infinite lifespan, Galka try to adopt a detached world-view, outwaiting and outliving hardships instead of tackling them head-on. To this end, most grievances are simply swallowed and disagreements rarely voiced — a fact that encourages other races to callously exploit the uncomplaining Galka.

This emotional self-control can have dangerous results, however,

as feelings can bubble up in the most unexpected places. Some Galka experience strong romantic stirrings, leading them to form intimate, if ultimately platonic, bonds with other races; they may even marry, although such arrangements are rare. While not strictly taboo in Galkan terms, interracial relationships rarely end happily for either participant, and are generally discouraged on a social level; 'married' Galka are usually subject to intense discrimination and harassment.

When living among other races, Galka rarely use their own tongue; those who speak it tend to do so in a halting, awkward manner. The majority adopt their names from the nicknames and epithets given to them by other races rather than choosing their own, becoming 'Vicious Eye,' 'Hound Nose,' or 'Gold Skull' — often the first act of submission a young Galka undertakes. Only a small portion are named by their adoptive parents in accordance with the old traditions; 'true' Galka names are harsh-sounding monickers between one and two syllables in length, and include Khonzon, Belizieg, Zhikkom, and Ghemp.

MITHRA

A hardy race of feline Amazons, natural-born hunters with refined senses and graceful natures. Unlike the Varg or Ronso, Mithra resemble humans with animal characteristics rather than vice versa; their ears, eyes, noses, and tails are cat-like, but their bodies are smooth-skinned and entirely human in proportion.

The Mithra are distinguished as a race by their deeply skewed gender ratio; out of every ten births, only one on average will be male. Centuries of imbalanced breeding have left the females toned and slender, towering over their male counterparts in every respect; both genders dress lightly to combat the heat, preferring bright, colorful fabrics. Face-paint and tattoos, marks of status and accomplishment in Mithra tribes, are common among older females. Even Mithra living in more 'civilized' countries use these decorative devices; though their society evolves from day to day, some traditions die hard.

VITAL DATA

Representatives: Mayoh Comyujah (*FFX*)

Typical Height: 1.4 – 1.6m (Male) / 1.5 – 1.7m (Female)

Typical Weight: 50 – 65kg (Male) / 55 – 75kg (Female)

Hair Colors: White, gray, brown, purple

Eye Colors: Gray, green, brown

Habitats: Jungles, Forests, Coasts

Lifespan: 40 – 60 years

Young - 5 – 7 years

Average - 14 – 22 years

Old - 35 – 40 years

Society

Mithra come together in small tribes dominated by a matriarchal government, usually in the form of a tribal chieftainness or village

wise-woman. The tribe's day-to-day affairs, too, are entirely in the hands of its females; theirs is the lot of the hunter, the fisher, the crafter, the breadwinner. This structure is a product of simple necessity; due to their scarcity, a tribe's males are too valuable to expose to the dangers of the world at large, and are generally forbidden from leaving the village.

Though Mithra tribes are typically affable towards one another, conflict over matters of resources, land and even fertile males is not unheard of. While not overtly warlike, Mithra are always prepared for a fight; to this end, each tribe formulates, practices, and refines its own style of martial arts. Unlike typical fighting techniques, these place less emphasis on improving one's body to meet the requirements of the art and more on unlocking the maximum destructive potential of one's current state. While unarmed combat is used to some degree, most Mithra fighting styles are built around weapons like knives, spears and staves; this allows even the sick and elderly to put up a respectable fight when the situation demands it. More importantly, practicality outweighs tradition here – these techniques are subject to constant refinement as new weapons are discovered and more effective attacks developed.

This single-minded drive for improvement is not only reserved for fighting, but also serves to make the Mithra skilled craftsmen, navigators and astronomers, ever willing to seek a better way of doing things. Despite this, Mithra tend to be distrustful of advanced technology, particularly anything that involves the use of non-renewable resources; to them, maintaining harmony with nature is more important than fleeting comfort or convenience.

Roleplaying

Mithra are natural adventurers, combining natural curiosity and energy with a laid-back, easygoing nature that makes them amenable company on long journeys, though even the most patient companion will eventually find his tolerance tested by the cat-girls' fondness of practical jokes and mischief. They do, however, have their quirks, most notably in regards to the opposite gender; although adventuring Mithra usually spend a fair deal of time around 'normal' gender relationships, they still tend to be protective of their male counterparts in times of danger.

Mithra society is low-key, but not uncultured by any stretch of the imagination; they love games and stories, have an affection for dancing and the theatre, and a deep-seated respect for skilled raconteurs and mimics. Though their feline natures leads some to believe that Mithra hate water, they are excellent, nimble swimmers, and waste no opportunity to demonstrate it.

Due to the relative simplicity of their own language, Mithra tend to need a running start when it comes to learning Common Tongue. Even those who have mastered it frequently end up rolling their 'r's when speaking. Mithra names tend to have a distinctively Indonesian flavour to them; first names tend to be kept to one or two syllables, allowing the individual's name to be called quickly in situations where a timely warning can mean the difference between life and death. Examples of 'typical' Mithra nomenclature include Kocho

Phunakcham, Soun Abralah, Ghosa Demuhzo, and Fyi Chalmwoh. Mithra society also sets great stock in titles; the higher one climbs on the social ladder, the more elaborate, lengthy and arcane their ceremonial address becomes. Such titles are only used inside tribal circles – outsiders are rarely subjected to such staggering displays of self-importance.

MOOGLE

Moogles are furry little semi-magical creatures -- one-part cat, one part bear cub, a race for which the words 'disarmingly cute' are all but tailor-made. Though they sport tiny, bat-like wings, only the smallest and slightest of Moogles can use them for flight; for most, they are nothing more than decoration. Wings aside, the Moogles' most distinguishing characteristic is the curious 'pom-pom' connected to the top of their heads by a small, thin stalk; its true purpose is unknown, though some speculate that it may have magical or telepathic properties.

Moogle fur is generally white and downy, though many mutations and variations exist in the world; striped, brown and purple are among the most common, but many others have arisen over the years. Some Moogles also sport a thick 'ruff' of fur around their neck; this feature tends to evolve in colder climates, and is usually accompanied by a correspondingly denser coat of fur.

VITAL DATA

Representatives: Mog (*FFVI*), Montblanc (*FFXII*), Hurdy (*FFTA2*)

Height: 0.9 – 1.2m (Male / Female)

Weight: 24 – 30kg (Male / Female)

Fur Colors: White, grey, brown, purple

Pom-Pom Colors: White, green, red, yellow, purple

Habitats: Forests, Mountains, Underground, Cities

Lifespan: 60 – 80 years

Young - 6 – 10 years

Average - 18 – 25 years

Old - 60 – 70 years

Society

Traditionally, Moogle tribes seclude themselves in small villages hidden away in forests or caverns, subsisting on foraged nuts and roots, their locations known only to those select outsiders who have earned the tribe's trust. Such groups number anywhere between ten and fifty; the oldest Moogle in the tribe usually acts as a nominal leader, though group consensus guides most decisions.

This bucolic, carefree existence is balanced by a love of travel and adventure. Once they come of age, many Moogles leave the safety of their villages, embarking on journeys that can easily span the breadth of the globe. What happens next depends on the individual. Some find the outside world too chaotic, too confusing for their liking; disenchanting, they return to the stable familiarity of their villages. Others are captivated by the sights and opportunities of their wanderings, and settle down in the company of other races.

“I’m kupo for kupo nuts!”

Moguta
FINAL FANTASY IX

Moogles have an innate genius for social adaptability – no matter how alien the society they find themselves in, it is only a matter of time before they learn its ins and outs, picking up all the trappings of civilisation along the way. Given their primitive backgrounds, the degree to which Moogles excel in disciplines like engineering and alchemy once exposed to them is nothing short of miraculous; their latent ability in mechanics is such that other races use a special term – 'Moogecraft' – to describe their creations. Out of respect for those who have turned their backs on the outside world, however, 'civilised' Moogles make no effort to bring the marvels of progress back to their native villages. As a result, every Moogles is given the rights to pursue its own idea of happiness, whether bliss is found in the boughs of an ancient tree or the guts of an airship.

Because Moogles settle according to their personal pilgrimages, these small beings can be found almost anywhere in the world. In spite of their scattered nature, Moogles still manage to maintain a close-knit social network by regularly trading news and gossip from city to city. This world-spanning 'Mognet' generates an incredible amount of information – so much so that entire mail services flourish based solely on the correspondence between various Moogles.

Roleplaying

The essence of the Moogles race lies in their adaptability. Wild-living Moogles survive by wielding an unconscious calming influence, a kind of mild psychic compulsion that keeps wild beasts at bay. Their natural foes are those creatures immune to this power, the most fearsome of which is the aptly-named Moogles Eater. In civilised surroundings, the Moogles' talent manifests itself in other ways; an intense likeability, an unusual sense of empathy, and natural affability that allows the Moogles to make themselves welcome anywhere.

Though mischievous, sassy, and occasionally sarcastic, Moogles are incapable of genuine malice or cruelty – a rarity among intelligent beings. Base emotions such as hate, greed, and violence are generally unheard of among the 'primitive' Mogri, and extremely uncommon in expatriates. Because of this, Moogles are perhaps a little more trusting of others than is strictly warranted, though 'trusting' doesn't translate to 'stupid' – they have no patience for cheaters and frauds, and will take steps to get even with anybody who tries to take advantage of their good nature.

Despite the fact that their native tongue uses just a single word, Moogles have a superb aptitude for languages, and many speak Common Tongue. Their only trouble is a tendency to slip in the word 'kupo' in at random intervals, a linguistic quirk that even experienced speakers can't seem to shake. Traditional Moogles names are based on permutations of 'Mog' or 'Kupo.' Moguta, Kumop, Mogryu, Kupek, Mogrika, and Chimomo are all prime

examples of this convention. Expatriate Moogles, on the other hand, adopt monickers more in line with their host society, such as Artemicion, Gurdy, Nono, Pilika, or Horne.

NU MOU

The Nu Mou are an elusive group of hunched, doglike creatures. They are among the longest-lived races, but age early; as they approach adolescence, Nu Mou quickly lose suppleness and muscular flexibility, gradually becoming crooked, stooped adults incapable of moving faster than a shuffle. Bound by these physical limitations, they have become first-rate sages and intellectuals, channeling the energy other races put into honing their bodies into sharpening their minds.

Though they share a single name, there is a significant amount of physical variety among the Nu Mou, to such an extent that some naturalists believe the race encompasses two entirely separate species. The most commonly-encountered Nu Mou are gray- or brown-skinned, with long, floppy ears, elephant-like hides and sunken nostrils on either side of the face. Others are smaller and lighter-skinned, with brown, button-like noses, ears like a beagle's, and prominent facial hair. Others still mix features of the first two, though there are some physical constants; beyond the hunched bodies, all sub-species share long, heavy tails topped with a layer of coarse fur, small, four-fingered hands and three-toed feet.

VITAL DATA

Representatives: Ivaness (*FFXII*), Ezel Berbier (*FFTA*)

Height: 0.8 – 1.1m (Male/Female)

Weight: 80 – 90kg (Male/Female)

Hair Colors: White, Blond

Eye Colors: Brown

Habitats: Mountains, Marshes, Plains, Hills, Deserts, Cities

Lifespan: 200 – 250 years

Young - 8 – 18 years

Average - 50 – 100 years

Old - 150 – 200 years

Society

Nu Mou civilization is based upon education to such an extent that ties of learning are considered more important than even ties of blood. Nu Mou are expected to leave their families at an early age and find an older, more experienced mentor of their own accord, training under his tutelage until they are themselves capable of educating others. These mentors do not necessarily have to be Nu Mou themselves; almost any being of exceptional wisdom and learning can step into this role, provided they are willing to adopt the student as one of their own. Neither will every seeker of knowledge be a Nu Mou, as other races often revere the thick-skinned beings for their depth of knowledge and aptitude as sorcerers.

The relationship between instructor and pupil is expected to be a

familial one – the student is given a new name, clothed, fed, sheltered, and cared for as kin, while the teacher is accorded the respect and obedience due any 'true' parent. Upon death, the instructor's estate is divided up among all surviving apprentices; books, scrolls, and other texts are inherited by the seniormost members of the intellectual 'family,' with the understanding that they will carry on the studies begun by their former teacher. Most Nu Mou will only train one or two at a time, though the most learned and renowned may have up to a dozen pupils living under their roof.

Because of the significant cost of sustaining an 'extended family,' it is not uncommon for older Nu Mou to practice a craft or trade alongside their intellectual pursuits, making a living with alchemy, the appraising of ancient relics, or crafting enchanted items. Others may become magical mercenaries, hiring their services out to adventurers and monster hunters eager for added sorcerous punch on their expeditions. However, the Nu Mou are careful to keep this kind of freelancing within ethical boundaries – profit is ultimately a secondary consideration.

Due to their small population, Nu Mou society rarely extends beyond individual villages and towns. Settlements almost always develop around the dwelling of a single great teacher, accumulating more residents as pupils begin taking on apprentices of their own until a full-fledged community develops. Not every Nu Mou is sedentary; surprisingly many adults take up a wandering lifestyle, embarking on grand odysseys across the world in search of knowledge and guidance. A cynical mind, however, might argue that these nomads have other motivations – just as a rolling stone gathers no moss, a roaming Nu Mou rarely has to worry about well-meaning apprentices begging him to teach them the ins and outs of sagehood.

Roleplaying

A Nu Mou's demeanour is heavily influenced by their teachers. Those taught by other Nu Mou are gentle, almost dispassionate creatures; intellectuals to a fault, they may strike others as distant or impatient. Due to their bodily shortcomings, they have a strong distaste for physical violence, and almost never engage in melee combat. If pressed to defend themselves, they prefer magic or diplomacy, particularly through intellectual bribery. Their enormous wealth of knowledge gives them significant leverage with other races, and they do not shy away from using it if the need arises, though they are careful never to reveal too much at once.

As they grow older, 'true' Nu Mou are likely to become more concerned with the 'big picture.' Their longevity allows them to bear first-hand witness to how one seemingly innocuous event can affect the course of history, establish a great nation or bring ruin to an entire peoples. For this reason, they may take on the mantle of history's shepherds, safeguarding ancient artifacts, observing obscure rituals, and intervening – albeit discreetly – in the natural flow of events to ensure that dark powers are not allowed to gain sway. Because of this, their actions and motives often seem inscrutable to other races who lack the Nu Mous' long-term vision.

Nu Mou taught by Humans or other races, however, tend to adapt their instructors' demeanour and outlook. Because they begin their education at a young age, it is very possible for a Nu Mou to end up at the mercies of a dark wizard or evil savant who gradually twists the pupil, eventually transforming them into a creature of pure malevolence. As a result of their innately magical natures, it is not unheard of for Nu Mou to transform into demons, though individuals who suffer this fate are usually killed by kinsmen who consider the death an act of mercy.

Nu Mou benefit from strongly developed magical senses, and have the unique ability to clearly see the flowing streams of elemental energy fundamental to all spellcasting. This makes them particularly adept at recognising areas of significant ambient power and identifying magical items and artifacts whose function may not be obvious at first glance.

A Nu Mou's name is assigned at an early age by a teacher, resulting in a certain diversity in naming. Traditionally, however, Nu Mou names are exactly three syllables in length, with an apostrophe after the first syllable. A limited range of sounds are used in naming, creating monickers that are often indistinguishable from one another; examples include Ma'kenroh, Roh'kenmou, and Ma'kleou.

QU

Bloated, bone-white beings with clownish, button-eyed faces and massive, lolling tongues, the asexual Qu are perhaps one of the strangest races in existence. Omnivores by nature, the Qu have managed to survive in their native swamps by being able to eat just about *anything*, no matter how repulsive; though their repast of choice is marsh frogs, in a pinch a Qu can content itself with trees, rocks, wild animals, monsters... Despite popular rumors to the contrary, they do, however, stop just short of putting other sentient beings on the menu. Mostly.

As might be expected, their bodies have adapted according to the needs of their environment and lifestyle. Long, muscular tongues ensnare and capture prey, while three separate stomachs – each capable of temporarily expanding to five times its original size – and digestive juices acidic enough to burn a hole through adamantite do the rest of the work.

VITAL DATA

Representatives: Quina Quen (*FFIX*), Master Quale (*FFIX*)

Height: 1.5 – 1.8m

Weight: 160 – 200kg

Hair Colors: None

Eye Colors: White

Habitats: Marshes

Lifespan: 40 – 60 years

Young - 7 – 8 years

Average - 15 – 20 years

Old - 40 – 50 years

Society

Qu tribes make their homes in isolated marsh enclaves across the world, gathering in numbers ranging from a few dozen to several hundred, all depending on how many ravenous Qu the area is capable of supporting. Qu society is hedonistic to a fault, with few cares beyond eating and procreating – thankfully, the intricacies of Qu reproduction are a closed book to the outside world. As a result, their culture has atrophied to the point where the guiding Qu philosophy can be summed up in one statement: *"World only have two things: Things you can eat and things you no can eat."* Social interaction between tribes is limited to monthly exchanges of recipes and ingredients and irregular cook-offs; for the remainder of the year, each tribe lives in isolation, taking care of its own affairs.

Younger Qu are apprenticed to a more experienced Master at an early age, under whose tutelage they are expected to learn the all-important 'art of eating' – the finding, preparing and consuming of all varieties of foodstuffs. During this time, the apprentice is only permitted to eat what they themselves can catch and cook; in this way, the youngster is encouraged to be self-sufficient rather than perpetually sponge off his elders. Once their knowledge is judged to be sufficient, the apprentices become full-fledged Masters, ready to pass their own culinary skills on to a new generation of Qu. However, this process that can take many years, if not decades; those who fail to pass muster are frequently ostracized from the swamp in the hope that a change of environment – and a little sampling of international cuisine – will spur the errant pupils back on to the right path.

“Must try eating before we give up!”

Quina Quen
FINAL FANTASY IX

Masters, too, may leave the swamp in search of rare delicacies or culinary enlightenment; such 'odysseys' are considered part and parcel of a Master's duties to his art, and serve as a tribe's main conduit to the outside world. As a result, it is not uncommon to find wandering Qu employed as chefs and cooks, eagerly learning and eating everything a foreign kitchen has to offer.

Roleplaying

Because of the importance food plays in Qu culture, the average Qu is a natural gourmand. Qu that join adventuring groups are almost always searching for new tastes and exciting culinary experiences; material wealth is of little importance to a Qu, except where it helps speed the way to culinary enlightenment. Younger Qu will ignore almost any amount of danger if faced with a tasty morsel, although this tends to be drummed out as a pupil advances on the road to masterhood.

There are exceptions: those who reject the 'art of eating' in search of a greater truth, choosing exile rather than risk being cast out by their fellows for daring to contemplate that there's more to

life than simply catching things and devouring them. However, these tend to be a minority; the Qu themselves refuse to acknowledge the existence of such 'perverts.'

Students and masters of the art dress in a chef's hat and apron to reflect their status, wielding weapons adapted from eating utensils such as forks and knives. They adapt to other environments relatively easily if ever required to travel, though homesickness and longing for those ever-tasty marsh frogs does take its toll. Because the concept of gender does not exist in Qu society, they do not identify themselves as male or female; in adventuring parties, a Qu's companions may unconsciously assign a male or female identity to it.

Qu tend to have a poor grasp of Common Tongue, particularly as far as grammar is concerned. This, combined with their food fixation, gives them a reputation among other races as somewhat dimwitted creatures. Qu have two names – a first name and a tribal one, both of which begin with 'Qu.'

RONSO

The Ronso are a tall, proud race resembling humanoid lions. As magically active as they are physically impressive, their sharp claws and thick, muscular bodies leave little doubt as to their prowess in battle. Males of the species sport flowing manes of hair and often massive beards, as well as a long horn that grows from the forehead. The Ronso cherish this horn as a symbol of manhood, seeing it as the source of a warrior's powers; its loss is treated as seriously as that of an arm or leg. Dishonored warriors have their horns cut as a matter of custom, though only the most serious crimes provoke such an act. Unsurprisingly, Ronso subject to this ritual 'castration' are almost always exiled. Females, though smaller and more compact, are no less aggressive than their male counterparts in battle, and shoulder a substantial share of the fighting and hunting.

Both genders dress sparingly, and even then only for the sake of modesty; jewelry, charms, and bangles, some of which may have occult significance, are a common part of a Ronso's ensemble. More superstitious warriors also apply 'magical' oils to their bodies before battle, believing that this protects them from harm.

VITAL DATA

Representatives: Kimahri Ronso (*FFX*)

Height: 2.4 – 2.6m (Male) / 2.1 – 2.3m (Female)

Weight: 125 – 150kg (Male) / 95 – 115kg (Female)

Hair Colors: Black, grey, brown, red, blond, white

Fur Colors: Blue, tan, sandy-gold, brown

Eye Colors: Yellow, blue, green, brown

Habitats: Mountains, Tundra

Lifespan: 50 – 70 years

Young - 5 – 10 years

Average - 15 – 30 years

Old - 50 – 60 years

Society

Ronso live in isolated family-tribes called *prides*, sustaining themselves as hunter-gatherers led by a single elder. They rarely acquire many possessions, keeping only what they need and moving wherever food and opportunity take them. Social standing within the tribe is derived from fighting prowess and physical appearance, and determines an individual's food-share and breeding rights. To the strong and beautiful go the spoils; a custom other races may find distasteful, but one the Ronso believe is essential to maintaining a tribe's strength.

Ronso begin their training as hunters at onset of puberty. For males, this event is known as the *horn-molt*, during which the outer layer of the male's horn is shed in order to give the larger, harder adult horn room to grow in. Young hunters learn their survival skills by 'shadowing' elder members of the pride over a period of several years. Their rite of passage requires them to match their teachers in personal combat, or at least put up a fight respectable enough to assure the elders that they are ready to take on the rigours of the hunt. Challenges like these punctuate a Ronso's progress within their tribe; those who want leadership must fight hard for it, and fight even harder to retain it.

Ronso too weak to prove themselves in combat are shunned, and may be driven out if other members of the pride feel that the 'weakling' is a liability to the pride's survival. Exceptions are made for the aged, who frequently become advisors and teachers; older Ronso who can no longer defend their power often bow out voluntarily rather than risking the humiliation of being defeated by a younger challenger.

“Pick spot. Shut up. Wait.”

Kimahri Ronso
FINAL FANTASY X

If competition within the pride is fierce, competition between prides is outright brutal. Each tribe lays claim to a tightly-defined territory and defends it to the death; though alliances between tribes are common, these allegiances are ever-shifting, sometimes lasting a little as a single hunt. Marriage between prides is rare, and involves significant competition between the two groups as both try to gauge the strength of their counterparts. Unless the prides are evenly matched, there is little chance that the pairing will be consented; no pride will jeopardise its strength by bringing in blood weaker than its own. In the same vein, altruism is almost unheard of — a tribe that finds itself in trouble neither asks for nor expects assistance from others.

This attitude extends to their religion. The Ronso practice a primitive animist faith that sees the world as one dominated by great and invisible spirits. Such forces are never deliberately courted and feared for their fickle natures; though great warriors inevitably attract these supernatural powers, they rely on them at their own peril. Tribal folklore speaks of days when warriors possessed the ability to communicate with native spirits through their horns; even if

such tales are true, this knowledge has long since faded into obscurity.

Roleplaying

Due to their harsh upbringings, Ronso place great importance in displays of strength and martial prowess, and go to great lengths to ensure their bodies are honed to the fullest. Adventuring parties who pick up a Ronso member will find them to be dedicated warriors and honorable — if aggressive — combatants, fiercely loyal to their charges and friends. At the same time, they show little patience for weakness or indecisive leadership, and can cause significant friction within the group. Fear of losing face may spur them into taking on more than they can handle; few Ronso will willingly acknowledge their limits, let alone act upon them.

Ronso have a high natural body temperature, allowing them to thrive in colder climates; other races find them unusually warm to the touch, sometimes uncomfortably so. In warmer climates, their prodigious sweat production keeps the lion-men from overheating, creating in a powerful, musky body-odor particularly repellant to creatures sensitive to smell. Ronso horns are innately sensitive towards magical energies, and may tremble or vibrate slightly in the presence of such forces.

Though they can learn to speak Common Tongue, most Ronso will do so in a gruff, clipped manner, wasting as few words as possible. Accordingly, Ronso names are short, rarely exceeding two syllables in length; typical monickers include Biran, Zamzi, Gazna, Argai and Zev. A Ronso's 'last name' is their tribal name, and shared with all other members of their respective pride.

TARUTARU

A diminutive race of magically active beings. The Tarutaru — 'Taru' for short — are characterized by babyish faces, large eyes, pronounced Elfin ears and bear-like features. Their bodily proportions are equivalent to those of human children, with large heads atop a pudgy, short-limbed body, a combination that appears utterly harmless up until the point the fireballs start flying. Some speculate the small creatures' mastery of magic is a kind of acquired survival trait; lacking the endurance and strength to be serious warriors, they have little else to protect themselves from the dangers of the world. For their part, the Tarutaru call it a mark of divine favor, proof that some higher power is watching out for them.

VITAL DATA

Representatives: Shantotto (*FFXI*), Tosuka-Porika (*FFXI*)

Typical Height: 0.8 – 1.0m (Male / Female)

Typical Weight: 34 – 38kg (Male) / 32 – 36kg (Female)

Hair Colors: Brown, blond, red, blue, grey, green

Eye Colors: Brown, blue

Habitats: Forests

Lifespan: 20 – 40 years

Young - 4 – 6 years

Average - 10 – 15 years

Old - 30 – 35 years

Society

The Tarutaru live in a genocracy, a society ruled by scientists, sages, thinkers, and other experts on worldly matters. In the eyes of the Taru, what one knows defines everything – prestige, social standing, privileges. Accordingly, competition for wisdom is fierce and those in positions of authority live in constant fear of being usurped by younger, more knowledgeable individuals. This in turn creates enormous pressure to pursue new ideas and innovations, setting up the intellectual 'engine' that allows Tarutaru society to progress. While Taru scholars turn their attentions to many subjects, the study of magic is by far the most prestigious; spellcasters are the genocracy's first line of defense, revered for their martial prowess and respected for their intellectual accomplishments.

Taru travel mainly for social advancement, lured by the prospect of lost spells, rare alchemical ingredients, or ancient grimoires of legendary power. As competitive as they may be, however, Tarutaru are also firm believers in the mantra 'strength in numbers.' Tribes often band together into larger federations for protection, surrendering individual sovereignty to a ruling council composed of the wisest members of each tribe. Leader of the council is the member regarded as the most knowledgeable by mutual consensus; this role is generally prized more for its prestige than its attached powers, which are minimal at best. Because of this, tribes actively jockey for the leadership role, recalling and replacing their representatives whenever a more suitable candidate emerges.

As may be expected, magic is an everyday fact of Taru life; it powers mechanical constructs, gives new life to worn-out fields, enhances crops, and even protects tools and clothing from wear and tear. Though somewhat menial compared to the glamor of hurling offensive magics in the name of the Tarutaru nation, many able mages make profitable careers out of these mundane applications. Only metalworking is generally shunned; as a rule, Tarutaru favor organic materials such as wood and cloth, finding such resources far easier to alter with magic than their intractable metallic counterparts. As a result, almost every metal item used by the Taru tends to be the work of outside hands.

Roleplaying

Though childlike in body, Tarutaru are highly intelligent beings, albeit ones possessed by an inexhaustible curiosity about anything and

everything in life. No self-respecting Taru will miss the chance to obtain new knowledge – or show off the fruits of their studies whenever opportunity allows. Though they make little distinction between the trivial and the life-saving where information is concerned, the little creatures' intellectual posturing generally comes through when it's most needed.

Parties may also find their patience stretched to the limit by the Tarus' piping, mousy voices. While fluent in Common Tongue, Tarutaru have the unfortunate tendency to replace single 't's with 'tarus' and slip into child-like rhyming schemes; the results aren'taru pretty-witty by any stretch of the imagination.

As much as Taru society emphasizes the benefits of mutual cooperation, it's no surprise that the little creatures go through great lengths to find companions and even greater ones to keep them. While not as outright distrustful of advanced technology as the Mithra, Tarutaru do tend to be wary in the presence of non-magical machinery; to them, grinding gears, steam, and clockwork are ruthless, soul-less things, lacking the innate warmth and vitality of a magic-driven device.

It's a testament to the race's long-lived mystic traditions that even Taru names are steeped in occult significance. Male naming pairs similar-sounding words drawn from ancient ritual incantations, giving rise to monikers like Yung-Yaam, Jatan-Paratan, Baren-Moren and Kyume-Romeh. Such names are not only chosen for aesthetic value; the Taru believe that granting a boy a particularly powerful spell-name increases his chances of becoming an accomplished spellcaster in later years. Females have single rather than double names, ending in two rhyming syllables chosen by parents according to the child's time of birth. These ending syllables are said to be an indicator of future personality and career, and girls born during auspicious times are groomed from early on for high office. Examples of female Taru names include Finene, Chomomo and Kerutoto.

VARG

Sometimes mistakenly referred to as 'Werewolves,' the Varg are lean and powerful wolfmen, a mixture of human and bestial characteristics. Though they walk upright, long tails, lupine heads, and elegant fur leave little doubt as to their origins. In comparison to humans, Varg enjoy enhanced seeing, smell, and hearing; they can clearly recognise objects and movement at far greater distances, though their ability to sense color is significantly weaker.

Like humans, Varg are at home in a wide range of habitats. While most commonly encountered in temperate climates, sub-species of this race can be found roaming sweltering tropical savannas, scraping out a minimal existence on misty moors, or braving arctic conditions. Fur colors and thicknesses vary accordingly, simultaneously serving as insulation and camouflage appropriate to a Varg's adopted surroundings.

VITAL DATA

Representatives: Kelger Vlondett (*FFVI*), Lone Wolf (*FFV*, *FFVI*)

Height: 1.7 – 2.1m (Male) / 1.5 – 1.9m (Female)

Weight: 85 – 120kg (Male) / 60 - 100kg (Female)

Fur Colors: Grey, tan, brown, white, red, black

Eye Colors: Yellow, green, brown

Habitats: Forests, Hills, Mountains, Grasslands, Tundra, Deserts, Marshes

Lifespan: 50 – 65 years

Young - 5 – 10 years

Average - 15 – 25 years

Old - 40 – 50 years

Society

Varg are hunters tamed by the slow encroachment of civilisation; where their ancestors fought with tooth and claw, today's wolfmen place their trust in a stout shield and well-honed sword. The hunting pack still remains the basic building block of Varg society, creating a social unit ranging in size from five to fifty, depending on the environment and available food sources. Packs that forsake the nomad's life tend to be secretive, building as far from other races as possible; potential homes are chosen as much for their natural resources as defensive properties. Given the choice, Varg gravitate towards geographic features like ravines and caves; buildings are often constructed in suitable cracks and openings to take advantage of the sheltering rock-face. Other habitats require a little more ingenuity; in highlands, hillocks are converted into dwellings, while in swamps and forests large trees serve as the basis for most buildings. Walls, however, are omnipresent, erected out of whatever material may come to hand.

On a social level, packs are tightly knit associations where the good of the community always comes before that of the individual. The entire pack is expected to work together to ensure that every member's needs are met in full; selfishness is treated as a cardinal sin, and 'parasites' quickly expelled into the wild to fend for themselves. Conversely, those who contribute most to the pack enjoy the highest status, a fact that allows larger, stronger males to dominate communal affairs. However, their influence can be fleeting if they fail to keep up their achievements; should their contributions slip, they too risk being cast out by their fellows. Matters of importance to the pack as a whole – such as punishment of individuals or mediation of disputes – are resolved on a communal level, with every pack member of age casting a vote towards a decision.

Varg as a whole are rarely warlike, preferring to settle their disputes through mediation. Direct competition between packs is rare; if two groups of Varg find themselves contesting the same resources, one of the two will cede their claim in exchange for help in relocating to a more suitable area. Packs will, however, take up arms if the situation demands it, using their hunters as a first line of defense.

Though not innately religious, Varg keep close ties to the nature spirits surrounding their homes for personal security, calling on

spiritual protection through a variety of crude rituals and dances. These are conducted by pack members that are not yet old or strong enough to hunt, usually under the tutelage of an older, magically gifted supervisor. Other, more animalistic ceremonies accompany births and deaths; funerals in particular can be a chilling affair for outsiders as the pack joins together in a 'death howl' audible for miles.

Culturally, the Varg borrow heavily from other races. As craftsmen, the wolfmen are capable, if ultimately mediocre; many of a village's luxuries and manufactures are likely to originate from outside the pack. Tailoring poses an exception, though other races are unlikely to find much use for the Vargs' idiosyncratic sense of fashion; due to their underdeveloped color vision, the wolfmen routinely turn out clothing many shades brighter than most races would find comfortable, let alone acceptable. As most colors are imported at great expense, the most flamboyant outfits are reserved for senior members of the pack; when dealing with Varg, adventurer wisdom has it, "look for the one who leaves your eyes watering."

Roleplaying

Adventuring Varg can be neatly divided into two categories: outcasts and everyone else. Those who have been rejected by Varg society at large, usually for 'anti-pack' crimes like idleness, theft, or deliberately inflicting bodily harm on another pack member, have little choice but to adopt a nomadic lifestyle. Other packs tend to be innately distrustful of 'strays,' and only take them into the fold in the rarest of circumstances.

Some outcasts wear their independence like a badge of pride, falling in with those they regard as fellow 'free spirits': brigands, criminals, rebels, and everything in between. Others feel genuine regret for their exile, and attempt to reform themselves through deeds of merit and valor. Either of these paths can bring an outcast Varg into contact with an adventuring group, though they can both pose problems for the group; free spirits refuse to do anything that doesn't serve their own interests, while reformers zealously oppose anything they deem morally dubious or reprehensible.

Traditional Varg are reluctant to set foot outside of their villages, except in large numbers. Their isolation makes them distrustful towards outsiders, if not other races in general; even friendly visitors are treated as potential enemies and subjected to intense scrutiny until their motives become clear. Once someone has earned the pack's trust, there's little the Varg won't do to assist them, though getting there can be an uphill battle. Strength and age earn a certain degree of respect in Varg circles, but selflessness is the cardinal virtue – any adventurer with a reputation for chivalry and charity will find herself well-positioned to make friends among the wolfmen. Canny negotiators can also exploit colors to their advantage, as the Varg instinctively regard eye-searing clothing as a mark of stature.

Varg speak Common Tongue with a deep, guttural emphasis on the 'r's. Their own language, a remnant of their feral days,

predominantly uses growls, barks, and howls to communicate. By casually slipping these into 'normal speech,' Varg can incorporate coded messages in almost any conversation. Varg names tend to be Germanic or Nordic-sounding; possible examples include Arnlaug, Eriulf, Horst and Vegeir. Family names are not used in Varg society, though some Varg are awarded a second name to commemorate a particular accomplishment. Where necessary, nicknames such as 'Fang' are used to distinguish between several wolfmen sharing the same moniker

VIERA

The enigmatic Viera are slender, silver-haired forest-dwellers, almost physically identical to humans save for a few notable differences. The most prominent of these is also the most visible: the large rabbit-like ears that protrude from the top of a Viera's head, granting them hearing keen enough to hear the voices of spirits, of nature itself. Combined with unusually sharp vision, this allows the Viera to track movement as far as away as ten kilometers with unerring accuracy — a feat most other races can only dream of.

Other distinctive features include limber legs, long fingers, and three-toed, pawlike feet with an arch large enough to make high-heeled shoes an orthopedic necessity. Viera skin colors can range from tan to brown, depending on species; the 'pure-blooded' *Veena Viera* have light brown skin, while the *Rava Viera* are darker in coloration.

VITAL DATA

Representatives: Fran (*FFXII*), Shara (*FFTA*), Mydia (*FFXIIRW*)

Typical Height: 1.6 – 1.8m (Male/Female, excluding ears)

Typical Weight: 70 – 90kg (Male/Female)

Hair Colors: Universally silver

Eye Colors: Red, green, blue

Habitats: Forests

Lifespan: 220 – 240 years

Young - 8 – 15 years

Average - 40 – 130 years

Old - 180 – 200 years

Society

The Viera have been forest-dwellers for many generations, living in elegant, sex-segregated platform villages suspended far above the ground. Such settlements are designed with defense as a first priority, hidden away from prying eyes by a thick veil of hallucinogenic powders and protected against invasion by barricades placed at regular intervals, allowing the village's archers to mount a defense at almost any location.

Though led by a chieftain, Viera take their directions from the Laws of the Wood, rigid rules and regulations every Viera is expected to follow. The Laws demand the forest be treated with care and respect, and forbid any villager from ever leaving the forest, regardless of reason; in return, the forest will shelter and nurture the

Viera for as long as they remain under its boughs. As a result, the majority of Viera live out their entire lives in the confines of the wood, content to remain ignorant of the world beyond. Due to this self-imposed isolation, Viera generally do not associate with other races; visitors are spurned and invaders annihilated by claw, bow, or the mystic energies of the forest itself.

A few, however, desire more from their lives. Driven by longing or curiosity, they abandon that sheltered existence to pursue a more uncertain, unpredictable one. Such acts carry severe consequences; those who venture into the outside world are no longer considered Viera by their fellows, and are treated as harshly as any other race, if not worse.

Due to their physical beauty, outcast Viera have little trouble melting into human societies; they readily strike up relationships with humans, and may even become romantically involved with them. Still, expatriate Viera are ultimately closest to one another, thanks to their shared history and long lifespans; any city with significant Viera presence will see them form tight, insular communities in a surprisingly short span of time.

Roleplaying

Viera can be grouped into two broad categories — those who abide by the Green Word, and those who have abandoned it to explore the world and expand their horizons. There is little love lost between latter and former; outcasts usually view their forest-dwelling counterparts as blind, hidebound xenophobes, while the traditionalists refuse to acknowledge the existence of their wandering, city-dwelling brethren out of hand. Adventuring Viera tend to be outcasts, though it is possible for a party to battle alongside traditionalist Viera under extraordinary circumstances.

An outside observer would find the Viera coolly intelligent, perhaps excessively so. Their long lifespans give them the ability to pursue knowledge in an orderly, focused manner; they have time enough to concentrate on mastering a subject in its entirety before moving on to the next, gradually building a wealth of abilities over the course of several decades. Viera age slowly, giving them a deceptively youthful appearance; a Viera with the face — and body — of a thirty-year-old can easily have the experiences and memories of two human lifetimes. As such, they can be creatures of many secrets and surprises, with a depth and breadth of knowledge that is often bewildering to other races unaware of their longevity.

All Viera are born with the ability to hear and speak the 'language' of their native forests through a form of psychic communication known as the Green Word. Using this talent, a Viera can communicate with local plants and trees, allowing them to track the passage of individuals within the forest as well as happenings at its outskirts. This ability, however, begins to atrophy once a Viera leaves the forest; the longer the absence, the greater the risk that the Green Word will be muted entirely. Viera are also sensitive to the ebb and flow of magic, and may find themselves overwhelmed by strong ambient energy. In the presence of particularly powerful magic, the resulting assault on their senses can cause them to lose control

altogether, driving them into a berserk frenzy.

Viera speak Common Tongue fluently and eloquently, albeit with a slight accent. Due to the fact that they have little interest in lineage, Viera have only a single four-letter name; the letter 'j' is frequently used in place of a vowel. Sample Viera names include Rena, Ktjn, Jote, and Rael.

YETI

Huge, muscled, and shaggy, the Yeti is as powerful and relentless as an avalanche. Dwelling at the very fringes of civilisation, these ape-like humanoids are perfectly adapted to life in bitter tundra and icy mountain peaks; their limbs are strong, their hands powerful enough to keep a grip on sheer ice, their claws capable of digging all but the hardest of rocks, their teeth adept at tearing flesh and crushing bone. Large feet provide extra traction on frozen ground and prevent them from sinking into snow drifts; for this reason, the Yeti is also known as *Bigfoot* in places. Other names given to Yeti include *Sasquatch*, *Snowman*, and *Wendigo*.

Though they are insulated by thick, leathery skin and a layer of long fur, a Yeti's true defense against the cold is a low natural body temperature; the colder the environment, the lower the temperature dips. Members of this species who live in sub-zero climates are actually capable of breathing ice particles, and can even exhale miniature blizzards from their freezing lungs.

VITAL DATA

Representatives: Umaro (*FFVI*)

Height: 2.0 – 2.2m (Male) / 1.9 – 2.0m (Female)

Weight: 180 – 220kg (Male) / 170 – 190kg (Female)

Fur Colors: White, brown, red, gold

Eye Colors: Yellow, black, brown, red

Habitats: Mountains, Forest, Tundra, Underground

Lifespan: 25 – 30 years

Young - 1 – 2 years

Average - 4 – 15 years

Old - 20 – 25 years

Society

Yeti society begins where most other races give up entirely – treacherous mountain peaks and howling, snow-covered wastes where only the hardiest of life forms survive. In these conditions, civilisation is superfluous; food is hunted down and killed, shelter comes in the form of natural caverns and burrows hastily dug out of the heaped snow, and possessions are limited to what can be carried – sometimes no more than a club or a necklace of trophies.

Harsh conditions serve to keep numbers small. Nomadic tribes rarely number more than ten to fifteen at a time, hunting in groups of two or three, though Yeti are far more common as individuals than as groups. Even families are temporary arrangements, lasting only from mating until such a time as the couple's offspring are capable of fending for themselves – typically between one and two

years. At this point, the young Yeti usually strike out on their own, and the couple separates until the next mating season.

Because of their isolated habitat, Yeti rarely come into contact with other races, giving them something of a mythical status among naturalists. Those living in the coldest, bleakest areas typically attack other humanoids on sight, treating them no differently from any animal or monster. In more hospitable environments, that aggression is traded for reclusiveness, albeit justifiably so; because of their monstrous natures, it is not uncommon for Yeti to be used as sport by unscrupulous hunters or fall victim to frightened villagers. Yeti who dwell within reach of a community tend to be excessively cautious creatures, staying far away from prying eyes and emerging from their safety of their lairs only under cover of night or fog.

Roleplaying

Yeti are straightforward, uncomplicated thinkers. Some would characterise them as stupid, but it is better to think of them as guileless; the brutal simplicity of day-to-day existence in Yeti society does not reward any thinking more intellectual than “Where I get food?” Their strength and exceptional vigor makes force a natural and regular part of the communications process; debates are frequently resolved by who can land the heartiest blows. To gain a Yeti's respect requires the strength to beat him in a man-to-man battle, though bravery is an acceptable substitute – Yeti figure that anybody with enough confidence to stare them down without quailing is probably worth listening to.

In the same vein, Yeti simply do not have the imagination or sophistication for culture shock. If dropped into high-tech society, they are more likely to shrug at – or smash – the devices they encounter rather than stare in rapt amazement. This unflappable attitude can be a great boon to adventuring parties; faced with an unfamiliar situation, Yeti are far more likely to keep their heads on straight than other races.

As they have little use for language, their take on the Common Tongue is somewhat crude. Yeti prefer to put what others say with words into a mighty roar or a swing of a club. Conversationally, they are creatures of little subtlety, always searching for the fastest resolution to a situation; poor diplomats, if excellent interrogators. Yeti names are short, built of one-syllable blocks each ending in a vowel. This construction is deliberate, allowing those names to be bellowed – one syllable at a time – across mountaintops and gorges to maximise the echo effect, and with it the distance the sound carries. Examples of this style of naming include Akuna, Kisatu, and Nuka.

DIFFERENTIATING RACES

For simplicity's sake, the FFRPG's races differ only in their Attributes, appearance, and background. This allows the races to be balanced against each other in campaigns where non-humans are the norm, making no one race decisively better than the rest. In campaigns where non-human characters are a novelty rather than a fact of life, however, it may make sense to differentiate them, giving their physiology and abilities actual gameplay implications. The optional rules in this section offer some suggestions on how GMs can accomplish this.

Skills

Because of fundamental differences in physiology, some races are better — or worse — at certain activities than others. A tiny Tarutaru, for instance, would have more trouble lifting a boulder than a hulking Yeti, while an agile Mithra has better hand-eye coordination than a lumbering Qu. Most of these differences are reflected by the races' Attributes, but there are some things that go beyond the scope of a simple statline. To reflect this, non-human characters can be given a **Racial Modifier** to certain Task Checks. A Racial Modifier can be either a bonus or a penalty, and stacks with Synergy and Enhancement Bonuses. Suggested Modifiers for several races are listed below.

CREIMIRE

DOUBLE-JOINTED LEGS

Thanks to the structure of their legs, Creimire can jump further and survive greater falls than other races. Creimire gain a +20 Racial Modifier on any *Acrobatics* and *Climbing* rolls where these abilities are beneficial.

DWARF

DENSE BODY

Dwarves have intense difficulty swimming due to the natural density of their bodies. Dwarves suffer a -30 Racial Modifier on all *Swimming* rolls, regardless of the circumstances.

HEAT TOLERANCE

A Dwarf can endure higher temperatures than most, flourishing even in the midst of molten lava. Dwarves gain a +40 Racial Modifier on *Survival* rolls made in desert and volcanic environments, though only when their personal survival is concerned.

MOOGLE

SMALL SIZE

Due to their diminutive size, Moogles gain a +20 Racial Modifier on

Stealth rolls and Attribute Checks in situations where their small stature is beneficial.

QU

EAT ANYTHING

A Qu can find nourishment in anything, digesting rocks and sands as readily as a fine roast. Qu gain a +40 Racial Modifier on *Survival* rolls made for foraging food, though only for the Qu itself — other races simply don't have the stomach for it.

RONSO

COLD TOLERANCE

Due to their high body temperatures, Ronso can weather far colder climates than most other races. Ronso gain a +20 Racial Modifier on *Survival* rolls made in arctic and cold environments, though only when their personal survival is concerned.

TARUTARU

SMALL SIZE

Due to their diminutive size, Tarutaru gain a +20 Racial Modifier on *Stealth* rolls and Attribute Checks in situations where their small stature is beneficial.

YETI

SNOWMAN

A Yeti is capable of living comfortably in sub-zero temperatures, and have little to fear from such environments. Yeti gain a +40 Racial Modifier on *Survival* rolls made in arctic and cold environments, though only where their personal survival is concerned.

Senses

In situations where the senses come into play, FFRPG characters use their *Awareness* Skill to determine what they pick up. As this Skill covers every sense, a character's sight, smell, and hearing are all assumed to be equally good. As the descriptions given over the course of this chapter make clear, though, this is not strictly the case for every race. To reflect this, GMs can apply Racial Modifiers to non-human characters' *Awareness* rolls depending on the senses being used. A table of suggested modifiers has been given below, breaking *Awareness* down into the six senses used by monsters in **Appendix II** and offering appropriate Racial Modifiers for each. Any sense with a strikethrough (---) is not naturally available to the race in question.

Table 3-2: Racial Senses

RACE	DAY VISION	NIGHT VISION	SMELL	HEARING	LIFE SENSE	MAGIC SENSE
Human	0	0	0	0	---	---
Bangaa	-20	-20	0	+20	---	---
Creimire	-10	-10	+10	+10	---	---
Dwarf	-10	+10	0	0	---	---
Elf	0	0	0	0	---	---
Galka	0	0	0	0	---	---
Mithra	0	+10	+10	+10	---	---
Mooglee	0	0	0	0	---	0
Nu Mou	0	0	0	0	---	+20
Qu	0	0	0	0	---	---
Ronso	0	0	0	0	---	0
Yeti	0	0	0	0	---	---
Tarutaru	0	0	0	0	---	0
Varg	-10	+10	+10	+10	---	---
Viera	+10	+10	0	+20	---	0

Traits

Finally, races may be differentiated by use of Traits. While some of the unique attributes of certain races can be covered by the Advanced Traits given in **Appendix IV**, others are best represented by the new Advanced Traits presented below.

MOOGLE

LIMITED FLIGHT

Effect: Moogles have small wings on their back, though they cannot fly, only hover – and even then only when unencumbered. Doing so is a tiring process, limiting the amount of time a Mooglee can feasibly spend airborne.

-1 Point (Spontaneous): By spending 1 Point, a Mooglee character can use her wings to pass over obstacles, avoid traps, cover impassable terrain, or escape a treacherous situation.

YETI

ICE BREATH

Effect: Though not potent enough to use as a weapon, a Yeti's breath is still cold enough to freeze objects, provided these are no larger than a tankard of ale or a puddle of water.

-1 Point (Spontaneous): By spending 1 Point, a Yeti character can use his cold breath to aid himself or the party.

VIERA

CHILD OF THE FOREST

Effect: Viera have a close relationship with their native woods, and are at a significant advantage when in their 'home turf.'

-1 Point (Spontaneous): By spending 1 Point, a Viera character can recognise and bypass the powers used to cloak Viera villages from outsiders.

-1 Point (Spontaneous): By spending 1 Point while in her native forest, a Viera character can communicate with the woods to locate any other Viera native to the forest, even if they are not currently in the area. Locations obtained in this manner will be vague rather than direct (*"Esle has passed through the cold mountains into the rift of ancient battle."*) and may require interpretation to be of any use to the party. Alternately, the Viera can find the exact location of any and all non-Viera life forms currently within the forest, as well as ones that have recently passed through the woods. This effect should be limited to Viera who have recently left their forest, and not be available to long-term exiles.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Racial Modifier: A modifier imposed to a Task Check as a result of a race's unique physiology.

“Remember that you alone choose the path on which you walk.”

Eidolon Ramuh
FINAL FANTASY IX

One does not become a master swordsman or legendary mage by luck alone; training and experience both play an important part in the shaping of a hero. Each of the four Classes in the **FFRPG** – Warrior, Expert, Adept and Mage – draws its power from a slightly different source. Fighters tap on *chi* and physical power, Mages on the natural force of magic, Experts on their expertise and ingenuity, and Adepts on a combination of all three. These four Classes are divided into a number of separate professions based on the heroes and heroines of the **Final Fantasy** series – crafty Engineers, sneaky Thieves, deadly Ninja, noble Dragoons, and more are all represented here.

FORMAT

The Jobs presented over the course of this chapter follow a standard format. After a brief introduction, each has a 'Job profile' containing the following information:

Attribute Bonuses are given before the profile proper. Added to a character's Racial Maximums, these determine the caps for the character's Attributes as a whole as described in **Chapter 2**.

Representatives lists characters in the **Final Fantasy** series that are either known members of the Job in question or embody many of its qualities. The game each character featured in is given in (parentheses).

HP Die is used to calculate the Job's Hit Points at character generation and upon gaining a Level as described in **Chapter 2**.

MP Die is used to calculate the Job's Magic Points at character generation and upon gaining a Level as described in **Chapter 2**.

Weapons lists the Weapon types this Job is proficient with. Weapon types not listed in a Job's profile may not be wielded by a character unless they have the Advantage *Special Training*. The one exception to this are Thrown Weapons, which may be used by all Jobs.

Armor lists the Armor types this Job is proficient with. Armor types not listed in a Job's profile may not be worn by a character unless they have the Advantage *Special Training*.

Accuracy Bonus varies from Job to Job, and is used to calculate to the character's Accuracy as per **Chapter 2**.

Skill Points give the number of Skill Points a character of this Job can spend at character creation.

Skill Aptitude lists the Skill Category the character can buy Skills at

half cost from.

The Job's Ability Set is presented after the profile, presenting each individual Ability in an easy-to-read format. For Spell-casting Jobs, the Ability Set also contains a table showing when new Spells are gained, if applicable.

! Abilities and Two Weapons

Unless its description says otherwise, all offensive Abilities are limited to a single Weapon at a time. If the character has more than one Weapon equipped, decide which one to use.

WARRIOR JOBS

Warriors make up the front line of any battle, fearlessly charging into the thick of a fray without any regard to personal safety. Their ability to deal and receive damage in equal measure makes them essential in protecting the party's weaker members and a formidable force in their own right.

Almost all Warriors derive their powers from the manipulation of *chi*, the natural energy that flows through all living beings. By siphoning off portions of their own *chi* or opening their bodies to its ambient flow, Warriors can infuse their attacks with additional power or perform superhuman feats of athleticism. This allows them to use their talents almost indefinitely – or at least until as long as they still draw breath.

狩人

Archer

Archers are master bowmen, capable of channeling immense powers through the arrows they fire. Where others believe in brute strength, the Archer's forte lies in precision and discretion. Schooled as snipers, hunters, and rangers, most Archers learn to work independently early on in their careers. This gives them the flexibility needed to set up targets of opportunity, firing from unexpected quarters with every intention of making the first shot the final one. Whether the quarry in question is monster, animal, or human is immaterial; once a target has been committed to, the Archer's only concern is its swift and efficient elimination. All of this encourages a patient, cool-headed, even ruthless breed of person; only in a state of absolute calm can the Archer's true potential unfold.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Archer	+15	+10	+15	+10	+5	+5

JOB PROFILE

Representatives: Archer Job (*FFIII*, *FFT*, *FFTA*), Ranger Job (*FFXI*), Hunter Job (*FFV*, *FFXI*, *FFTA*), Sniper Job (*FFTA*), Mustadio Bunanza (*FFT*), Barret Wallace (*FFVII*)

HP Die: d10

MP Die: n/a

Weapons: Boomerangs, Bows, Crossbows, Rifles

Armor: Armwear, Hats, Suits, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Wilderness

SHOTS

The Archer's talent with a ranged weapon is unparalleled. With almost minimal effort, he can focus his will into an projectile, strike disabling blows, or unleash a withering barrage of fire at his opponents.

TAKE AIM

LEVEL 1

Target: Single

Type: Slow Action (2)

The Archer enters a state of absolute concentration, focusing every fiber of his being on tracking the target's movements to strike with absolute accuracy. *Take Aim* inflicts **100%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, if the Weapon being used in the attack has an Equipment Ability that allows it to inflict Status Conditions, their CoS is increased by **+30**. This does not affect any Immunities the target possesses.

CHARGE

LEVEL 8

Target: Single

Type: Slow Action (CT varies)

By storing up *chi* energy as he waits for the perfect shot, an Archer can strike with greater power and force when he finally makes his attack.

The power of *Charge* depends both on the Archer's Level and how

long he is prepared to charge an attack for. At Level 8, the Archer can do **125%, Armor** damage by charging for 4 ticks, striking automatically; at higher Levels, he gains the ability to charge longer for increased damage, but may always choose to use Charge with a shorter CT in exchange for reduced damage. The table below gives the exact breakdown.

Table 4-1: Charge Damage

TYPE	LEVEL	DAMAGE	CHARGE TIME
Charge +1	8	+25%	4
Charge +2	29	+50%	10
Charge +3	43	+75%	14
Charge +4	64	+100%	20

LEG AIM

LEVEL 15

Target: Single

Type: Slow Action (6)

The Archer takes aim, firing a crippling shot intended to cut short the target's movement. *Leg Aim* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Immobilize* (4).

ARM AIM

LEVEL 22

Target: Single

Type: Slow Action (8)

Drawing a bead, the Archer lets loose with a well-placed shot, aiming to cripple the target's fighting ability. *Arm Aim* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Disable* (4).

MINDBLOW

LEVEL 29

Target: Single

Type: Slow Action (10)

The Archer draws on his body's *chi*, creating a glowing, iridescent ball of vital energy and firing it at the enemy in one swift motion. *Mindblow* inflicts **100%** Physical damage, subtracted from the target's MP rather than HP.

TABLETURNER

LEVEL 36

Target: Single

Type: Slow Action (12)

An experienced Archer can make an enemy's armor work against it, striking blows where they're least expected. *Tableturner* inflicts **100% + Target's Armor** Physical damage on the targeted combatant, striking automatically.

ARROW GUARD

LEVEL 43

Target: Self

Type: Support Ability

An Archer who has mastered the art of setting up a shot can predict where – and when – his opponents will do the same. *Arrow Guard* gives the Archer an Evasion bonus equal to his current Level against Ranged attacks targeting him. This only affects attacks modified by Evasion – those targeting the Party or modified by M. Evasion are resolved as normal.

BARRAGE

LEVEL 50

Target: Group

Type: Slow Action (16)

By entering a state of heightened awareness and channeling *chi* into his motions, the Archer can open fire at an entire formation of foes,

creating a devastating hail of attacks. *Barrage* inflicts **100%, Armor** Physical damage on all eligible combatants in the targeted Group, striking automatically. Unlike other Snipe Abilities, *Barrage* does not override Equipment Abilities bestowed by ammunition. The Archer may choose what ammunition – if any – to use against each individual target. Any ammunition used during the *Barrage* is consumed as normal.

TRIPLE FOUL LEVEL 57

Target: Single **Type:** Slow Action (18)

Calling on his *chi* reserves, the Archer looses three quick shots at an opponent, hoping to weaken and disorient them with one well-placed salvo. *Triple Foul* has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Confusion* (6), *Disable* (6), and *Silence* (6); roll separately for each Status.

UNLIMITED SHOT LEVEL 64

Target: Group **Type:** Slow Action (20)

At its pinnacle, the Archer's art allows him to channel his energy into a continuous stream of missile fire, indiscriminately peppering his foes with shot after shot. *Unlimited Shot* allows the Archer to make a series of increasingly inaccurate attacks, each striking a random opponent for **100%, Armor** Physical Damage. The first attack has a CoS of **100**; this decreases by **10** on each subsequent attack until the Archer misses a target, ending *Unlimited Shot*. As per the Rule of 10, the CoS will never go below **10**.

“The pressure of the moment... An instant of tension... That's what... I have to face alone...”

Irvine Kinneas
FINAL FANTASY VIII

竜騎士

Dragoon

Also known as *Dragon Knights*, Dragoons trace their lineage back to an ancient order of dragon-riders renowned for their skill in aerial combat. Their chosen mount, the Wind Drake, was a small, agile dragon capable of flying at great speeds and executing devastating dive-bomb attacks that literally crashed into opponents from on high, turning the Dragoons' reinforced lances into armor-splitting projectiles.

However, times have changed, and the Dragoons' mounts are only a distant memory. To compensate, Dragoons have learned to harness the powers of their predecessors' long-dead companions, channeling the Dragon Spirit through their bodies to recreate techniques and attacks of old.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Dragoon	+15	+12	+10	+10	+8	+5

JOB PROFILE

Representatives: Dragoon Job (*FFIII*, *FFV*, *FFXI*, *FFT*, *FFTA*), Uhlan Job (*FFXII*), Kain Highwind (*FFIV*), Cid Highwind (*FFVII*), Ward Zabac (*FFVIII*), Freya Crescent (*FFIX*)

HP Die: d10

MP Die: n/a

Weapons: Axes, Knives, Polearms, Swords

Armor: Gauntlets, Helmets, Mail, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

DRAGON ART

By drawing on the spirit of the ancient Wind Drakes and the legendary Six Dragons, a Dragoon can channel the powers of dragonkind into a brutal array of aerial and ground attacks. Most Dragoons favor spears and javelins in combat – partially out of respect for the old ways, partially to absorb the incredible kinetic force of their signature jump attacks.

JUMP

LEVEL 1

Target: Single

Type: Slow Action (Special CT)

Calling on the spirit of the Wind Drake, a Dragoon gains the ability to break the bonds of gravity and soar into the skies with a single bound. *Jump* can carry the Dragoon as far as 30 meters – vertically, horizontally, or a combination of both. If used as an attack, it inflicts **200%, Armor** Physical damage on the target, striking automatically.

Jump essentially functions as a Slow Action. Once the Dragoon has *Jumped*, she will land during her next turn, regardless of whether it takes place later in the same Round or in the next Round entirely. While in the air, the Dragoon generates Initiative as normal, but moves too quickly to be targeted; she will not be affected by any Group attacks targeting her allies. Status Conditions continue to affect the Dragoon and count down as normal 'in flight.'

As with any Slow Action, anything that would prevent the Dragoon from completing the *Jump* – up to and including the Dragoon's Hit Points being reduced to 0 or lower – will automatically cancel it, returning the Dragoon to the field of battle. Use of *Jump* may be restricted in areas with low ceilings, though this is left to the GM's discretion.

CHERRY BLOSSOM

LEVEL 8

Target: Group

Type: Slow Action (4)

The Dragoon charges her weapon with the Dragon Spirit, building up a critical quantity of energy before hurling it at the enemy. As the weapon strikes the ground, the charge releases in a series of fiery explosions, engulfing the immediate area. *Cherry Blossom* strikes automatically, inflicting **75%, Armor** Physical damage on all opponents in the targeted Group.

ANCIENT CIRCLE

LEVEL 15

Target: Party

Type: Slow Action (6)

Every Dragoon knows that not everything with scales is a friend. By creating a circle of power around the party, the Dragoon can infuse all weapons in the area with the Dragon Spirit, allowing them to strike true against wyrms and their kin. When used, *Ancient Circle* gives any Weapon currently equipped by the Dragoon or her allies the Equipment Ability *Dragon Killer*, allowing her to strike Dragon enemies for **+100%** damage (4).

LANCER

LEVEL 22

Target: Single

Type: Slow Action (8)

Channeling the power of the Red Dragon into her weapon, the Dragoon lunges forward with bone-shattering force. *Lancer* inflicts **125%, Armor** Physical damage on the target, striking automatically; in addition, **50%** of the damage dealt is subtracted from the target's MP. MP damage dealt by *Lancer* is not reduced by ARM or M. ARM.

REIS'S WIND

LEVEL 29

Target: Party

Type: Slow Action (10)

The Dragoon calls upon the power of the Holy Dragon Reis, enveloping her allies in a stream of life force that bestows the Status Condition *Regen* (4).

DRAGONHEART

LEVEL 36

Target: Self

Type: Reaction

The Dragoon shrouds herself in the power of the Dragon Spirit, entrusting her life to its mercies. When triggered, *Dragonheart* has a flat CoS of **30%** of bestowing the Status Condition *Reraise* (∞). This Ability may only be used once per battle or Scene.

Reaction Trigger: Physical Damage, Magical Damage

WHITE DRAW

LEVEL 43

Target: Single/Party **Type:** Slow Action (14)

The Dragoon summons the power of the White Dragon in a sweeping white mist that encircles the enemy, draining their magical energies before dissipating in a shower of mana-rich particles. *White Draw* inflicts **100%, M. Armor** Magical damage to the target's MP. Once damage has been calculated, every active character with an MP Die in the Party gains **(MP Drained / Number of Active Characters in Party with MP Dice)** MP.

POWER JUMP

LEVEL 50

Target: Special **Type:** Slow Action (Special CT)

Dragoon veterans jump high and true, marshaling their training to launch powerful attacks in mid-flight. *Power Jump* can carry the Dragoon as far as 60 meters – vertically, horizontally, or a combination of both.

Power Jump is in essence three Slow Actions with a Single target, each with a CT of 16. The first Action sees the Dragoon jump into the air. The second Action is undertaken on the following turn as the Dragoon remains in the air, hurling golden *chi* projectiles at her target's Group. These inflict **150%, M. Armor** Magical damage to all active combatants in the Group; use the Dragoon's MAG, rather than STR, to calculate the base Weapon damage. The third occurs on the next turn, as the Dragoon fires another round of *chi* projectiles, resolved in the same manner as the first round. Once damage calculation is complete, the Dragoon then lands on her original target, inflicting **200%, Armor** Physical damage. Beyond this, *Power Jump* is subject to the same rules and restrictions as *Jump*.

DRAGON BREATH

LEVEL 57

Target: Single **Type:** Slow Action (18)

The Dragoon draws on the power of the rarest of all wyrmkind, the two-headed dragon, summoning two spectral dragon's heads to perch on her shoulders and consume the enemy with waves of magical flame. *Dragon Breath* has a CoS of **Dexterity, M. Evasion** of inflicting **(Target's Maximum HP - Target's Current HP)** Physical damage. Damage dealt by *Dragon Breath* is not modified by Armor, but cannot exceed 999 HP.

DRAGON HORN

LEVEL 64

Target: Group **Type:** Slow Action (Special CT)

Mastery of the Dragoon Jump gives the Dragoon unrivaled control over her landings, turning a single deadly impact into a series of brutal, unpredictable pounces. *Dragon Horn* can carry the Dragoon as far as 40 meters – vertically, horizontally, or a combination of both.

Unlike *Jump* and *Power Jump*, *Dragon Horn* has an initial Charge Time of 20 ticks before the Dragoon jumps; during this time, she can be targeted as normal, and is still vulnerable to attack. At the end of this Charge Time, the Dragoon leaps into the air. She does not land immediately during her next turn, but 20 ticks afterwards; in essence, this is a second Slow Action with another CT of 20.

Upon landing, the Dragoon strikes the initial target automatically for **200%, Armor** Physical damage, then uses the force of the impact to propel herself back into the air for another attack. Roll a d8 and consult the table below to determine how many times the Dragoon 'bounces' after the initial landing.

Roll	Number of Jumps
1	1
2 - 4	2
5 - 7	3
8	4

Every subsequent 'bounce' automatically strikes a randomly determined combatant in the initial target's Group, inflicting **75%, Armor** Physical damage with every strike. Beyond this, *Dragon Horn* is subject to the same rules and restrictions as *Jump* and *Power Jump*.

フェンサー

Fencer

The Fencer is the wind. While easily mistaken for any other fighter from a distance, the Fencer is a completely different beast. Weaving and dodging between foes, theirs is a mobility that the average warrior struggles to match; their weapons are as much the style and grace they bring to the battle as the weapons they carry. To accommodate this, Fencers favor fast arms such as rapiers and foils and eschew heavier, more cumbersome armor in combat, relying on reflexes and panache to see them through.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Fencer	+10	+10	+15	+15	+5	+5

JOB PROFILE

Representatives: Fencer Job (FFTA)

HP Die: d10

MP Die: n/a

Weapons: Knives, Light Swords, Swords

Armor: Armwear, Hats, Suits, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

FENCING

Some swordsmen rely on brute force; others use inner might or magical power. The Fencer's tools are speed and persistence, turning simple attacks into a flurry of movement capable of confounding and destroying any opponent.

SWARMSTRIKE

LEVEL 1

Target: Single

Type: Slow Action (2)

The Fencer thrusts his blade forward with a flash of *chi*, creating a buzzing swarm of ethereal insects that bite and sting the target. *Swarmstrike* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Poison* (∞).

REFLEX

LEVEL 8

Target: Self

Type: Support Ability

Fencers with a little experience under their belts gain an uncanny eye for impending danger, allowing them to react to attacks with almost supernatural speed. *Reflex* grants the Fencer a (Level / 2) bonus to his Evasion.

FEATHERBLOW

LEVEL 15

Target: Single

Type: Slow Action (6)

The Fencer brings his blade around in a wide sweep, creating a trail of razor-edged white feathers that cut into the target. *Featherblow* inflicts (10 x AGI) + 3d8, M. Armor Wind Elemental damage, striking automatically.

GREASED LIGHTNING

LEVEL 22

Target: Self

Type: Support Ability

A skilled Fencer learns to strike with swiftness rather than force, turning his attacks into fast, unpredictable lunges that keep his foes off-balance. *Greased Lightning* allows the Fencer's Attack Actions to ignore any Reactions they would normally trigger; his attacks are simply too fast to allow an opponent to counter.

SHADOWSTICK

LEVEL 29

Target: Single

Type: Slow Action (10)

The Fencer whirls his blade around the target, calling the opponent's own shadow to rise up and entangle them. *Shadowstick* inflicts (14 x AGI) + 4d8, Armor Shadow Elemental damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Agility Break* (4).

CHECKMATE

LEVEL 36

Target: Single

Type: Slow Action (12)

Using only the tip of his blade, the Fencer draws the outline of a death's head around his opponent. As the last stroke is made, the image solidifies, turning into a phantasmal skull that entraps the target. *Checkmate* has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Condemned* (4) and *Slow* (4); roll separately for each Status.

SWALLOWTAIL

LEVEL 43

Target: Group

Type: Slow Action (14)

The Fencer begins to spin and pirouette, picking up speed until he has turned into a whirling dervish that cuts and slices its way through the enemy without mercy. *Swallowtail* inflicts (16 x AGI) + 5d8, Armor Physical damage on all combats in the targeted Group, striking automatically.

MANASTRIKE

LEVEL 50

Target: Single

Type: Slow Action (16)

The Fencer lunges forward, stopping his blade just short of striking the target; at that instant, the target's mana reserves are drawn out and solidify, shattering as the Fencer's blade thrusts through. *Manastrike* inflicts (20 x AGI) + 4d12, M. Armor Magical damage, striking automatically; the total is subtracted from the target's MP, rather than HP.

NIGHTHAWK

LEVEL 57

Target: Single

Type: Slow Action (18)

The Fencer swings his blade and creates a dark ripple that instantly solidifies into a bolt of power, striking the target from on high. *Nighthawk* inflicts (27 x AGI) + 5d12, M. Armor Shadow Elemental damage, striking automatically.

PIERCETHROUGH

LEVEL 64

Target: Single

Type: Slow Action (20)

Gathering *chi*, the Fencer steps forward and strikes, creating a surging crescent of energy that tears through the target's defenses. *Piercethrough* inflicts (32 x AGI) + 5d12 Physical damage, striking automatically.

闘士

Fighter

The Fighter is the warrior in its purest form, embodying the soldiers, mercenaries, adventurers, and wanderers who make their living by the sword and gather their craft from bitter experience. Other warriors spend their lives perfecting a single technique or honing their talents in a particular type of weapon; Fighters merely learn to survive, picking up every trick and tactic they can. Though their attacks lack the finesse and flash of the other professions, the Fighter's broad focus makes her a formidable presence.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Fighter	+15	+15	+10	+10	+5	+5

JOB PROFILE

Representatives: Gladiator Job (*FFTA*), Fighter Job (*FFI*, *FFIII*), Squire Job (*FFT*), Warrior Job (*FFXI*)

HP Die: d12

MP Die: n/a

Weapons: Axes, Boomerangs, Bows, Claws, Crossbows, Flails, Gloves, Greatswords, Knives, Katana, Light Swords, Ninja Blades, Polearms, Rods, Staves, Swallows, Swords

Armor: Armwear, Gauntlets, Helmets, Hats, Mail, Suits, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

BATTLE SKILL

The Fighter's forte is versatility, not technique. A good Fighter uses every weapon at her disposal and every edge she can find in the name of ultimate victory, a fact reflected in the Fighter's abilities.

! Battlefield Genius

While weapon abilities are canceled out by *most* Warrior abilities (the Archer's *Take Aim* is an example of an exception), every single one of the Fighter's abilities using weapon damage continue to make use of their weapon abilities.

MIGHTY STRIKE LEVEL 1

Target: Single **Type:** Slow Action (2)

Focusing on a lone opponent, the Fighter gathers her strength for an all-or-nothing blow in the hopes of striking some weak point – a rent in the armor, a loose scale, a vulnerable underbelly.

Roll for *Mighty Strike* as you would for a normal Attack Action, halving the Fighter's Accuracy after modifying for the target's Evasion. If the attack is successful, *Mighty Strike* inflicts **200%, Armor** Physical damage on the targeted combatant. Equipment Abilities may be used in this attack, and effects that increase the likelihood of a Critical Hit affect the CoS of *Mighty Strike* by an equal amount – **+5** or **+10** for *Signature Weapon*; **+10** or **+20** for *Critical+* and *Critical++* respectively. However, *Mighty Strike* itself cannot score Critical Hits.

THIRD EYE LEVEL 8

Target: Self **Type:** Fast Action

By entering a state of absolute concentration, the Fighter can brace for impending attacks and make sure she stays out of harm's way. *Third Eye* allows a Fighter to automatically evade the next Physical attack that successfully hits them, regardless of their current Evasion (2). This is a fixed effect, and does not improve with consecutive uses of this Ability. Once the attack has been dodged, *Third Eye* has no further effect until this Ability used again.

SCREAM LEVEL 15

Target: Self **Type:** Fast Action

With an ear-shattering battlecry, the Fighter releases her *chi* reserves in a blood-colored explosion of power, suffusing every fiber of her being with energy. *Scream* bestows the Status Conditions *Power Up* (4) and *Agility Up* (4).

QUICK HIT LEVEL 22

Target: Single **Type:** Fast Action

The Fighter leaps to the attack in a blur of motion, striking and retreating in a split second. *Quick Hit* inflicts **75%, Armor** Physical damage on the targeted combatant, striking automatically. In addition to the damage dealt, the Fighter gains a **+8** bonus on her next Initiative roll; this is a fixed effect, and does not improve with consecutive uses of this Ability.

DOUBLE CUT LEVEL 29

Target: Single **Type:** Slow Action (10)

The Fighter moves with flawless speed and accuracy, delivering a devastating one-two strike against a hapless opponent. *Double Cut* consists of two separate attacks, each of which automatically strikes the targeted combatant for **100%, Armor** Physical damage.

FIRST STRIKE LEVEL 36

Target: Self **Type:** Support Ability

A trained Fighter is ready for combat at a moment's notice. *First Strike* allows the Fighter to always act in the Preemptive Round, even if no other combatant can. Once the Preemptive Round ends, generate Initiative as normal.

BONECRUSHER LEVEL 43

Target: Single **Type:** Reaction

Though slow to provoke, Fighters can retaliate against an incautious opponent with skull-shattering force. When triggered, *Bonecrusher* has a CoS of **(Level / 3) + AGI** of allowing the Fighter to make an immediate Attack Action targeting the combatant that damaged her. Roll to hit as normal; if successful, the attack inflicts **150%, Armor** Physical damage. Equipment Abilities may be used in this attack.

Trigger: The Fighter takes Physical damage

SLASH-ALL

LEVEL 50

Target: Group

Type: Slow Action (16)

Gathering her *chi*, the Fighter dissolves into a blur of movement, circling around her opponents to rain blows from every side and angle. *Slash-All* allows the Fighter to inflict **100%, Armor** Physical damage on every eligible combatant in the targeted Group, striking automatically. Equipment Abilities may be used in these attacks.

FINAL ATTACK

LEVEL 57

Target: Special

Type: Reaction

By drawing on her last reserves of energy, the Fighter can ignore even the most grievous of wounds, striking one final blow when it's least expected. When triggered, *Final Attack* allows the Fighter to make one Action. Resolve the effects of this Action immediately, even if it normally would require a Charge Time. Once this is done, the Fighter is rendered *Unconscious*; the only way to prevent this from happening is by using the *Final Attack* on an effect that cancels *Unconscious*.

Trigger: Fighter's HP reduced to 0 or lower by Physical or Magical damage – cannot be triggered by Status Conditions

“It cannot end thus...”

Balthier
FINAL FANTASY XII

FINISHING TOUCH

LEVEL 64

Target: Single

Type: Slow Action (20)

By bringing her weapon around in a wide sweep, the Fighter creates a howling vortex of *chi* to engulf the target. *Finishing Touch* has a CoS of **Dexterity, M. Evasion** of instantly reducing the target to 0 HP, regardless of their current HP score, Armor, or M. Armor rating; treat this as a Death effect. If the target survives, *Finishing Touch* has an additional CoS of **Dexterity, M. Evasion** of inflicting the Status Conditions *Stone* (∞) and *Stop* (4). Roll separately for each Status.

ナイト

Knight

Stoic and powerful, the Knight is a master of heavy arms, trained from early on to move freely in mail and plate in places where battle rages the fiercest. The armor, however, masks a deeper steeling in the soul — a true Knight is a universal symbol of guardianship, embodying all the impenetrability of a fortress, the unbending will of a general, and the destructive force of a mighty siege engine. For those he protects, the Knight would move heaven and earth in the name of duty; for those who oppose him, death is meted out with swift and clinical precision. Not every Knight is a shining beacon of virtue; there are those who have lost their faith and purpose, who have strayed from the path and into corruption. But at their core, even these wayward spirits have a firmness of character that most warriors could never equal.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Knight	+15	+15	+10	+10	+5	+5

JOB PROFILE

Representatives: Adelbert Steiner (*FFIX*), Auron (*FFX*), Knight Job (*FFIII*, *FFV*, *FFT*), Leo Cristophe (*FFVI*), Soldier Job (*FFTA*)

HP Die: d10

MP Die: n/a

Weapons: Axes, Flails, Gloves, Greatswords, Knives, Polearms, Swords

Armor: Gauntlets, Helmets, Mail, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

ARTS OF WAR

Knights are the masters of destruction, cracking armor, strength, and spirit with their well-placed blows before sweeping their demoralized opponents aside with a powerful arsenal of finishing moves.

LIFE BREAK

LEVEL 1

Target: Single

Type: Fast Action

A wounded Knight can marshal his fleeting *chi* into power, channeling that lost life force into his weapon for a bone-rattling attack. *Life Break* inflicts (Knight's Maximum HP — Knight's Current HP) Physical damage and strikes automatically. Damage inflicted by *Life Break* can only be affected by Barrier effects — Conditions like *Power Up* and *Power Break* have no impact on *Life Break*.

ARMOR BREAK

LEVEL 8

Target: Single

Type: Fast Action

The Knight's weapon is bathed in golden light as he leaps in to attack, cracking the target's defenses in an explosion of amber fragments. *Armor Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Armor Break* (6).

MENTAL BREAK

LEVEL 8

Target: Single

Type: Fast Action

The Knight's weapon is surrounded by a blue-green glow that flares as it makes contact with the target, piercing its magical defenses in a single stroke. *Mental Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Mental Break* (6).

SPEED BREAK

LEVEL 15

Target: Single

Type: Slow Action (6)

The Knight's weapon shimmers sky-blue just before striking the target, destroying its reflexes and coordination. *Speed Break* inflicts **125%, Armor** Physical damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Agility Break* (6).

POWER BREAK

LEVEL 22

Target: Single

Type: Fast Action

The Knight's weapon flashes a violent scarlet as it connects, sapping at the target's strength and power. *Power Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Power Break* (6).

MAGIC BREAK

LEVEL 22

Target: Single

Type: Fast Action

The Knight's weapon takes on a deep violet hue, growing in intensity as it slashes at the target and shatters its built-up mana. *Magic Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Magic Break* (6).

“You place too much trust in your magics.”

Auron

FINAL FANTASY X

MIND BREAK

LEVEL 29

Target: Single

Type: Slow Action (6)

The Knight's glows night blue as he strikes, shattering his target's spirits with a single blow. *Mind Break* inflicts **125%, Armor** Physical damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Spirit Break* (6).

THUNDER SLASH

LEVEL 36

Target: Single

Type: Slow Action (12)

The Knight dives at his opponent, weapon raised to the sky as dark clouds gather overhead. Suddenly lightning arcs, earthing itself in the Knight's blade at the exact moment of impact; the result is a sizzling shock of electricity that courses through the opponent. *Thunder Slash* inflicts **150%, M. Armor** Lightning Elemental damage, striking automatically.

CLIMHAZZARD

LEVEL 43

Target: Group

Type: Slow Action (14)

The Knight drives his weapon deep into an opponent before leaping up, dragging his weapon with him to spark his victim's life force into a brilliant flash of energy. *Climhazzard* inflicts **125%, M. Armor** Magical damage to all combatants in the targeted Group, striking automatically.

IAI STRIKE

LEVEL 50

Target: Single

Type: Slow Action (16)

The Knight leaps at the target, bringing his weapon down hard to spark a chaotic explosion of *chi* energy. *Iai Strike* has a flat **30%** CoS of instantly reducing the target to 0 HP, regardless of their current HP score, Armor, or M. Armor rating; treat this as a Death effect. If the target survives, *Iai Strike* inflicts **100%, Armor** Physical damage, striking automatically.

SHOCK

LEVEL 57

Target: Group

Type: Slow Action (18)

The Knight holds his weapon aloft, channeling his *chi* into the blade until it begins to crackle with barely suppressed power. One swing frees the stored energy, creating a cataclysmic blast that engulfs the enemy in blue-white light. *Shock* inflicts **150%, Armor** Physical damage to all active combatants in the targeted Group, striking automatically.

STOCK BREAK

LEVEL 64

Target: Group

Type: Slow Action (20)

The Knight leaps forth and strikes with crushing finality, pushing every spare mote of *chi* into an explosion of raw energy. *Stock Break* has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Armor Break (6)*, *Mental Break (6)*, *Power Break (6)*, and *Magic Break (6)*. Roll once for every active combatant in the targeted Group – if successful, all listed Status Conditions will be added.

モンク

Monk

Monks are masters of unarmed combat, fighting with skills formed by years of hard exercise and rigorous training. Unlike other warriors, Monks are as deadly empty-handed as armed, wreaking havoc on their opponents with feet, fists and any other part of their body they can throw into an attack. However, these talents require the Monk to remain unencumbered, making heavy armor more of a hindrance than a benefit. An experienced Monk thus learns to rely on their own fortitude more than any piece of protective gear.

There are other tradeoffs as well – the Monk's hermetic lifestyle, with its emphasis on simple living and a regimen of demanding, repetitive exercises, takes its toll on the young and impatient. Only one in ten trainees ever ascends to true masterhood with it; the majority break off their education with only a handful of *kata* under their belts, culling the numbers of would-be Monks more effectively than any foe.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Monk	+15	+15	+7	+8	+10	+5

JOB PROFILE

Representatives: Amaranth Coral (*FFIX*), Monk Job (*FFI*, *FFIII*, *FFV*, *FFT*), Sabin Rene Figaro (*FFVI*), Tifa Lockheart (*FFVII*), Yang Fang Leiden (*FFIV*), Zell Dincht (*FFVIII*)

HP Die: d12

MP Die: n/a

Weapons: Claws, Flails, Gloves, Staves

Armor: Armwear, Hats, Suits

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

MARTIAL ARTS

As a master of unarmed combat, the Monk's body is as dangerous a weapon as any sword or spell. A Monk's martial arts thus combine crippling bare-handed blows, spectacular energy attacks, and spiritual discipline to devastating effect. Abilities in the *Martial Arts* Set can only be used in conjunction with Weapons that use a d6 or d8 Damage Die.

BRAWLER

LEVEL 1

Target: Self

Type: Support Ability

In any other profession's training, hand-to-hand fighting is a matter of last resort. Monks, however, are taught to rely on their fists from day one, honing their proficiency to the point where even a simple punch can become a force to be reckoned with.

Brawler allows a Monk to make two attacks against a target with Claws, Flails, Gloves, Staves, or Brawling attacks at the cost of a single Attack Action. Calculate damage as if the Monk had made two separate Attack Actions against the target, rolling to hit as normal. *Brawler's* effects do not stack with those of the *Two Weapons* Skill.

PUNCH RUSH

LEVEL 1

Target: Single

Type: Slow Action (2)

The Monk unleashes a flurry of rapid-fire punches, fists moving faster than the eye can follow. *Punch Rush* inflicts **150%, Armor** Physical damage, striking automatically.

METEOR STRIKE

LEVEL 8

Target: Single

Type: Slow Action (4)

In an impressive display of strength, the Monk forcefully lifts the target over her head before swiftly suplexing it into the ground, a strike that rattles the battlefield to its foundations. *Meteor Strike* inflicts **150%, Armor** Physical damage, striking automatically; in addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Confuse* (4).

EARTH SLASH

LEVEL 15

Target: Group

Type: Slow Action (6)

The Monk slams the ground with one outstretched palm, sending a violent tremor that surges through the earth before erupting in a shower of rocks and debris. *Earth Slash* inflicts **(10 x MAG) + 3d6, M. Armor** Earth Elemental damage on all active combatants in the targeted Group, striking automatically.

COUNTER

LEVEL 22

Target: Single

Type: Reaction

By keeping a close eye on her opponents, the Monk is able to marshal a counterattack at a moment's notice. When triggered, *Counter* has a CoS of **(Level / 2) + (AGI x 2)** of allowing the Monk to make an immediate Attack Action targeting the combatant that damaged her. Roll to hit as normal; if successful, the attack inflicts **100%, Armor** Physical damage. Note that *Counter* will only trigger once for each Attack or Ability, even if they consist of multiple individual attacks.

Trigger: The Monk takes melee Physical damage.

AURA CANNON

LEVEL 29

Target: Single

Type: Slow Action (10)

Gathering her *chi*, the Monk fires a searing beam of blue-white energy from her palms. *Aura Cannon* inflicts **(19 x MAG) + 5d8, M. Armor** Holy Elemental damage, striking automatically.

FIRE DANCE

LEVEL 36

Target: Group

Type: Slow Action (12)

The Monk releases her built-up *chi* in a wave of heat and flame, sending ghostly, fire-streaked doubles into the fray to scour the battlefield. *Fire Dance* inflicts **(17 x MAG) + 4d8, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically.

SOUL SPIRAL

LEVEL 43

Target: Party

Type: Fast Action

The Monk begins to whirl on the spot, gathering speed as she

focuses her life force into waves of soothing green particles that wash over the party. *Soul Spiral* restores Hit Points to the Monk's allies at the expense of the Monk's own; the Monk's player must declare how many HP they wish to sacrifice when the Ability is used. The amount restored depends on the Monk's VIT; reduce the Monk's HP by the chosen amount, then consult the table below to see how many Hit Points the rest of the Party regain. For example, a Monk with VIT 22 sacrificing a total of 40 HP through *Soul Spiral* would restore 200 HP to all allies.

Table 4-2: Soul Spiral Effects

MONK'S VIT	HP RESTORED TO ALLIES
1 - 4	(HP Sacrificed)
5 - 9	(HP Sacrificed x 2)
10 - 14	(HP Sacrificed x 3)
15 - 19	(HP Sacrificed x 4)
20 - 24	(HP Sacrificed x 5)
25 - 29	(HP Sacrificed x 6)
30	(HP Sacrificed x 7)

RAZOR GALE **LEVEL 50**
Target: Group **Type:** Slow Action (16)
 The Monk enters a slow spin, charging up her chi to loose a rapid

series of crescent-shaped air blasts at the enemy. *Razor Gale* inflicts **(21 x MAG) + 4d10, M. Armor** Wind Elemental damage on all active combatants in the targeted Group, striking automatically.

DEMI SHOCK **LEVEL 57**
Target: Single **Type:** Slow Action (18)

Reaching out with one hand, the Monk sends tendrils of *chi* to compress the air around the target, creating a sphere of crushing gravitational force. *Demi Shock* has a CoS of **Mind, M. Evasion** of causing damage equal to **50%** of the target's maximum HP, not modified for ARM or M. ARM. Regardless of how many HP the target currently possesses, *Demi Shock* may never inflict more than 999 damage. Treat this as a Gravity-type effect.

PHANTOM RUSH **LEVEL 64**
Target: Single **Type:** Slow Action (20)

Drawing on deep-seated *chi* reserves, the Monk attacks the target at blinding speed, shifting from angle to angle so quickly that outside observers see a veritable army of Monks descending on the target to beat it into submission. *Phantom Rush* inflicts **300%, Armor** Physical damage, striking automatically; this attack ignores the Damage Cap, and may inflict more than 999 damage.

侍

Samurai

Samurai are tradition-bound warriors with a mystical bent. Though skilled swordsmen by training, the true secret of the Samurai's success lies in their weapon of choice: the katana. The metal of the katana entraps a nature spirit, or *kami*, bound to the weapon during the forging process; by learning how to free these imprisoned spirits, a Samurai also gains the ability to channel those spirits into an attack. Those who distinguish themselves through their accomplishments in battle will eventually learn to expand this talent into harnessing the power of free-roaming *kami* of earth and the elements into ever more devastating effects. A few have even gone beyond this, moving bare-footed over lakes on cushions of water spirits or traveling through the bitterest cold within the aegis of a swarm of fire *kami*. Such mastery, however, is the exception rather than the norm; Samurai with such skills are one in a thousand.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Samurai	+13	+12	+10	+10	+10	+5

JOB PROFILE

Representatives: Auron (*FFX*), Samurai Job (*FFV*, *FFX-2*, *FFXI*, *FFT*)

HP Die: d10

MP Die: n/a

Weapons: Katana, Knives, Swords

Armor: Gauntlets, Helmets, Mail

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

BUSHIDO

The word 'Bushido' literally translates to 'the path of the brave warrior.' It encapsulates the Samurai's code of martial conduct, one that stresses bravery, honor, and self-discipline in as well as out of battle. A number of Bushido effects refer to 'exhausting the blade' – this automatically inflicts the Status Condition *Curse* on the Samurai (4), even if the Samurai would normally be immune to this Status. Make the roll after the effects of the ability have been resolved; as per the Rule of 10, the CoS will never be lower than 10, regardless of the Samurai's Level.

IAIDO

LEVEL 1

Target: Varies

Type: Slow Action (Varies)

A Samurai may call on a Katana's resident spirit for assistance at any point in battle. However, this talent is not without its price. Each use of *Iaido* has a CoS of (30 + Draw Out Rating) - Samurai's Level of exhausting the blade.

Each Katana has a unique *Iaido* effect that can only be accessed while the Weapon in question is equipped. The table below shows each Katana's *Iaido* effect.

Table 4-3: Iaido Effects

KATANA	TYPE	TARGET	RATING	EFFECT
Ashura	Slow (2)	Group	1	Inflicts (2 x MAG) + 2d6, M. Armor Magical damage
Oborotsuki	Slow (2)	Single	1	Inflicts (4 x MAG) + 2d6, M. Armor Magical damage Flat 30% CoS of inflicting <i>Blind</i> (4)
Kotetsu	Slow (4)	Group	5	Inflicts (4 x MAG) + 3d6, M. Armor Magical damage
Moutsurugi	Slow (4)	Single	5	Mind, M. Evasion CoS of inflicting <i>Magic Break</i> (6)
Namakura	Slow (6)	Single	10	Bestows <i>Regen</i> (6).
Mukademeru	Slow (6)	Single	10	Inflicts (8 x MAG) + 4d6, M. Armor Magical damage Flat 30% CoS of inflicting <i>Poison</i> (∞)
Kagemitsu	Slow (8)	Group	18	Inflicts (12 x MAG) + 4d6, M. Armor Magical damage to Magic Points
Raikoumaru	Slow (8)	Group	18	Inflicts (12 x MAG) + 4d6, M. Armor Lightning Elemental damage
Bizen's Pride	Slow (10)	Single	24	Bestows <i>Haste</i> (6)
Onikiri	Slow (10)	Single	24	Inflicts (15 x MAG) + 5d6, M. Armor Magical damage
Murasame	Slow (12)	Party	35	Restores (15 x MAG) + 5d6 HP to Samurai and all allies
Ikuzatachi	Slow (12)	Group	35	Inflicts (16 x MAG) + 5d6, M. Armor Magical damage
Kiyomori	Slow (14)	Party	44	Bestows <i>Shell</i> (6) and <i>Protect</i> (6)
Jyurokusakura	Slow (14)	Single	44	Inflicts (19 x MAG) + 4d8, M. Armor Magical damage Flat 30% CoS of reducing target to 0 HP (Death-type effect)
Heaven's Cloud	Slow (16)	Group	50	Inflicts (24 x MAG) + 4d8, M. Armor Magical damage
Kageshibari	Slow (16)	Single	50	Inflicts (27 x MAG) + 4d10, M. Armor Magical damage Flat 30% CoS of inflicting <i>Stop</i> (4)
Shiranui	Slow (18)	Single	55	Inflicts (30 x MAG) + 4d10, M. Armor Magical damage
Chaos Blade	Slow (18)	Group	55	Flat 30% CoS of inflicting <i>Blind</i> (6), <i>Slow</i> (6), <i>Poison</i> (∞), <i>Confusion</i> (6) Roll separately for each Status Condition
Masamune	Slow (20)	Group	60	Inflicts (35 x MAG) + 4d10, M. Armor Magical damage
Genji Blade	Slow (20)	Party	60	Bestows <i>Haste</i> (6), <i>Regen</i> (6)

SOUL BLADE

LEVEL 1

Target: Single

Type: Slow Action (Varies)

By tempering the power of the blade's spirit, a Samurai can release small amounts of its energy to inflict calamity upon his foes. *Soul Blade* has a CoS of **Mind, M. Evasion** of inflicting a certain Status Condition listed on Table 4-2. Each time *Soul Blade* is used, there is a CoS of **(20 + Draw Out Rating) - Samurai's Level** of exhausting the blade.

Table 4-4: Soul Blade Effects

TYPE	TYPE	RATING	EFFECT
Ashura	Slow (2)	1	<i>Berserk</i> (6)
Oborotsuki	Slow (2)	1	<i>Blind</i> (6)
Kotetsu	Slow (3)	5	<i>Confusion</i> (6)
Moutsurugi	Slow (3)	5	<i>Spirit Down</i> (6)
Namakura	Slow (5)	10	<i>Sleep</i> (6)
Mukademeru	Slow (5)	10	<i>Poison</i> (∞)
Kagemitsu	Slow (7)	18	<i>Silence</i> (6)
Raikoumaru	Slow (7)	18	<i>Element Weak (Lightning)</i> (6)
Bizen's Pride	Slow (8)	24	<i>Slow</i> (6)
Onikiri	Slow (8)	24	<i>Disable</i> (6)
Murasame	Slow (9)	35	<i>Sap</i> (6)
Ikuzatachi	Slow (9)	35	<i>Armor Break</i> (4)
Kiyomori	Slow (10)	44	<i>As Dispel</i>
Jyurokusakura	Slow (10)	44	<i>Condemned</i> (4)
Heaven's Cloud	Slow (11)	50	<i>Curse</i> (4)
Kageshibari	Slow (11)	50	<i>Stop</i> (4)
Shiranui	Slow (12)	55	<i>Meltdown</i> (2)
Chaos Blade	Slow (12)	55	<i>Charm</i> (4)
Masamune	Slow (14)	60	<i>Slow</i> (6)
Genji Blade	Slow (14)	60	<i>Agility Break</i> (6) <i>Power Break</i> (6) <i>Magic Break</i> (6)

MINEUCHI

LEVEL 8

Target: Single

Type: Slow Action (4)

Charging his Katana with *chi*, the Samurai delivers a swift, stinging slap with the flat of the blade, leaving the target dazed and bewildered. *Mineuchi* has a CoS of **Dexterity, Evasion** of forcing the target to give up its next turn this Round. If the target has no further Actions remaining in the current Round, *Mineuchi* has no effect. *Mineuchi* automatically fails if the target is I:Seal. However, each use of *Mineuchi* has a CoS of **(28 - Samurai's Level)** of exhausting the blade.

MEATBONE SLASH

LEVEL 15

Target: Single

Type: Reaction

A wounded Samurai is a dangerous creature indeed – close to death, his aggression and determination double. When triggered, *Meatbone Slash* has a flat CoS of **50%** of allowing the Samurai to make an immediate Attack Action targeting the combatant that attacked him. Roll to hit as normal; if successful, the attack inflicts **(Samurai's Maximum HP)** Physical damage.

Trigger: The Samurai is targeted by Physical damage when at 25% or lower of maximum HP.

DRAGON FANG

LEVEL 22

Target: Group

Type: Slow Action (8)

The Samurai plunges his blade into the earth, releasing an angry swarm of fire spirits to engulf his opponents. *Dragon Fang* inflicts **(14 x MAG) + 5d6, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat CoS of **30%** of reducing each active combatant's Initiative by **50%**; roll separately for each target in the group. As with *laido*, each use of *Dragon Fang* has a CoS of **(62 - Samurai's Level)** of exhausting the blade.

DOUBLEHAND

LEVEL 29

Target: Self

Type: Support Ability

By wielding a weapon in two hands, a Samurai can put additional power in his blows. *Doublehand* allows any made Attack Actions while the Samurai's Shield Slot is unoccupied to do **125%, Armor** Physical damage before Equipment Abilities are applied.

SHOOTING STAR

LEVEL 36

Target: Single

Type: Slow Action (12)

The Samurai rushes forward, drawing on every ounce of power in his blade to deliver a blow powerful enough to send a foe flying for miles at a time. *Shooting Star* inflicts **(18 x MAG) + 4d8, M. Armor** Lightning Elemental damage, striking automatically. In addition, it has a CoS of **Dexterity, Evasion** of *Ejecting* the target from the battlefield. As with *laido*, each use of *Shooting Star* has a CoS of **(76 - Samurai's Level)** of exhausting the blade.

SHIRAHADORI

LEVEL 43

Target: Self

Type: Support Ability

Mastery of the katana is as much about defense as offense. With this in mind, an experienced Samurai can turn blows aside with the edge and flat of his blade, greatly increasing his ability to avoid incoming attacks. *Shirahadori* grants the Samurai an Evasion bonus of **(Samurai's Current Level)** against Attack Actions targeting them alone; Group and Ranged attacks still hit as normal.

BANISHING BLADE

LEVEL 50

Target: Single

Type: Slow Action (16)

Ominous glyphs orbit the Samurai's blade as he gathers power, drawing spirits of shadow and darkness around the weapon before releasing the pent-up horde in a wailing rush of violent, chaotic power. *Banishing Blade* inflicts **(28 x MAG) + 5d8, M. Armor** Magical damage, striking automatically.

In addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Conditions *Armor Down* (6), *Mental Down* (6), *Power Down* (6), and *Magic Down* (6); roll separately for each Status. As with *laido*, each use of *Banishing Blade* has a CoS of **(90 - Samurai's Level)** of exhausting the blade.

TORNADO

LEVEL 57

Target: Group

Type: Slow Action (18)

The Samurai raises his blade skywards, surrounding himself with a roaring vortex of wind spirits before sending it towards the enemy with a deft whirl of the blade. As the resulting tornado begins to suck up the Samurai's foes, he rams his blade deep into the earth to send a swarm of fire *kami* into the maelstrom. *Tornado* inflicts **(14 x MAG) + 3d10** Fire damage and **(14 x MAG) + 3d10** Wind damage in two separate hits, striking automatically and ignoring MARM. As with *laido*, each use of *Tornado* has a CoS of **(97 – Samurai's Level)** of exhausting the blade.

MEIKYO SHISUI

LEVEL 64

Target: Self

Type: Support Ability

Drawing out a sword's spirits can be a slow, laborious process – too much power at once, and the blade shatters almost instantly. However, there are times when the Samurai doesn't have the luxury of waiting. *Meikyo Shisui* allows a Samurai to ignore the Charge Time on any Ability in the Bushido Ability Set, turning all Slow Actions into Fast Actions. However, doing so will automatically exhaust the blade, inflicting the Status Condition *Curse* (4) in the process; this Status cannot be canceled before it expires.

劍聖

Swordmaster

Though many professions wield swords, none devote themselves to their study as extensively as the Swordmaster. Like Archers, they derive their abilities from single-minded focus, trading versatility for power in the process. A Swordmaster strikes with such precision and strength that some will surrender upon seeing no more than an inch of steel emerge from her scabbard.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Swordmaster	+15	+15	+10	+10	+5	+5

JOB PROFILE

Representatives: Cyan Garamonde (*FFVI*), Cloud Strife (*FFVII*), Squall Leonhart (*FFVIII*), Tidus (*FFX*)

HP Die: d10

MP Die: n/a

Weapons: Greatswords, Katana, Knives, Light Swords, Swords

Armor: Gauntlets, Helmets, Mail, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

SWORD TECHNIQUE

Mastery of the blade means mastery of one's physical and mental abilities. Only when discipline, strength, and speed are in perfect harmony can the Swordmaster's true power unfold.

DELAY ATTACK

LEVEL 1

Target: Single

Type: Slow Action (2)

Channeling a surge of *chi* into her blade, the Swordmaster lashes out with a disorienting blow, aiming to knock the target out of sync for a few precious moments. *Delay Attack* inflicts **100%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, it will reduce the target's Initiative for the current Round by **50%**. If used against an opponent in the process of executing a Slow Action — or any other Action with a Charge Time — *Delay Attack* automatically cancels the Action; the target is instead considered to be in a Defense Action until it can choose its next Action. Monster attacks with the *Countdown* attribute are immune to *Delay Attack*.

DISPATCH

LEVEL 8

Target: Single

Type: Slow Action (4)

By charging her weapon with small amounts of *chi*, the Swordmaster can deliver a quick, devastating strike when it's most needed. *Dispatch* inflicts **125%, Armor** Physical damage, striking automatically.

FATED CIRCLE

LEVEL 15

Target: Group

Type: Slow Action (6)

The Swordmaster gathers energy as she brings her sword around in a wide sweep, forming a perfect circle at the exact moment her *chi*

erupts. The result is a wave of energy surging out in all directions, detonating wherever it makes contact with an opponent. *Fated Circle* inflicts **75%, Armor** Physical damage to all eligible combatants in the targeted Group, striking automatically.

PROVOKE

LEVEL 22

Target: Single

Type: Fast Action

With targeted taunts, the Swordmaster can draw an opponent's wrath, distracting them from more vulnerable targets. *Provoke* has a CoS of **50 + Level + (SPR x 2)**, **M. Evasion** of provoking a target; if successful, all of its attacks must target the Swordmaster or — if they are Group effects — the Swordmaster's Party until either Swordmaster or target are incapacitated. If the Swordmaster is not an eligible target, *Provoke's* victim may choose its targets as normal. Treat this as a Mystify-type effect.

“Brazen words for a man about to be spitted upon my blade like a plump and juicy pig!”

Siegfried
FINAL FANTASY VI

CROSS SLASH

LEVEL 29

Target: Single

Type: Slow Action (10)

The Swordmaster rushes at her foe, *chi*-charged weapon held high; once within striking distance, she delivers three brutal slashes capable of cleaving any body in twain. *Cross Slash* inflicts **150%, Armor** Physical damage, striking automatically. In addition, it has a CoS of **Dexterity, Evasion** of inflicting the Status Condition *Disable* (4).

SPIRAL CUT

LEVEL 36

Target: Single

Type: Slow Action (12)

The Swordmaster rapidly somersaults towards the target, striking out on the final flip to transfer her momentum into an armor-piercing blow. *Spiral Cut* inflicts **150%** Physical damage, striking automatically.

BLADE BEAM

LEVEL 43

Target: Special

Type: Slow Action (14)

The Swordmaster begins building up *chi*, charging her body to the breaking point before slamming her blade into the ground to release the pent-up energy, creating a crescent-shaped wave of force. *Blade Beam* inflicts **150%, Armor** Physical damage to a single target, striking automatically. In addition, **50%** of the damage inflicted after modifying for Armor is automatically dealt to all other eligible targets in the original target's Group.

STRIKEBACK

LEVEL 50

Target: Single

Type: Reaction

A canny Swordmaster learns to exploit the openings left by an unsuccessful attack, striking opponents when they least expect it. When triggered, *Strikeback* gives the Swordmaster a flat CoS of **30%** of avoiding the effects of the triggering attack and launching an

immediate Attack Action against the opponent who delivered it. Roll to hit as normal; if successful, the attack inflicts **100%, Armor** Physical damage.

Trigger: Melee Attack Actions that deal Physical damage and target the Swordmaster

FLURRY

LEVEL 57

Target: Group

Type: Slow Action (18)

The Swordmaster charges into the midst of the enemy, sword flashing as she leaps from foe to foe, striking where opportunity permits. *Flurry* allows the Swordmaster to attack four times, striking a random opponent in the targeted Group for **100%, Armor** Physical damage each time.

CLEAVE

LEVEL 64

Target: Group

Type: Slow Action (20)

The ultimate Swordmaster's technique is the most elusive of them all: the perfect blow, an attack of such purity and focus that it can tear through any opponent without slowing, turning a single swing of the sword into an unstoppable arc of destruction. *Cleave* has a CoS of **Dexterity, Evasion** of instantly reducing all opponents in the targeted Group to 0 HP, regardless of their current HP scores, Armor, or M. Armor ratings; treat this as a Death effect.

EXPERT JOBS

Where Warriors derive their focus from weapons and martial traditions, Experts revolve around specific skills and occupational niches. Chemists, for example, derive their powers from the study of alchemy, Thieves from pickpocketing and stealthy movement, and Bards from their singing and instrumental skills. The result is a more tightly-defined party member whose usefulness peaks in select situations and whose forte lies in support. While able to hold their own in a fight, Experts are always at their strongest in conjunction with a well-rounded group.

吟遊詩人

Bard

There are those would say that the Bard is the very root of adventuring heroism. Certainly, warriors may aspire to be remembered in story and song, but it is Bards who write the words and pen the tunes, giving great deeds the final polish they need to enter history in proper.

“You spoony bard!”

Tellah
FINAL FANTASY IV

Though typically more at home in a rowdy pub than on a raging battlefield, Bards can be invaluable assets to any adventuring group, dazzling friend and foe alike with a repertoire that seems to tug at the very base of one's emotions. Their magic-infused songs are the culmination of years of practice and sacrifice, offering a versatility only matched by the most dedicated of mages; with a mere strum of the lute, a Bard can fire up her comrades' fighting spirits or send waves of sonic devastation ripping through the nearest enemy formation.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Bard	+7	+7	+11	+11	+12	+12

JOB PROFILE

Representatives: Edward Chris van Muir (*FFIV*), Bard Job (*FFIII*, *FFV*, *FFXI*, *FFT*), Songstress Dress Sphere (*FFX-2*)

HP Die: d8

MP Die: n/a

Weapons: Bows, Knives, Instruments

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Artistic

Expertise Formula: (*Singing* Rating / 2) + Level + (SPR x 2)

BARDSONG

The Bard's weapon is her music; in her hands, a simple chord becomes a force both grand and terrible.

HIDE

LEVEL 1

Target: Self

Type: Fast Action

To chronicle that great last stand in poem and song means knowing when to duck out when the battle goes bad. *Hide* allows a Bard to give up all other Actions for the Round and retreat to safety, reappearing at the start of the next Status Phase. Until then, the Bard is not considered an active combatant and cannot be targeted.

ELEGY

LEVEL 1

Target: Group

Type: Magic Ability (2)

The foreboding melody of this song rings heavy with memories of senseless slaughter and lives lost in vain, inviting the listener to dwell on its message for a few precious moments. *Elegy* has a CoS of **Expertise**, **M. Evasion** of reducing the targets' Initiative by 25%. Roll separately for every eligible combatant in the targeted Group.

LOGICAL ETUDE

LEVEL 1

Target: Party

Type: Magic Ability (2)

The Bard strikes up a song that demands attention, drawing the listener's focus to the precise interplay of melody and rhythm. *Logical Etude* bestows the Status Condition *Spirit Up* (4).

MAMBO

LEVEL 1

Target: Party

Type: Magic Ability (2)

The rousing, energetic rhythm of this flamenco all but demands movement, leaving listeners swaying and tapping against their will. *Mambo* bestows the Status Condition *Agility Up* (4).

WATER RONDO

LEVEL 1

Target: Group

Type: Magic Ability (2)

Rising like the tide, cascading notes call forth reservoirs of long-buried water to erupt beneath the enemy. *Water Rondo* inflicts (1 x **MAG**) + d12, **M. Armor** Water Elemental damage to all combatants in the targeted Group, striking automatically.

ESOTERIC MELODY

LEVEL 10

Target: Party

Type: Magic Ability (4)

A harmonious melody begins, swelling up to a magnificent crescendo – then stops, leaving a terrible silence that seems to sap the energy from the air itself. *Esoteric Melody* bestows the Status Condition *Mental Up* (4).

LULLABY

LEVEL 10

Target: Group

Type: Magic Ability (4)

In ancient times, this song was used to lull babies to sleep; today, its peaceful melody still lives on, pacifying even the fiercest of foes. *Lullaby* has a CoS of **Expertise**, **M. Evasion** of inflicting the Status Condition *Sleep* (4). Roll separately for every eligible combatant in the targeted Group.

MINNE

LEVEL 10

Target: Party

Type: Magic Ability (4)

Fragments of this ancient piece have formed the basis of many songs over the ages, but none rival the rush of mystic power

conjured up by the slow, primal notes of the original. *Minne* bestows the Status Condition *Armor Up* (4).

FOE REQUIEM LEVEL 10

Target: Group **Type:** Magic Ability (4)

Dischordant notes ring out seemingly without rhyme or reason, each crash and wail drawing out fresh waves of darkness to batter the enemy. *Foe Requiem* inflicts (4 x MAG) + d12, M. Armor Shadow Elemental damage to all combatants in the targeted Group, striking automatically. In addition, *Foe Requiem* has a flat CoS of 30% of inflicting the Status Condition *Curse* (4); roll separately for every eligible combatant in the targeted Group.

BATTLE CRY LEVEL 19

Target: Party **Type:** Magic Ability (6)

The ragged, lusty notes of this song recall the thunder of war drums and the steady thump of marching legions. *Battle Cry* bestows the Status Condition *Power Up* (4).

DUSK REQUIEM LEVEL 19

Target: Group **Type:** Magic Ability (6)

The Bard conjures a bitter, mocking melody, lashed with a bile that stabs directly at the heart. *Dusk Requiem* has a CoS of Expertise, M. Evasion of inflicting the Status Condition *Poison* on all eligible combatants in the targeted Group (∞).

ETUDE LEVEL 19

Target: Party **Type:** Magic Ability (6)

True to its name, this song's sudden chord shifts and strange pitches defy all convention, building a thick wall of sound that seems to envelop its listeners. *Etude* bestows the Status Condition *Magic Up* (4).

SILENCE SONG LEVEL 19

Target: Group **Type:** Magic Ability (6)

The Bard makes the motion to begin a song, but no melody follows – only a yawning silence that gradually swallows up all sound on the battlefield. *Silence Song* inflicts (7 x MAG) + 2d12, M. Armor Magical damage to all combatants in the targeted Group, striking automatically. It also has a flat CoS of 30% of inflicting the Status Condition *Silence* (4); roll separately for every eligible combatant in the targeted Group.

DESERT ARIA LEVEL 28

Target: Group **Type:** Magic Ability (8)

The swirling, sweeping sounds of this song recalls the choking, oppressive force of a sandstorm in full swing. *Desert Aria* inflicts (10 x MAG) + 2d12 Magical damage to all combatants in the targeted Group, striking automatically. This damage ignores M. Armor and all other defensive Status Conditions save *Shield*.

ELEMENT CAROL LEVEL 28

Target: Party **Type:** Magic Ability (8)

A suite of songs rich with the power of the elements, by turns as unpredictable as a thunderbolt, as brilliant as pure light, as cold and desolate as encroaching ice. *Element Carol* bestows the Status Condition *Element Resist* (4) for one Element of the Bard's choice. The Element must be declared when using this Ability.

ELEMENT MINUET LEVEL 28

Target: Party **Type:** Magic Ability (8)

A series of bell-like notes soars through the air, increasing in intensity with each repetition until the party's weapons are left vibrating. Finally, a sudden chord shift brings the song to an end, sending a rush of elemental power sweeping over the group. *Element Minuet* allows the Bard to add the Equipment Ability [Element] *Strike* (4) for one Element of the Bard's choice to all currently equipped Weapons. The Element must be declared when using this Ability.

SCARE LEVEL 28

Target: Group **Type:** Magic Ability (8)

The Bard thrashes out a series of harsh, grating notes, assailing the enemy with such a din that weaker-willed foes turn tail on the spot. *Scare* has a CoS of Expertise, M. Evasion of *Ejecting* all eligible combatants in the targeted Group with 25% or fewer of their maximum Hit Points remaining. Roll separately for each eligible combatant.

CARNAGE ELEGY LEVEL 37

Target: Group **Type:** Magic Ability (10)

The sound of this chaotic, discordant dirge is powerful enough to stop an army in its tracks, conjuring up images of brutal slaughter and utter defeat. *Carnage Elegy* has a CoS of Expertise, M. Evasion of reducing the targets' Initiative by 50%. Roll separately for every eligible combatant in the targeted Group.

FOREST NOCTURNE LEVEL 37

Target: Group **Type:** Magic Ability (10)

As deep and bewildering as the worst of its namesakes, this series of songs conjures up images of snaking brambles and beasts crashing through undergrowth. *Forest Nocturne* inflicts (13 x MAG) + 3d12, M. Armor Magical damage to all combatants in the targeted Group, striking automatically. In addition, *Forest Nocturne* has a flat CoS of 30% of inflicting the Status Condition *Slow* (4); roll separately for every eligible combatant in the targeted Group.

SWORD MADRIGAL LEVEL 37

Target: Party **Type:** Magic Ability (10)

Reminiscent of the sounds of a fierce melee, the sweeping chords and sharp, sudden breaks establish a rhythm to guide the blades and blows of the Bard's allies. *Sword Madrigal* bestows the Status Conditions *Accuracy Up* (4) and *Critical Up* (4) on all eligible combatants in the active Party.

WARDING ROUND LEVEL 37

Target: Party **Type:** Magic Ability (10)

Ascending and descending in turn, the notes of this song grow in power with each repetition until the sound drowns out all else, leaving the party in a sudden oasis of calm amid the din of battle. *Warding Round* bestows the Status Conditions *Status Immune (Berserk)* (4), *Status Immune (Blind)* (4), *Status Immune (Poison)* (4), *Status Immune (Sleep)* (4), and *Status Immune (Zombie)* (4).

NAMELESS SONG LEVEL 46

Target: Party **Type:** Magic Ability (12)

With the origins of this melody lost to time, generations of bards have learned to improvise around the gaps in the original music. For this reason, it is said that no two performances of the Nameless Song will ever be the same. *Nameless Song* bestows one randomly-determined Status Condition; roll a d8 for each active party member and consult the table below to see which Status they gain.

Roll	Status Gained
1	<i>Shell</i> (4)
2	<i>Protect</i> (4)
3	<i>Regen</i> (4)
4	<i>Reraise</i> (∞)
5	<i>Aura</i> (4)
6	<i>Float</i> (4)
7	<i>Haste</i> (4)
8	<i>Vanish</i> (4)

OPERETTA LEVEL 46

Target: Group **Type:** Magic Ability (12)

A haunting, almost alien melody swirls into being, drawing waves of mana from the enemy as it swells to a climax. *Operetta* has a CoS of **Expertise, M. Evasion** of reducing the targets' MP to **50%** of its current value, regardless of ARM or M. Armor values. Roll separately for every eligible combatant in the targeted Group.

REQUIEM LEVEL 46

Target: Group **Type:** Magic Ability (12)

Sad yet peaceful, this elegant song is a heartfelt appeal to the roaming and restless dead wandering the world, deprived of their eternal rest. Against Undead targets, *Requiem* has a CoS of **Expertise, M. Evasion** of reducing the targets' HP to **50%** of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap. Roll separately for every eligible combatant in the targeted Group.

SERAPH SONG LEVEL 46

Target: Party **Type:** Magic Ability (12)

Swept up in a wave of lush harmonies, the Bard's allies find themselves re-energized, overcoming wounds and aches to battle with renewed vigor. *Seraph Song* bestows the Status Condition *Regen* (4).

GODDESS' HYMNUS LEVEL 55

Target: Party **Type:** Magic Ability (14)

The odd rhythms and cadences of this song move the very elements of magic, coaxing ambient power to surround the Bard's allies. *Goddess' Hymnus* bestows the Status Condition *MP Quarter* (4).

LITTLE SONG LEVEL 55

Target: Group **Type:** Magic Ability (14)

The odd rhythms and cadences of this song move the very elements of magic, coaxing ambient power to surround the Bard's allies. *Little Song* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Mini* (4). Roll separately for every eligible combatant in the targeted Group.

LOVE SERENADE LEVEL 55

Target: Group **Type:** Magic Ability (14)

Not as much a melody as a torrent, this musical onslaught rings heavy with buried passions and emotional turmoil. *Love Serenade* inflicts (19 x MAG) + 4d12, M. Armor Magical damage to all combatants in the targeted Group, striking automatically. In addition, *Love Serenade* has a flat CoS of **30%** of inflicting the Status Condition *Confusion* (4); roll separately for every eligible combatant in the targeted Group.

SHINING FANTASIA LEVEL 55

Target: Party **Type:** Magic Ability (14)

Striking up a repetitive yet hypnotic hymn, the Bard calls sweeping beams of light down from the heavens to envelop his allies and shield them from harm. *Shining Fantasia* bestows the Status Conditions *Protect* (4) and *Shell* (4).

EARTH BLUES LEVEL 64

Target: Group **Type:** Magic Ability (16)

The deep, resonant notes of this melody shake the earth to its very core, conjuring pillars of rock and dust. *Earth Blues* inflicts (22 x MAG) + 5d12, M. Armor Earth Elemental damage to all combatants in the targeted Group, striking automatically. In addition, *Earth Blues* has a flat CoS of **30%** of inflicting the Status Condition *Petrify* (4); roll separately for every eligible combatant in the targeted Group.

HERO'S RIME LEVEL 64

Target: Party **Type:** Magic Ability (16)

This swelling, majestic anthem conjures up images of ancient warriors and mighty deeds celebrated through the ages, spurring all who hear it to greater heights of determination. *Hero's Rime* bestows the Status Conditions *Agility Up* (4), *Armor Up* (4), *Magic Up* (4), *Mental Up* (4), *Power Up* (4), and *Spirit Up* (4).

LAST SONG

LEVEL 64

Target: Party

Type: Magic Ability (16)

Beginning with a few gentle notes, this song quickly careens into a whirlstorm of chord and key shifts, testing the Bard's ability to its limit. *Last Song* bestows the Status Condition *Haste* (4).

THRENODY

LEVEL 64

Target: Group

Type: Magic Ability (16)

Stirred by the Bard's mournful melody, a howling pack of elemental spirits descends upon the enemy, overwhelming them in short order. *Threnody* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Element Weak* (4), Element chosen by the Bard; roll separately for every eligible combatant in the targeted Group.

薬師

Chemist

In the Chemist's world, the flask is mightier than the sword. Though rarely unarmed, a Chemist prefers to let his vials and bottles do the talking. With an extensive knowledge of herbal and alchemical lore, these adventuring academics can create an impressive variety of potions, poultices, and poisons that have effects ranging from simple wound closure to fireballs as big around as houses. While the Chemist may use magical ingredients in his concoctions, his methods are purely scientific -- the equations and proportions involved in his mixtures obey strict physical laws, and this is a matter of pride to the chemist. In a world where magic often takes center stage, it is the chemist's mission to prove to his companions -- and perhaps more importantly, his enemies -- that while bending reality is a powerful skill, it is no match for making reality work for you.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Chemist	+8	+8	+12	+12	+12	+8

JOB PROFILE

Representatives: Rikku (FFX), Chemist Job (FFV, FFT, FFTA)

HP Die: d8

MP Die: n/a

Weapons: Bows, Gloves, Knives, Rifles, Staves

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Technical

Expertise Formula: (Alchemy Rating / 2) + Level + (MAG x 2)

AZOTH

The Chemist's primary area of expertise is potions and items -- here, long hours spent crouched over an alembic can have strange and useful effects.

PHARMACOLOGY

LEVEL 1

Target: Self

Type: Support Ability

Chemists can coax maximum potency out of almost any item, boosting its beneficial powers far beyond the manufacturer's original intentions. *Pharmacology* is automatically applied to any Recovery Item used by the Chemist, replacing the effect given in **Chapter 6** with the one shown in the table below. Effects prefaced with a '+' add to rather than replace the original effect.

Table 4-4: Pharmacology Effects

ITEM	ENHANCED EFFECT
Tonic	Restores 50 HP
Potion	Restores 100 HP
Hi-Potion	Restores 250 HP
Mega Potion	Restores 200 HP
Hyper Potion	Restores 500 HP
X-Potion	Restores HP to maximum
Ultra Potion	Restores 400 HP
Tincture	Restores 30 MP
Ether	Restores 60 MP
Hi-Ether	Restores 150 MP
Hyper Ether	Restores 300 MP
X-Ether	Restored 600 MP
Elixir	---
Megalixir	---
Phoenix Down	+Restores HP to 25% of maximum
Phoenix Pinion	---
Mega Phoenix	+Restores HP to 25% of maximum
Antidote	+Status Immune (Poison) (4) +Status Immune (Venom) (4)
Eye Drops	+Status Immune (Blind) (4)
Echo Herbs	+Status Immune (Silence) (4)
Tranquilizer	+Status Immune (Berserk) (4)
Bandage	+Status Immune (Disable) (4) +Status Immune (Immobilize) (4)
Alarm Clock	+Status Immune (Sleep) (4) +Status Immune (Unaware) (4)
Cornucopia	+Status Immune (Mini) (4)
Maiden's Kiss	+Status Immune (Toad) (4)
Golden Needle	+Status Immune (Petrify) (4) +Status Immune (Stone) (4)
Holy Water	+Status Immune (Curse) (4) +Status Immune (Zombie) (4)
Chronos Tear	+Status Immune (Slow) (4) +Status Immune (Stop) (4) +Status Immune (Sap) (4)
Remedy	+Target gains Status Immune to all Status Conditions cured by Remedy (4)

TREATMENT

LEVEL 11

Target: Party

Type: Fast Action

The Chemist directs a weak stream of vital energy over his comrades, creating a cloud of blue motes to ease their ills and pains. *Treatment* suppresses the effects of all negative Status Conditions currently affecting the Party until the end of the next Status Phase. This does not protect the Party from Status Conditions inflicted after *Treatment* has been used, nor can Status Conditions affected by *Treatment* be canceled by other means while their effects are being suppressed. Status timers continue to count down as normal with the exception of those of *Petrify* and *Condemned* -- these Conditions do not count down during the Status Phase if suppressed during the course of the Round.

DISTRIBUTE

LEVEL 22

Target: Party

Type: Reaction

The Chemist is a master of judging dosage, allowing him to wring the maximum effect out of almost any curative. When triggered, *Distribute* allows the Chemist to take any 'excess' HP or MP beyond the target's maximum values and divide it evenly amongst the rest of the Party, Chemist included. For instance, if the Chemist uses a Hi-Potion on an ally with 340 HP and a maximum HP value of 400 HP, only 60 of the 125 Hit Points the Hi-Potion restores are needed to heal her up to maximum value. The remaining 65 are rounded down to 63, then divided equally between the other three members of the Party, restoring 21 HP to all. If this results in any further 'excess' HP or MP, that excess is lost.

With an item like an Elixir, which restores a character's Hit Points to their maximum value, the excess is equal to what the character's current HP was before the item was used. For example, an Elixir used on an ally with a current HP value of 240 and a maximum HP value of 604 gives the Chemist 240 HP to split evenly between all Party members.

If the item that triggered *Distribute* has Target: Group, select *one* of the allies affected when deciding how many HP and MP to distribute.

Trigger: Chemist uses a Recovery Item on a Party member whose healing effect restores the target's Hit or Magic Points above their maximum values

MIX

LEVEL 34

Target: Varies

Type: Fast Action

By combining two one-shot items, the Chemist can create a potent mixture many times more powerful than its ingredients. *Mix* allows the Chemist to combine two Battle Items from his Inventory Slot into one powerful combined product – full rules for doing so are found in **Appendix I**.

W-ITEM

LEVEL 47

Target: Self

Type: Support Ability

Enough close calls, and a Chemist becomes adept at slinging items fast enough to see his comrades out of any tight spot. *W-Item* allows the Chemist to make two consecutive Item Actions at the cost of a single Action.

AUTO-POTION

LEVEL 61

Target: Self

Type: Reaction

At the pinnacle of his powers, the Chemist's mastery of potions and curatives is wired to hair-trigger reflexes; even as injury strikes, the Chemist has just the right item at hand to administer blessed relief. When triggered, *Auto-Potion* allows the Chemist to immediately use one Recovery Item in their Inventory Slot on themselves. If a Status triggered *Auto-Potion*, the Item used must be one that cancels the Status; if damage triggered it, the Item must restore Hit Points. *Auto-Potion* will only trigger once per attack, even if the attack inflicts damage as well as a Status Condition; in this case, the Chemist must decide whether to recover the lost HP or cancel the Status.

Trigger: Chemist takes Physical or Magical damage, or is afflicted with a negative Status Condition

踊り子

Dancer

Though these days their name tends to conjure visions of perfumed fops and bar-room wenches, the Dancer's profession has a long and sacred history. In distant antiquity, priestesses and temple dancers summoned divine power through the movements of their bodies, yoking sun, tide, life, and death in elaborate and carefully choreographed ceremonies. The best of their number dedicated their lives to the art, beginning their training at an early age and performing until age began to dull their flexibility; at this stage, they would retreat behind the scenes, guiding their successors' careers in turn.

In time the old religions fell out of favor, but the power within those ceremonies lived on, harnessed by a new generation of practitioners. Though a few still practice the traditional ways, today's Dancers are by and large removed from their roots, using their skills to sow discord rather than call for divine favor. One thing, however, has not changed: the profession remains primarily female-dominated. The reasons for this are as much biological as cultural – few males can muster the intense agility and grace required to successfully execute the most complex dances; fewer still have the cool needed to overcome the deep-seated ridicule male Dancers will inevitably face for their career choice.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Dancer	+10	+5	+14	+14	+9	+8

JOB PROFILE

Representatives: Penelo (*FFTA2*), Dancer Job (*FFV*, *FFT*, *FFX*), Songstress Dressphere (*FFX-2*)

HP Die: d8

MP Die: n/a

Weapons: Claws, Flails, Gloves, Knives, Rods, Staves

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Artistic

Expertise Formula: (*Dancing Rating* / 2) + Level + (AGI x 2)

DANCE

With a Dancer, every movement has a purpose. The position of a foot, the timing of a step, the twist of a hip or neck – all of these things combine to unlock a reservoir of mystical power.

FLIRT

Target: Single

LEVEL 1

Type: Fast Action

A Dancer is not above exploiting her wiles to gain that all-important edge in combat. *Flirt* has a CoS of **Mind, M. Evasion** of preventing the target from directly targeting the Dancer with attacks and effects (4). **Target:** Group and All effects function as normal, and are not affected by *Flirt*. Treat this as a Mystify-type effect.

PERFORM

Target: As Effect

Type: Fast Action

LEVEL 1

Traditionally, most dance is structured, but the Dancer prefers to play things fast and loose, improvising steps and motions as the spirit strikes. When a Dancer chooses to *Perform*, her player must first select the Rank she wishes to dance at. At Level 1, only Rank I will be available, but as the Dancer advances in Levels, additional Ranks will be unlocked.

After selecting the appropriate Rank, the Dancer's player then rolls a d6. On a roll of 1 to 5, the Dancer executes the dance given for that number in the Rank; resolve the effects as listed. For instance, if the Dancer was performing a Rank I dance and rolled a 4, she would perform *Witch Hunt*. If the Dancer is performing at a Rank lower than the highest available to her, a roll of 1 to 5 means that the Dancer can choose which one of the five dances she performs.

A roll of 6 at any Rank means the Dancer failed to summon any substantial power from her performance. She instead makes an immediate Attack Action against an active combatant of her choice within the targeted Group, striking automatically for **75%, Armor** Physical damage.

Because *Perform* requires the Dancer to be in motion, it is sealed by both *Curse* and *Immobilize*. Furthermore, because the targets are determined by the individual dances, the Dancer does not have to initially declare what she is targeting when *Perform* is used.

RANK 1 DANCES

LEVEL 1

1 – Sleepy Shuffle

The Dancer kicks up an energetic jig, but with each passing motion the speed decreases further and further, leaving observers straining to stay awake. *Sleepy Shuffle* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Sleep* (4).

Target: Single

2 – Ochu Dance

The Dancer twists and turns in a mad, chaotic dance, limbs flailing wildly in nausea-inducing arcs as poisonous mist steams from every pore. *Ochu Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Poison* (∞).

Target: Single

3 – Temptation Tango

This whirling, twirling dance imitates the mating dance of Chocobos -- filled with movements that are tempting, surprising and enigmatic all at the same time, combined with wild flashes of color. So utterly disorienting is this dance, those who view it often lose track of the world around them. *Temptation Tango* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Confusion* (4).

Target: Single

4 – Witch Hunt

The Dancer channels mystical forces into her steps, sending magical shockwaves towards the target with each stomping step. *Witch Hunt* inflicts **50%** Physical damage on the targeted combatant, striking

automatically. Any damage dealt by *Witch Hunt* is subtracted from the target's MP rather than HP; damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Single

5 – Darkness Dance

While most of this dance's movements are dramatic and fiery, the true heart of this dance is in the low movements – from time to time, the Dancer will swing her legs out along the ground, kicking up a mighty cloud of dust in her target's face. *Darkness Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Blind* (4).

Target: Single

RANK 2 DANCES

LEVEL 15

1 – Slow Dance

While they start out quick, the Dancer's movements grow slower and slower as the dance wears on, seeming to drag time itself with it. *Slow Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Slow* (4).

Target: Single

2 – Jitterbug

With a flurry of quick steps, the Dancer sucks the target's vitality away, using it to enhance her own motions. *Jitterbug* inflicts **50%** Physical damage on the targeted combatant, striking automatically. The Dancer regains a number of Hit Points equal to the damage inflicted; damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Single

3 – Misdirecting Masque

The Dancer sways and dodges through the thick of the enemy, singling out an opponent to be caught up in the rhythms of her dance. *Misdirecting Masque* has a CoS of **Expertise, Evasion** of allowing the Dancer to share the target's physical space. For as long as this is the case, any Physical Melee and Ranged attacks that target the Dancer will target the *Masque's* victim instead. Group and All effects that would normally affect the Dancer or target affect both; in the case of the latter, both the Dancer and the target will be hit once as normal.

Masque's effect lasts for the remainder of the current Round. At the beginning of the next Round, the Dancer can sustain the *Masque* by making another successful d% roll against the same CoS. This counts as a Zero Action, and does not prevent the Dancer from taking other Actions. However, the Dancer cannot use *Perform* for the remainder of the Round if she decides to sustain.

Target: Single

4 – Disarming Dervish

Swirling and spinning, the Dancer spirals madly in a whirl of confusing motions and wild gyrations. The utter unpredictability of this dance befuddles the target, causing defenses to be misdirected and leaving weak points exposed. *Disarming Dervish* has a CoS of

Expertise, M. Evasion of canceling all Barrier-type Status Conditions currently active on the target, save *Shield*.

Target: Single

5 – Wicked Waltz

This devilish dance sends the Dancer in circles around the target in three step bursts; every third step sends a slash of dark energy through the target, blasting away life force. *Wicked Waltz* has a CoS of **Expertise, M. Evasion** of reducing the targeted combatant's current Hit Points by **33%** of their current value. Regardless of how many HP the target currently possesses, *Wicked Waltz* may never inflict more than 999 damage. Treat this as a Gravity-type effect.

Target: Single

RANK 3 DANCES

LEVEL 30

1 – Borrowed Time

Alternating jerky movements and sudden bursts of speed interspersed with no movement at all, the Dancer is able to shake the target's perception of and position within time. *Borrowed Time* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Sap* (6).

Target: Single

2 – Wiznaibus

The Dancer throws herself into a furious spin, building up both *chi* and momentum before releasing the accumulated payload straight into the midst of the enemy. *Wiznaibus* inflicts **100%, Armor** Physical damage on all active combatants in the targeted Group, striking automatically. Damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Group

3 – Break Dance

Pounding her feet on the ground, the Dancer causes a geyser of rock and dirt to erupt from beneath the target. *Break Dance* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Petrify* (4).

Target: Single

4 – Polka

The Dancer shows off her agility, disillusioning the target of the notion that muscle power is truly better. *Polka* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Power Down* (4) on all eligible combatants in the targeted Group. If the d% roll results in a 20 or lower, *Polka* instead inflicts *Power Break* (4).

Target: Group

5 – Heathen Frolick

The Dancer dances a light-hearted jig, the exuberance of her movements cutting through her foes' concentration like a knife. *Heathen Frolick* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Magic Down* (4). If the d% roll results in a 20 or lower, *Heathen Frolick* instead inflicts *Magic Break* (4). Roll separately for each eligible combatant.

Target: Group

RANK 4 DANCES

LEVEL 45

1 – Forbidden Dance

This dance has neither name nor form – not even the Dancer knows what will happen as she embarks on the first steps, moving purely as instinct guides her to rain calamity on her foes. *Forbidden Dance* automatically inflicts randomly determined Status Conditions on all eligible combatants in the targeted Group; roll a d8 for each affected combatant and consult the table below to determine which Status Condition they now suffer from. Status Immunities apply as normal; a Status Resistance means *Forbidden Dance* has a flat CoS of **50%** of inflicting the Condition in question.

Roll	Status Condition
1	<i>Poison</i> (∞)
2	<i>Blind</i> (6)
3	<i>Silence</i> (6)
4	<i>Slow</i> (6)
5	<i>Stop</i> (4)
6	<i>Toad</i> (∞)
7	<i>Confuse</i> (6)
8	<i>Sleep</i> (6)

Target: Group

2 – Deadly Duet

The Dancer whirls about the target with her weapon outstretched. When a full circle is complete, the Dancer's weapon takes on an ominous red glow; as she begins her second round, her victim's life force streams in desperate, unwilling pursuit. With a final flourish, the Dancer completes her steps, claiming the target's life for her own. *Deadly Duet* inflicts **100%, Armor** Physical damage on the target, striking automatically. In addition, it inflicts **50%** Physical damage on the target, striking automatically; this damage is subtracted from its MP rather than its HP. The Dancer regains a number of Hit and Magic Points equal to the damage inflicted in this fashion; all damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

3 – Miniature Minuet

The Dancer stretches out; her entire body uncoils further with each passing step, growing longer and longer until all who watch her seem to feel the world shrinking around them. *Miniature Minuet* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Mini* (∞).

Target: Single

4 – Dance of the Dead

With a mere handful of steps, the Dancer becomes a conduit for dark and unholy energies, sapping the life from anything unfortunate enough to be caught in her path. *Dance of the Dead* has a CoS of **Expertise, M. Evasion** of instantly reducing the target to 0 HP, regardless of their current HP scores, Armor, or M. Armor ratings. Treat this as a Death effect.

Target: Single

5 – Debilitating Flourish

Flashing motes of mystical energy pepper the air as the Dancer sways and gyrates, popping in a dozen hues and shades. A final flourish leaves the lights surrounding a single foe, glowing in unison before fading out. *Debilitating Flourish* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Element Weak* on the target for an Element of her choice (4).

Target: Single

RANK 5 DANCES

LEVEL 60

1 – Sword Dance

The Dancer draws her weapon, sweeping it around in long and graceful strokes that trail her every movement until she has become a dervish of destruction. *Sword Dance* inflicts **200%, Armor** Physical damage on the targeted combatant, striking automatically. Damage calculations use the Dancer's AGI, regardless of the Weapon currently equipped.

Target: Single

2 – Violent Flourish

Considered by many to be the ultimate dance, this complex series of steps has the ability to freeze an entire army in its tracks. *Violent Flourish* has a CoS of **Expertise, M. Evasion** of stunning all eligible combatants in the targeted Group, forcing them to skip their next turn. Treat this as a Seal-type effect. Roll separately for each eligible combatant.

Target: Group

3 – Dirty Dancing

By guiding an enemy's movements through her own, a trained Dancer can open up holes in defense at will, creating weak points where none existed before. *Dirty Dancing* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Meltdown* (2); Status Immunities are ignored when resolving *Dirty Dancing's* effects.

Target: Single

4 – Fatal Flamenco

The Dancer approaches a single target with fast, aggressive steps, producing a red rose from the depths of her clothing. Poison glints on the flower's thorns as the Dancer whirls around, raking her victim with one swift movement before slipping the rose away again. *Fatal Flamenco* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Venom* (4).

Target: Single

5 – Felicity

The Dancer suddenly accelerates, body twitching and writhing in a frenzy of motion that defies observation. *Felicity* allows a Dancer to immediately perform two Dances at no additional cost. Choose two Dance Ranks – or the same Rank twice – and roll a d6 for each one to determine which Dances are performed. If *Felicity* is rolled again during this process, ignore the result and reroll.

機工士

Engineer

Drills, robots, airships – the Engineer's mechanical wizardry conjures any number of miracles from bolts, oil, and a little ingenuity. Though their talents extend to all machines great and small, Engineers channel most of their energy into bewildering inventions they seem to spend every spare moment refining, building, and designing. Unpredictable at best, these devices are just as likely to spit out smoke as searing death, but every failure only seems to redouble the Engineer's determination – and any success more than makes up for the embarrassing malfunctions along the way.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Engineer	+13	+10	+13	+8	+10	+6

JOB PROFILE

Representatives: Cid Pollendina (*FFIV*), Edgar Roni Figaro (*FFVI*), Rikku (*FFX*), Gadgeteer Job (*FFTA*), Mustadio Bunanza (*FFT*)

HP Die: d8

MP Die: n/a

Weapons: Crossbows, Claws, Gloves, Light Swords, Swords, Polearms, Rifles

Armor: Gauntlets, Hats, Suits, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Technical

Expertise Formula: (*Invent* Rating / 2) + Level + (AGI x 2)

TOOLS

Engineers are firm believers in the power of a good set of tools – with the right implement, anything can happen. Unlike other Experts, rolls against the Engineer's Expertise can botch - any roll of 95 to 100 is considered an automatic miss or failure, regardless of the character's Skill or other modifiers.

INVENTION

LEVEL 1

Target: Self

Type: Support Ability

The Engineer is capable of creating and wielding Inventions using the rules given in **Appendix I**. As described in **Chapter 2**, they begin the game with a single device built during the character creation process, and can assemble additional ones as the game progresses.

Initially, Engineers are limited to a single Invention Level 1 device, but quickly learn to build bigger and better Inventions as they gain experience. Every few Levels, they gain the ability to build another, higher-level Invention. The exact progression for this is given in the table below.

Table 4-9: Invention Level Progression

INVENTION LEVEL	ACCESSIBLE AT LEVEL
1	1
2	8
3	15
4	22
5	29
6	36
7	43
8	50
9	57
10	64

Regardless of how many Invention Levels the Engineer can access, they are restricted to having one Invention of each Level at one time. At Level 15, for instance, the Engineer could have one Invention Level 1 device, one Invention Level 2 device, and one Invention Level 3 device. If he wanted to build another Level 2 device, he would have to discard or dismantle the existing one. Using an Invention in battle is a Fast Action by default, though the *Delay* Defect turns this into a Slow Action.

PEEP

LEVEL 11

Target: Single

Type: Fast Action

A keen eye is essential to an Engineer's success. *Peep* has a CoS of **Expertise, M. Evasion** of allowing the Engineer to see a target's Level, current and maximum Hit and Magic Points, as well as any Elemental Weaknesses the target may possess.

RECLAIM

LEVEL 22

Target: Self

Type: Support Ability

Clever Engineers can salvage workable parts from almost any source. *Reclaim* gives the Engineer a CoS of (*Invent Skill Rating*) - 40 to recover a single Part after any battle in which at least one Construct-type opponent was defeated. The exact nature of the Part is left to the GM's discretion, but should generally have an Availability of around 100 - **Engineer's Level**. Using *Reclaim* will not affect any items or treasure the opponent would normally drop upon defeat.

DISMANTLER

LEVEL 34

Target: Single

Type: Slow Action (10)

By pilfering vital components from a mechanical opponent, a skilled Engineer can induce an instant – and destructive – malfunction. *Dismantler* has a CoS of **Expertise, Evasion** of reducing a Construct target to 0 HP, regardless of its current HP score, Armor, or M. Armor rating; treat this as a Death effect. This Ability may also be used to disarm mechanical traps and security measures at the GM's discretion.

MAINTENANCE

LEVEL 47

Target: Party

Type: Fast Action

Veteran Engineers keep a close eye on their comrades' equipment, ensuring that it is always in top condition. *Maintenance* gives the Engineer and all active allies in the party Immunity to Weaken-type Status Conditions (4).

DUAL INVENTION

LEVEL 61

Target: Varies

Type: Support Ability

A master Engineer always has the right device to hand, swapping Inventions in the blink of an eye. *Dual Invention* allows the Engineer to make two consecutive Ability Actions with Inventions of Level 5 or lower at the cost of a single Action.

ギャンブラー

Gambler

To the Gambler, all of life's a game — and the only way to win is to ante up. Masters of chance, Gamblers crave excitement on almost primal level, chasing risks and payoffs through back-alley dice pools, high-stakes poker games, and monster-infested dungeons with scarcely a thought to their own safety. Parties looking for steady, predictable comrades will not find much to like in the Gambler's brash manner; if anything, they are the archetypical loose cannon, ready to plunge into danger at a moment's notice or stake an entire kingdom on the throw of the dice.

“Gambling against the Empire, with nothing to lose but my life... I haven't felt so excited in years!”

Setzer Gabbiani
FINAL FANTASY VI

But experienced Gamblers also know a thing or two about playing the odds; with a Gambler in the party, the laws of probability become surprisingly malleable.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Gambler	+8	+8	+10	+12	+12	+10

JOB PROFILE

Representatives: Setzer Gabbiani (*FFVI*), Cait Sith (*FFVII*), Selphie Tilmitt (*FFVIII*), Wakka (*FFX*), Lady Luck Dressphere (*FFX-2*), Corsair Job (*FFX*)

HP Die: d8

MP Die: n/a

Weapons: Boomerangs, Crossbows, Gloves, Knives, Light Swords

Armor: Armwear, Hats, Shields, Suits

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Thievery

Expertise Formula: (*Gambling* Rating / 2) + Level + (MAG x 2)

FORTUNE

The Gambler's techniques are as unpredictable as the Gambler himself, as liable to bowl over a legion of foes as strike the party dead on the spot. But for every time those powers fizzle at a crucial moment, there's that moment when the Gambler's luck pays off big, pulling the party out of the fire when they need it most. Which way will Lady Luck turn with you? Roll the dice, spin the reels, and find out!

! A Gambler's Luck

Fortune smiles on all Gamblers — any roll of 1 to 20 on an Expertise check is considered a Critical Success.

DOUBLE UP

LEVEL 1

Target: Self

Type: Support Ability

Risk big to win big! *Double Up* is used in conjunction with a *Slots* Ability, and has an additional Gil cost equal to **50%** of the *Reel*/set's. By announcing that they are using *Double Up* and paying the Gil, Gamblers may roll an additional d10 for the *Reel* and choose the higher of the two results. For *Reels* that require more than one d10 roll, the player must specify which of the d10 he wishes to apply the second roll to. The *Double Up* die is always rolled first — if the second die comes up with the same result as the original roll, the *Reels'* result is a *Bust* and the Gambler loses **10%** of his current Hit Points, regardless of the actual *Reel* used.

? Double Up in Action

Caprice the Gambler decides to *Double Up* on *Magic Reels*. This costs her an additional 250 Gil — half of *Magic Reels'* basic cost of 500 — but allows her to roll another d10 for one of the three d10 rolls. She opts to use the extra die for the right reel and rolls it, getting a 7. Caprice then makes the roll for *Magic Reels*, getting a 4 for the left reel, a 7 for the center reel, and a 2 for the right reel. As she can choose the higher of the two rolls, she uses the 7 from *Double Up* instead of the 2. However, if she'd opted to use *Double Up* for the center reel, she would have ended up with a *Bust* — both the first and second roll came up with a 7.

DICE

LEVEL 15

Target: Single

Type: Slow (6)

With a liberal application of *chi*, the Gambler can enlarge his trusty dice to many times their original size, sending them out to bowl over his foes with a practiced flick of the wrist. *Dice* allows the Gambler to immediately roll 2d6. If the dice come up doubles, *Dice* has no effect; if the dice come up double 1s, the Gambler immediately loses **50%** of his current Hit Points. All other results deal **(Roll Total) x Gambler's Level** Physical damage to the targeted combatant, striking automatically; this damage is not reduced by any Status Condition save *Shield*.

LUCKY SEVEN

LEVEL 29

Target: Single

Type: Reaction

No matter where your travels may take you, seven remains the luckiest of numbers. When triggered, *Lucky Seven* allows the Gambler to make an immediate counterattack against the combatant who damaged him, striking automatically. This attack has a CoS of **Expertise, Evasion**. How much damage it inflicts depends on the result of this roll:

Outcome	Damage Inflicted
Botch	0
Failure	7
Success	77
Critical Success	777

Damage dealt by *Lucky Seven* cannot be reduced.

Trigger: Any attack reduces the Gambler's Hit Points to a number ending in '7.'

DO OVER

LEVEL 36

Target: Self

Type: Support Ability

Sometimes, you just have to raise the stakes that little bit further. *Do Over* allows the Gambler to pay a number of Gil equal to the full cost of a *Reel* Ability to roll another d10 in the same manner as *Double Up*. The Gambler's player must choose which d10 will be affected; unlike *Double Up*, however, *Do Over* can be used after the die has been rolled. Going *Bust* with *Do Over* carries the same penalties as *Double Up*, immediately ending the Reels and costing the Gambler 10% of his HP.

BRIBE

LEVEL 36

Target: Single

Type: Fast Action

The Gambler isn't the only one who know the value of a Gil. *Bribe* allows the Gambler to make an offering of money to the target, hoping it is either greedy or unscrupulous enough to take the cash and run. The player begins by deciding how much money they wish to offer. Whether or not the *Bribe* succeeds depends on how much money the character offers – the higher the sum compared to the target's Gil value, the greater the CoS. However, the player will not know the basic CoS when making the roll – the only thing they have to run on is their own intuition.

Table 4-5: Basic Bribe CoS

BRIBE OFFERED	BASIC CoS
10% or more of target's Gil value	10
25% or more of target's Gil value	20
50% or more of target's Gil value	40
100% or more of target's Gil value	60
200% or more of target's Gil value	100

Bribe attempts below 10% of the target's Gil value automatically fail. Additional modifiers may be imposed on the basic CoS, depending on the circumstances; some examples are given in the table below.

Table 4-6: Bribe Modifiers

CONDITION	MODIFIER
Target is at 25% or less of maximum HP	+20
Target is outnumbered two to one or more	+20
Target is of High intelligence	-10
Target is of Elder intelligence	-20
Previous <i>Bribe</i> attempt made against target	+10

Once the GM has determined the final CoS, the player makes the roll. A failure means that the target pockets the *Bribe*, but does nothing further. The money is lost, though the Gambler may try again. If the roll is successful, the target is immediately *Ejected* from the battle, dropping its Very Rare item. Notorious, Boss, and End Boss monsters are immune to *Bribe*'s effects.

PHANTOM DICE

LEVEL 43

Target: Party

Type: Fast Action

With the swiftness of a consummate professional, the Gambler throws a handful of translucent dice into the air, counting under his breath until pairs begin tumbling down in front of his allies. When every die has finally rolled to a stop, their dots glow ominously; a second later, they simply vanish. *Phantom Dice* allows the Gambler to bestow beneficial effects on himself and his immediate allies. Roll 2d6 for every active combatant in the Gambler's party, then consult the table below to see which benefit the *Phantom Dice* confer.

Roll	Effect
2	Character gains the Status Condition <i>Shell</i> (4).
3	Character gains the Status Condition <i>Protect</i> (4).
4	Character gains the Status Condition <i>Ruse</i> (4).
5	Character gains +40 M. EVA (4).
6	Character gains +30 ACC (4).
7	Character gains +30 M. ACC (4).
8	Character gains the Status Condition <i>Haste</i> (4).
9	Character gains the Status Condition <i>Reflect</i> (4).
10	Weapon equipped in character's Weapon Slot gains <i>Piercing</i> (4).
11	Character's final Gil share for this battle increases by +25% (4).
12	Character's final XP share for this battle increases by +25% (4).

Only one *Phantom Dice* effect may be active on each party member at any one time. If the Ability is used a second time, the new effect immediately replaces the old one. This applies even if the second *Phantom Dice* come from a different combatant than the first. Effects granted by *Phantom Dice* cannot be canceled by *Dispel* or similar effects – they are only removed when their timers reach '0' or the current battle ends.

SPARE CHANGE

LEVEL 64

Target: Group

Type: Fast Action

Some might accuse Gamblers of throwing their money away, but never quite *this* literally. Infused with *chi*, Gamblers can turn a handful of coins into a deadly projectile, piercing even the toughest defenses with ease. *Spare Change* allows the Gambler to spend Gil to inflict (Spent Gil / 10) Physical damage on all eligible combatants in the targeted group, striking automatically. How many Gil are spent is left up to the Gambler's discretion, but must be at least 10 or greater in order for *Spare Change* to be used. Damage inflicted by *Spare Change* cannot be reduced, and cannot exceed 999.

SLOTS

To a Gambler, a slot machine is the essence of life distilled into a single device. Sometimes you win big, sometimes you lose it all; everything is always in flux, but if you know how to work things, you'll end up ahead of the game by the day's end. The Slot Abilities pay tribute to this philosophy; each is modeled after the deeds of a

famous Gambler, and has its own particular effects and tricks.

All Slot Abilities cost a certain amount of Gil to use. The exact amount varies from Ability to Ability, and will be clearly listed in the Ability's description. Furthermore, their effects are entirely random, determined by die roll after the initial payment has been made. Depending on how well the Gambler rolls, the end result can be either helpful or harmful – after all, nothing is ever guaranteed when throwing yourself at the mercies of fortune.

! Lining Up the Slots

Many of the *Reels* have players roll a d10 and then make two Skill Checks. This is intended to simulate an attempt to line up three of a kind on a slot machine – the first roll determines which set they're trying to match, and the other two check whether the player is successful in getting the other two slots to line up with the first.

ELEMENT REELS

LEVEL 1

Target: Group

Type: Fast Action

A Gambler once remarked that she believed her fortune ebbed and flowed with the elements. Places too steeped in the forces of Ice, Wind, or Water would 'cool' any winning streak regardless of the Gambler's skill; the only way out, she reasoned, was to arrange the elements in one's favor. While she never quite succeeded in finding a method that satisfied her, her beliefs are captured within these reels.

Element Reels allows the Gambler to make Elemental attacks against one or several opponents; each use of this Ability costs 10 Gil. After the payment is made, the Gambler rolls a d10, then consults the table below to see what the reels have turned up.

Roll	Result	Element
1	Black	Shadow
2 - 3	Red	Fire
4 - 5	Blue	Water
6 - 7	Gold	Lightning
8 - 9	Silver	Ice
10	White	Holy

The Gambler then makes two Task Checks against his *Gambling* Skill, each with a Conditional Modifier of -10. If both Checks are successful, all eligible combatants in the targeted Group suffer **100%, Armor** Elemental damage, where the Element in question is the result previously rolled. If one check fails, the Gambler makes an immediate Attack Action against a single randomly determined combatant in the Group for **100%, Armor** Elemental damage. If both checks fail, the Gambler makes a normal Attack Action against a single randomly determined combatant in the Group. If multiple Weapons are equipped, decide which is used to make the attack – any *[Element] Strike* Abilities on the Weapon are automatically overridden by the effects of *Element Reels*.

MOOGLE REELS

LEVEL 8

Target: As Effect

Type: Fast Action

This set commemorates an eccentric figure popularly known as “The

Mog Gambler.” Such was his fondness for Moogles that when he finally struck it rich, said Gambler opened a casino entirely staffed by the diminutive creatures, mingling among his employees in a Moogle suit of his own design. Though the casino is closed and the Mog Gambler long gone, a small part of him still remains in these reels.

Moogle Reels allows the Gambler to call up a number of beneficial effects and attacks; each use of this Ability costs 25 Gil. After the payment is made, the Gambler rolls a d10, then consults the table below to see what the reels have turned up.

Roll	Result	Conditional Modifier
1 - 3	Star	+10
4 - 5	Crown	+10
6 - 7	Heart	+0
8	Moogle	+0
9	Bar	-20
10	Cat Face	-30

Once the result has been determined, the Gambler makes two Task Checks against his *Gambling* Skill with the Conditional Modifier listed for the result. If both Checks are successful, the Gambler immediately executes the effect listed for the given result below. If one or both Checks are failed, the Gambler executes the *Toy Box* result instead. If the Gambler rolls the 'Cat Face' result and then Botches either of the subsequent rolls, the Gambler executes the *Joker Doom* result.

STAR – Mog Dance

A moogle appears in front of the party and dances a happy jig, revitalizing the Gambler and his allies. *Mog Dance* restores **(4 x MAG) + 3d8** Hit Points to all active allies.

Target: Party

CROWN – Toy Soldiers

A platoon of toy soldiers marches onto the battlefield, leveling their rifles and opening fire on the Gambler's foes. *Toy Soldiers* inflicts **(6 x MAG) + 3d8, M. Armor** Magical damage on all active combatants in the targeted Group, striking automatically.

Target: Group

HEART – Lucky Gal

A seductive woman in a bunny suit appears, blowing a kiss at a single party member before disappearing. *Lucky Gal* raises the target's ACC to 255 and grants the Critical Up status for the remainder of the battle.

Target: Single

MOOGLE – Combine

A portly Moogle suit materializes around the Gambler and wastes no time in zipping up, trapping the Gambler in its smothering confines. *Combine* increases the Gambler's ARM and M. ARM by **+100%** respectively and increases his ACC to 255, as well as bestowing Immunity to all Status Conditions, positive or negative.

However, as long as *Combine* remains in effect, the Gambler may only use his Actions to throw a *Punch* (Single, **150%, Armor** damage) or *Kupo Nut* (Single, **125% Armor** damage, Ranged). Both are

considered standard Attack Actions, and are calculated accordingly. *Combine* lasts until the end of battle, at which stage the Gambler is automatically reduced to 1 Hit Point.

Target: Self

BAR - Summon

The Gambler's powers bring a weak Summon to the battlefield. Roll a d10, then resolve the Summon's Call effect as given in **Appendix III**, using the Gambler's MAG and M. ACC where appropriate.

Roll	Call
1 - 2	<i>Ifrid – Inferno</i>
3 - 4	<i>Ramuh – Thunder Spark</i>
5 - 6	<i>Shiva – Snowstorm</i>
7	<i>Sylph – Whispering Wind</i>
8	<i>Titan – Earthen Fury</i>
9	<i>Kirin – Life Guard</i>
10	<i>Cait Sith – Cat Rain</i>

CAT FACE – All Over

When three portions of the Cat Face are lined up, its eyes glow yellow for a brief moment; anything unfortunate enough to stare directly into this sudden burst of life drops dead on the spot. *All Over* reduces all eligible combatants in the targeted Group to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. Treat this as a Death-type effect. Notorious, Boss and End Boss enemies are immune to *All Over's* effects.

Target: Group

BOTCH on CAT FACE – Joker Doom

All reels carry some measure of risk in them, but the most powerful can have devastating consequences when the Gambler's luck turns. *Joker Doom* immediately casts the Blue Magic Spell *Roulette* on the battlefield (**Number of Active Combatants / 2**) times. It is possible for a Blue Mage to learn *Roulette* in this fashion.

Target: All

TOY BOX – Varies

Something creaks in the heavens, and a large object rains down on one unfortunate foe. *Toy Box* has a random effect on one randomly determined combatant in the targeted Group, striking automatically. Roll 1d10 and consult the table below to find *Toy Box's* exact effects.

Roll	Result
1-2	A one-ton weight crushes the target, inflicting (2 x STR) + 3d6, Armor Physical damage.
3-4	Sharp icicles pierce the target, inflicting (2 x MAG) + 3d6, M. Armor Ice Elemental damage.
5-6	A small house flattens the target, inflicting (3 x STR) + 3d8, M. Armor Physical damage.
7-8	A grossly overweight chocobo splashes onto the target, inflicting (3 x MAG) + 3d8, M. Armor Magical damage.
9	A titanic hammer cracks down on the target, reducing the target's Magic Points by 10% of their current value.
10	A comet roars into the target, inflicting (4 x MAG) + 4d6, M. Armor Magical damage.

STATUS REELS

LEVEL 22

Target: Group

Type: Fast Action

The origins of this reel set are lost in mystery, but some rumor that Hades himself had a hand in their creation. Their role is primarily a cautionary one, ever reminding Gamblers of the misery that games of chance can bring.

Status Reels allows the Gambler to inflict Status Conditions on opponents; each use of this Ability costs 50 Gil. After the payment is made, the Gambler rolls a d10 to see which Status Condition is inflicted.

Roll	Symbol	Status Inflicted
1	Shades	<i>Blind</i> (4)
2	Droplet	<i>Poison</i> (4)
3	Stars	<i>Confuse</i> (4)
4	Broken Leg	<i>Immobilize</i> (4)
5	Broken Arm	<i>Disable</i> (4)
6	Clock	<i>Slow</i> (4)
7	XXX	<i>Curse</i> (4)
8	...	<i>Silence</i> (4)
9	ZZZ	<i>Sleep</i> (4)
10	Red Cloud	<i>Berserk</i> (4)

Once this is determined, the Gambler makes two d% rolls with a CoS of **Expertise, Evasion** – one using the highest EVA in the targeted Group as a modifier, one using the lowest. If neither is successful, nothing happens. If one is successful, a randomly determined combatant in the targeted Group will be afflicted with the Status rolled earlier. If both rolls are successful, all active combatants in the targeted Group are afflicted with the Status rolled. Immunities apply as normal.

CHOCOBO REELS

LEVEL 43

Target: As Effect

Type: Fast Action

These reels remember a successful Gambler who believed that Chocobo birds were particularly lucky, and endeavored to have them around wherever he gambled. He eventually vanished, having sunk most of his winnings into searching for the elusive Gold Chocobo he was certain would assure his fortune for life.

Chocobo Reels allows the Gambler to call up a number of beneficial effects and attacks; each use of this Ability costs 200 Gil. After the payment is made, the Gambler rolls a d10, then consults the table on the next page to see what the reels have turned up.

Roll	Result	Conditional Modifier
1 - 3	Chocobo	+0
4 - 5	Airship	-10
6 - 7	Diamond	-10
8	Dragon	-20
9	Bar	-20
10	7	-30

Once the result has been determined, the Gambler makes two Task Checks against his *Gambling* Skill with the Conditional Modifier listed for the result. If both Checks are successful, the Gambler

immediately executes the effect listed for the given result below. If one or both Checks are failed, the Gambler executes the *Lagomorph* result instead. If the Gambler rolls the '7' result and then Botches either of the subsequent rolls, the Gambler executes the *Joker Doom* result.

CHOCOBO – Chocobo Stampede

A sudden stampede of Chocobos shakes the battlefield, flattening the one combatant unfortunate enough to be left in their path. *Chocobo Stampede* inflicts **(21 x MAG) + 5d8, M. Armor** Magical damage to the targeted combatant, striking automatically.

Target: Single

AIRSHIP – Dive Bomb

The steady thrum of engines fills the air, accompanied by a sinister, high-pitched whistling. Suddenly, an airship swoops overhead, disgorging a single bomb before peeling away again. *Dive Bomb* inflicts **(21 x MAG) + 5d8, M. Armor** Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Target: Group

DIAMOND – Prismatic Flash

Man-sized cards of multicolored light rise from the ground, shearing through anything in their way. *Prismatic Flash* inflicts **(24 x MAG) + 4d10, M. Armor** Holy Elemental damage to the targeted combatant, striking automatically.

Target: Single

DRAGON – Megafire

Wyrming Bahamut, lord of the dragons, descends from above and bathes the enemy in searing magical fire. *Megafire* inflicts **(24 x MAG) + 4d10, M. Armor** Magical damage to all eligible combatants in the targeted Group, striking automatically.

Target: Group

BAR – Summon

The Gambler's powers bring a modestly powerful Summon to the battlefield. Roll a d10, then resolve the Summon's Call effect as given in **Appendix III**, using the Gambler's MAG and M. ACC where appropriate.

Roll	Call
1	<i>Midgarsormr – Earth Aura</i>
2	<i>Carbuncle – Ruby Light</i>
3	<i>Golem – Earth Wall</i>
4	<i>Seraphim – Reviver</i>
5	<i>Ark – Propeller Wind</i>
6	<i>Doomtrain – Runaway Train</i>
7	<i>Kujata – Tetra-Disaster</i>
8	<i>Alexander – Divine Judgment</i>
9	<i>Anima – Torment</i>
10	<i>Cerberus – Counter Rockets</i>

7 – All Over

A jackpot bell rings and the words "ALL OVER" appear in glowing, larger-than-life letters, hiding the enemy from sight. When the words

finally vanish, the Gambler's foes are nowhere to be found. *All Over* reduces all eligible combatants in the targeted Group to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. This is not a Death-type effect, and will not be affected by Resistances or Immunities. Notorious, Boss and End Boss enemies are immune to *All Over's* effects.

Target: Group

FAILURE – Lagomorph

A small pink rabbit in a floppy straw hat materializes in front of the Gambler, showering the party with healing magic before vanishing again. *Lagomorph* restores **(10 x MAG) + 3d8** Hit Points to all active allies.

Target: Party

BOTCH on 7 – Joker Doom

Without the risk of loss, winning loses its fundamental thrill – indeed, any good Gambler knows that to win anything, you must be prepared to lose everything. *Joker Doom* immediately casts the Blue Magic Spell *Roulette* on the battlefield **(Number of Active Combatants / 2)** times. It is possible for a Blue Mage to learn *Roulette* in this fashion.

Target: All

ATTACK REELS

LEVEL 50

Target: Group

Type: Fast Action

This set celebrates a renowned tournament fighter with a love for games of chance. Having memorized the major weak points of the human body, this fighter would always begin his battles by thrusting at one of these points at random, leaving his defenses open all in the hopes of landing that single lucky strike. Today, his fearless risk-taking – so fundamental to the very nature of the Gambler – is celebrated by all who use these reels.

Attack Reels allows the Gambler to make multiple, potentially enhanced attacks against a single opponent; each use of this Ability costs 400 Gil. After the payment is made, the Gambler selects an active combatant in the targeted Group at random and makes three attacks against this target. Each attack has a CoS of **Expertise, Evasion**. If the Gambler is under the effects of *Blind*, this CoS is reduced to **(Expertise / 2), Evasion**.

The attack's effects depend on whether the roll was a failure, success, Critical Success, or Botch:

FAILURE – Miss!

The Gambler has missed entirely. Nothing happens.

SUCCESS – Hit!

The Gambler successfully hits an opponent. The targeted combatant suffers **100%, Armor** Physical damage.

CRITICAL SUCCESS – YEAH!

The Gambler strikes a critical hit. The targeted combatant suffers **200%, Armor** Physical damage.

BOTCH – BUST!

The Gambler has only succeeded in hitting herself. The Gambler suffers **75%, Armor** Physical damage.

After all three attacks have been resolved, *Attack Reels* has no further effect.

MAGIC REELS

LEVEL 57

Target: Single

Type: Fast Action

Once upon a time, the story goes, an apprentice mage struggled to master the basics of spellcasting. Indeed, no matter how hard he tried, his concentration always wavered at the critical moment. Distraught, he abandoned his studies to spend his meager savings at the roulette table. Then, however, something unexpected happened — as he nervously watched the roulette ball bouncing along the wheel, he realized that he was chanting the incantation for basic Fire magic under his breath. At the exact moment the ball stopped, a gout of flame erupted across the table, badly scorching the veneer and nearly igniting the steward on the spot.

Elated, if rather poorer from the damages, the apprentice tried the spell once more, only to meet with failure again — as long as he *concentrated* on what he was saying, the spell refused to come. Only when transfixed by the spin and bounce of the ball did the magic cast as bidden. Today, Gamblers who use these reels do so as much to commemorate the apprentice's life as his discovery that chance is indeed the most powerful force in the universe.

Magic Reels allows the Gambler to cast certain Red Magic Spells at no MP cost; each use of this Ability costs 500 Gil. After the payment is made, the Gambler rolls 3d10. The first d10 is for the left reel, and determines the Level of the Spell cast by the Gambler. The second d10 is for the center reel, and determines how many times the Spell will be cast. The third and final d10 determines the Spell number, and decides exactly which Spell is cast.

Roll	Left Reel	Center Reel	Right Reel
1	Level 3	x1	Spell Number 1
2	Level 3	x1	Spell Number 2
3	Level 4	x1	Spell Number 3
4	Level 4	x1	Spell Number 4
5	Level 5	x2	Spell Number 5
6	Level 6	x2	Spell Number 6
7	Level 6	x2	Spell Number 7
8	Level 7	x3	Spell Number 8
9	Level 8	Angel	Spell Number 9
10	TH	EE	ND

? Magic Reels in Action

Caprice pays the required Gil for *Magic Reels* and rolls three d10. The first, for the Spell Level, comes up a '6' — a Level 6 Spell. The second, the number of times the Spell will be cast, rolls a '4' — the Spell will be cast once. That just leaves the question of which Spell will be actually cast. Caprice's third roll is a 8 — she will cast Spell Number 8 for Level 6, or *Waterga*, once on a target of her choice.

A roll of 10 on any of the three Reels is effectively a 'wild card' — the player can choose which of the nine preceding results to use. However, if TH, EE, or ND are used in combination with certain other results, no Spell is cast; instead, the Gambler unleashes a unique effect. These combinations are:

TH + EE + ND — The End

The immediate battlefield suddenly becomes a serene garden, its beautiful flower fields only marred by a crumbling tombstone in the midst of the enemy ranks. Engraved in the weathered rock are just two words: THE END. *The End* reduces all eligible combatants in the targeted Group to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. This is not a Death-type effect, and will not be affected by Resistances or Immunities, even those possessed by Notorious, Boss, and End Boss enemies.

Target: Group

TH + Angel + ND — Rapture

Ethereal angel wings shimmer into life behind the combatants, threatening to lift them into skies at a moment's notice. When *Rapture* is cast, a six-Round timer begins. If the battle has not finished before the timer reaches '0,' *Rapture* reduces all active combatants on the battlefield to 0 Hit Points, regardless of current HP, ARM, and M. ARM values. This is not a Death-type effect, and will not be affected by Resistances or Immunities. Notorious, Boss and End Boss enemies are immune to *Rapture's* effects.

Target: All

Angel + ND + Anything But TH — Full Cure!

The entire party is fully healed of all wounds. *Full Cure* restores the Gambler and all active allies in the immediate Party to maximum Hit Points.

Target: Party

TH + Angel + Anything But ND — Wall!

Beams of light pierce the ground, pulling up a solid chunk of earth to shield the Gambler's allies from harm. *Wall* bestows the Status Condition *Wall* on the Gambler and all active allies in the immediate Party (4).

Target: Party

Angel + Any Other Combination — Devil's Laugh

The center reel begins to spin again, finally stopping on a laughing devil's face. Nothing happens — the Gambler has wasted his Action and money.

Target: Single

Assuming the Gambler does not trigger one of the special effects, he will instead cast the appropriate Spell given in Table 4-7 below as many times as the Center Reel indicated. All Spells are treated as Target: Single, regardless of their actual Target; harmful Spells will always target an opponent of the Gambler's choosing, while helpful Spells affect an ally chosen by the Gambler — see **Chapter 8** for more details.

Table 4-7: Magic Reel Spell Results

SPELL NUMBER	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8
1	Aera	Bio	Aeraga	Charm	Renew	Old
2	Blizzara	Confuse	Protectga	Esuna	Freeze	Black Hole
3	Cura	Drain	Blizzaga	Flare	Reflect	Celestial Stasis
4	Fira	Haste	Curaga	Shellga	Nuke	Massacre
5	Protect	Raise	Firaga	Quake	Shockwave Pulsar	Meltdown
6	Regen	Ruse	Mini	Siphon	X-Zone	Break
7	Silence	Shell	Stone	Stop	Toad	Holy
8	Thundara	Basuna	Thundaga	Waterga	Venom	Rebirth
9	Zombie	Watera	Time Slip	Vanish	Pain	Shield
10	Any Level 3	Any Level 4	Any Level 5	Any Level 6	Any Level 7	Any Level 8

話術士

Mediator

Demagogues, peacekeepers, diplomats, con men — men and women with the Mediator's talents can be found in all walks of life, practicing the arts of silver tongue and careful suggestion as meticulously as a warrior would his swordsmanship. Though Mediators can put up a fair fight in battle, their strength lies not in arms, but in their ability to manipulate others into doing their bidding; with little more than the right word at the right time, an Mediator can accomplish almost anything.

Keenly intelligent and meticulously logical, the average Mediator may seem a poor fit for a wandering band of rough-and-tumble adventurers. However, those honeyed words reach further than mere fireballs and flashing blades; given a chance, the Mediator's talents can open doors in many places or sow the seeds of confusion on the battlefield on an unimagined scale.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Mediator	+8	+8	+12	+10	+10	+12

JOB PROFILE

Representatives: Orator Job (*FFT*), Beastmaster Job (*FFV*, *FFXI*, *FFTA*), Reis Duelar (*FFT*)

HP Die: d8

MP Die: n/a

Weapons: Knives, Flails, Instruments, Rifles

Armor: Armwear, Hats, Suits, Robes

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Social

Expertise Formula: (*Negotiation* Rating / 2)+ Level + (SPR x 2)

SPEECHCRAFT

The Mediator is master of rhetoric, a consummate professional who can make the cut and thrust of debate seem as thrilling as the clash of steel.

TAME

LEVEL 1

Target: Single

Type: Magic Ability

A wise Mediator knows never to underestimate the power of mercy offered at the right moment. *Tame* allows the Mediator to 'spare' a single opponent reduced to 0 HP prior to the Mediator's turn in the current Round, recruiting them as a temporary ally. Treat this as a Mystify-type effect; Gil, XP, and items are awarded as if the opponent had been defeated in the normal manner. Notorious, Boss, and End Boss opponents are immune to *Tame's* effects by default.

In exchange for being spared, the opponent is willing to perform one action on the Mediator's behalf before the 'spell' is broken; to do so, the Mediator must herself make a Fast Action. Out of combat, this assistance will usually allow the party to overcome an obstacle they would not clear under their own steam; in combat, the opponent will use one attack or Ability chosen at the GM's discretion. Once the

deed is done, the Mediator has no further hold over the opponent; in most cases, the *Tamed* opponent will immediately flee.

Initially, the Mediator is limited to a single 'recruit' at a time, but may add one additional opponent at Levels 16, 31, 46, and 61, for a grand total of 5. A given opponent may not be *Tamed* more than once.

ENTRUST

LEVEL 10

Target: Single

Type: Magic Ability

The Mediator's knack for studied negotiation can drastically alter the flow of battle. *Entrust* allows the target to immediately take a turn, even if it has already acted in the current Round. When targeting hostile combatants, including allies under the effect of *Charm* or *Confuse*, *Entrust* has a CoS of **Expertise, M. Evasion**; against allies, *Entrust* is automatically successful.

If the target has any Actions remaining, the Mediator may take another turn when the target would normally act during this Round; the target loses this later turn in exchange for being able to act on the Mediator's current Initiative. If the target is currently charging a Slow Action, that Action is immediately canceled; if the target has not acted this Round, the Mediator can take another turn on the tick the Slow Action would have normally gone off on. If the Slow Action would not have finished charging during the current Round, the Mediator will not get another turn.

? Entrust in Action

Mint (Initiative 36), Hiro (Initiative 12), Haze (Initiative 16), and Lautrec the Mediator (Initiative 15) are locked in combat. Mint and Haze act, then Lautrec's turn comes up. If he uses *Entrust* on Hiro, Hiro can act immediately on Lautrec's current Initiative of 15; Lautrec will act again on Hiro's Initiative of 12. Alternately, Lautrec can target Haze, allowing him to take a second turn this Round; in exchange, he effectively gives up his own turn. He could also target Mint, in which case Mint would take an immediate turn and Lautrec can take an Action when Mint would normally act next thanks to her Extreme Initiative: at 1 tick.

PARLEY

LEVEL 19

Target: Single

Type: Magic Ability

With a little careful negotiation, an Mediator can convince a critically wounded foe that discretion *is* indeed the better part of valor. *Parley* can only target opponents whose current Hit Points are **25%** or less of the maximum value, and has a CoS of **Expertise, M. Evasion** of convincing the target to immediately flee the battle. Treat this as an *Eject*-type effect. Opponents who have been affected by *Parley* can also be automatically *Tamed* as a Zero Action.

ADVICE

LEVEL 28

Target: Single

Type: Magic Ability

Through careful direction and timely suggestions, a Mediator is capable of guiding her allies to victory. *Advice* bestows the Status Condition *Critical Up* (4).

INTIMIDATION

LEVEL 37

Target: Single

Type: Magic Ability

Intimidation is just that: a rapid-fire stream of withering invective that systematically strips away the target's concentration and confidence, leaving it dramatically shaken. *Intimidation* has a CoS of **Expertise, M. Evasion** of increasing the target's range for Automatic Misses and Botches from 95 to 100 to 75 to 100 (4); during this time, any Critical Hits or Critical Successes are treated as normal successes.

MANIPULATE

LEVEL 46

Target: Single

Type: Magic Ability

The Mediator wraps her victim in a skein of skewed logic, dragooning it into obeying her every command for a few precious moments. *Manipulate* has a CoS of **Expertise, M. Evasion** of inflicting the Status Condition *Charm* on the targeted combatant (4).

INVITE

LEVEL 55

Target: Single

Type: Magic Ability

With sweet words and studied persuasion, an Mediator can convince almost anything to fight on her behalf. *Invite* has a CoS of **Expertise, M. Evasion** of converting a single opponent into a temporary ally. Treat this as a Mystify-type effect; Notorious, Boss, and End Boss opponents are immune to *Invite*'s effects by default. If successful, the opponent will immediately begin fighting for the Mediator's party, using whatever attacks and Abilities the GM deems appropriate.

After the battle is over, opponents 'converted' in this fashion are considered defeated and will yield the normal rewards. They will also follow the Mediator until called upon to help; doing so requires the Mediator spend a Fast Action. If called up in another battle, the *Invited* opponent will fight for the Mediator until the end of that battle, acting according to GM discretion; out of combat, the *Invited* opponent will offer whatever assistance it can for one Scene. After this, it will make its escape. The Mediator may never have more than one *Invited* opponent at any one time, though she may choose to release a previously *Invited* opponent at any point for no cost. A given opponent may not be *Invited* more than once.

CHARGE!

LEVEL 64

Target: Party

Type: Magic Ability

The greatest battles in history began with but one word. *Charge!* gives up to four of the Mediator's allies a limited CoS of making an immediate Attack Action with whatever Weapon they currently have equipped against targets of their own choosing. These Actions do not count towards the attackers' totals for that Round, and may be taken even if the allies in question have already acted in the current Round.

Every party member must make a separate d% roll to see if they will actually attack; the CoS for this is based on the ally's current Hit Points, as shown below.

Ally's Hit Points	CoS
100 to 76% of maximum	40%
75 to 51% of maximum	60%
50 to 25% of maximum	80%
25% or less of maximum	100%

If more than four allies succeed, the four lowest-rolling allies will make Attack Actions.

ものまね士

Mime

The Mime is the chameleon of the adventuring ecosystem, training in nothing yet studying everything; with no skills of her own yet every skill around her. No one can say whether a true mimic is born or made – those with the innate talent tend to be nondescript individuals with malleable personalities and a face almost destined to fade into the crowd. Some accept this, subsuming that blank persona into their abilities; others rebel, dressing in outlandish costumes and monstrous masks, giving the world no choice but to recognize them. Whatever the case may be, one thing is always certain – to face a Mime in battle is to stare into the face of chaos itself.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Mime	+9	+9	+9	+9	+9	+9

JOB PROFILE

Representatives: Gogo (FFVI), Mime Job (FFV, FFT)

HP Die: d8

MP Die: d6

Weapons: Bows, Crossbows, Flails, Gloves, Knives, Rods, Staves

Armor: Armwear, Hats, Suits, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: None

Expertise Formula: (Acting Rating / 2) + Level + (SPR x 2)

MIMICRY

The Mime's greatest weapons are his friends and foes. Armed with the uncanny ability to recreate the actions of those around him in minute detail, a Mime can be as weak – or as strong – as anything else on the battlefield.

MIMIC

LEVEL 1

Target: Varies

Type: Varies

By observing a target in battle, the Mime can mimic its actions. When used, *Mimic* allows the Mime to replicate the last Action made – or Ability used – prior to his turn. The effects and target will be identical to the previous Action's even if they were randomly determined, though all damage codes and CoS formulas use the Mime's Attributes and Combat Statistics as their basis. Abilities which require the use of a certain Weapon have this requirement waived, using whatever Weapon the Mime currently has equipped instead. For *laido* and *Soul Blade*, resolve the effects as if the Mime was equipped with the Katana used in the last Action. The only exception are Actions which consume an Item – the Mime must have the same Item in his Inventory in order to be able to *Mimic* the Action, consuming the Item in the process.

Actions with an MP cost require the Mime to spend an equal amount of MP – if not enough MP is available, *Mimic* fails and the Action is wasted. Actions with a Charge Time cannot be *Mimic*ed

unless their effects were resolved directly before the Mime's turn; if so, the Charge Time penalty carries over to *Mimic*.

MIRROR MIMIC

LEVEL 9

Target: Self

Type: Support Ability

Slavish imitation alone does not always ensure success. *Mirror Mimic* allows a Mime to use *Mimic* with either its original target or the combatant who made the last Action as a target.

COMMAND MIMIC

LEVEL 17

Target: Single

Type: Fast Action

Practice makes perfect. *Command Mimic* requires the Mime to select a single ally and allows them to select one Fast Action, Slow Action, Magic Ability, or Level of Spells that ally possesses and use it for the duration of the current battle or Scene. Only one Ability or Spell Level may be replicated in this fashion per battle or Scene. All damage codes and CoS formulas use the Mime's Attributes and Combat Statistics as their basis; Charge Times and MP costs carry over as normal.

Abilities that require the use of a certain Weapon have this requirement waived, using whatever Weapon the Mime currently has equipped instead. The only exceptions to this rule are *laido* and *Soul Blade*, which may not be mimicked in this fashion unless the Mime has the relevant Katana equipped.

If *Command Mimic* is used to access a Level of Spells, only those Spells available to the target can be used by the Mime. In the case of Blue and Summon Magic, the Mime can take a number of Spells or Calls with a combined MP value equal to his own maximum MP, chosen from those the Mime's target has access to.

If *Command Mimic* is used to mimic the Dancer's *Perform* or the Geomancer's *Geomancy*, the Mime uses whatever effect was generated the first time around.

MEMORY MIMIC

LEVEL 25

Target: Self

Type: Support Ability

A long memory makes for a better performance. *Memory Mimic* allows the Mime to use *Mimic* on any Action made prior to his turn during the course of the current Round.

FINAL MIMIC

LEVEL 33

Target: Varies

Type: Reaction

Always bow out on a high note. When triggered, *Final Mimic* has a CoS of **50 + SPR** of allowing the Mime to immediately *Mimic* the attack that reduced him to 0 HP, targeting the combatant that made the original Action. *Final Mimic* is subject to the same restrictions as *Mimic*, though any Charge Time is waived.

Trigger: Mime's HP reduced to 0 or lower by an attack

COMMAND MIMIC+

LEVEL 41

Target: Self

Type: Support Ability

The longer you spend with somebody, the better you know them. *Command Mimic+* allows the Mime to use *Command Mimic* on up to two Spell Levels, Magic Abilities, Fast Abilities, or Slow Abilities per battle or Scene.

TARGET MIMIC

LEVEL 49

Target: Self

Type: Support Ability

The best performer always puts his own spin on things. *Target Mimic* allows a Mime to freely choose their targets when using *Mimic*.

COUNTER MIMIC

LEVEL 56

Target: Varies

Type: Reaction

Sooner or later, every performance becomes predictable. When triggered, *Counter Mimic* has a flat CoS of **30%** of allowing the Mime to avoid the effects of the attack and immediately *Mimic* it, targeting the combatant that made the original Action. *Counter Mimic* is subject to the same restrictions as *Mimic*, though any Charge Time is waived.

Trigger: Attack targeting the Mimic alone

JOB MIMIC

LEVEL 64

Target: Single

Type: Fast Action

To master a role is to know its nuances. *Job Mimic* requires the Mime to select a single ally, allowing them to use most Fast Abilities, Slow Abilities, Magic Abilities, and Spell Levels available to that character (4). The exceptions are Abilities gained after Level 50 and Level 7 and 8 Spells. For Blue Magic, no Spell with an MP cost of 100 or higher may be used with *Job Mimic*; Summons and Calls are limited to those with an MP cost of 150 or lower. Only one ally may be mimiced in this fashion at any one time. If used out of combat, *Job Mimic* has no time limit.

シーフ

Thief

The Thief is something of an enigma. Where most heroes uphold the law, the Thief openly flouts it. Her skills are invaluable when infiltrating an enemy fortress or retrieving priceless artifacts from talentless brigands, but for some reason that argument never holds up when she's caught "practicing," whether she's been picking pockets or climbing out of a second-floor window with a sack full of silver. Even if she restricts her kleptophilia to adventuring pursuits, the Thief is largely disrespected, but she doesn't let it get her down. Even Paladins come running to her at the first sign of a trap or complex lock. She may not have the reflexes of the Ninja or the mechanical expertise of the Engineer, but she's got what she's got, and she's damn good at using it. For most adventuring Thieves, it's not about the money, but the challenge. Anyone can get rich by staying in the city, but no one today makes traps like the ones in the ancient ruins, and no one uses puzzle locks anymore. Who wants a sack of gold when she could decorate her pad with an emerald the size of her fist? The lack of motivation shown by her domestic brethren is enough to make a grown Thief cry!

The Thief's best weapon is her attitude. When the excrement strikes the windmill, no one remains as calm as the thief. She may let fly with a storm of curses, or cry a few crocodile tears to throw off her enemies (or even her allies), but deep down inside the Thief knows she can handle whatever life throws at her. She's lived through most of it, and what she hasn't seen doesn't scare her. When the Thief *does* get shaken, it's a pretty good sign that things are about to take a turn for the ugly.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Thief	+8	+8	+13	+15	+8	+8

JOB PROFILE

Representatives: Locke Cole (*FFVI*), Yuffie Kisaragi (*FFVII*), Rikku (*FFX*), Thief Job (*FFI*, *FFIII*, *FFV*, *FFXI*, *FFT*, *FFTA*, *FFX-2*), Zidane Tribal (*FFIX*)

HP Die: d8

MP Die: n/a

Weapons: Boomerangs, Light Swords, Knives, Ninja Blades, Swallows

Armor: Armwear, Hats, Suits

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Thievery

Expertise Formula: (*Pickpocket* Rating / 2) + Level + (AGI x 2)

SNEAK

In the Thief's world, the hand is always quicker than the eye and anything – *anything* – is ripe for the taking.

STEAL

Target: Single

Type: Fast Action

LEVEL 1

Thanks to a little cunning and a set of well-honed reflexes, a Thief can pluck a target's valuables before it even has a chance to react. *Steal* gives a Thief a CoS of **Accuracy, Evasion** of stealing an item from the targeted combatant, provided that the combatant had a treasure table set out for them using the rules in **Appendix II**. The Weapon Skill in question is that used by whichever Weapon the Thief has equipped; if more than one is equipped, choose which to use.

If successful, make a roll against **Expertise, Evasion** to see exactly what the Thief has snatched:

Roll Result	Item Stolen
Botch	None
Failure	Common
Beat CoS by 1 - 30	Uncommon
Beat CoS by 31 - 50	Rare
Beat CoS by 51+	Very Rare

A Critical Success increases the rarity of the item stolen by one – from Uncommon to Rare, or from Rare to Very Rare. Stealing an item removes it from the treasure table; it will not drop after battle, and if subsequent *Steal* rolls end up with the same item, nothing is taken and the Action is wasted.

If *Steal* is used against a target without a treasure table, the Thief must either declare what she is taking before making the roll, or ends up with one random valuable at the GM's discretion. Note that unlike the Skill *Pickpocket*, victims of *Steal* know immediately they've been robbed – the Thief trades subterfuge for speed in this case.

GIL SNAPPER

Target: Group

Type: Fast Action

LEVEL 8

Though the Thief's forte lies in larger items, she is not above helping herself to a stranger's pocket change to fatten her own purse. *Gil Snapper* has a CoS of (**Expertise / 2**) of allowing the Thief to snatch a number of Gil equal to (**Total Gil Value of All Opponents / 8**). Gil taken in this fashion are not deducted from the encounter rewards, but multiple successful uses of *Gil Snapper* will not increase this amount – the Ability is only effective once per battle.

When used against other targets, the amount of Gil obtained in this manner is left to the GM's discretion. As with *Steal*, victims of *Gil Snapper* immediately notice their loss – Thieves who want to avoid rousing alarm will have to use *Pickpocket* instead.

CATCH

Target: Self

Type: Reaction

LEVEL 15

Some warriors are speedy enough to snatch incoming projectiles out of the air, but only the Thief has the presence of mind to pocket them. When triggered, *Catch* gives the Thief a flat CoS of **50%** of avoiding the attacks effects and immediately adding any Items or Ammunition used in the attack to her Inventory Slot.

Trigger: Thief is targeted by a Throwing Weapon, Bow, Crossbow, Rifle, or Ranged monster attack that inflicts Physical damage

DISTRACT LEVEL 22

Target: Single **Type:** Slow Action (8)

In tight quarters, a Thief quickly learns to use any means at her disposal to divert attention from herself – a cloud of dust, a bit of overacting, or a even well-aimed stone can work wonders at the right time. *Distract* has a CoS of **Expertise, Evasion** of inflicting the Status Condition *Unaware* (2).

MUG LEVEL 29

Target: Single **Type:** Slow Action (10)

Though the Thief prefers to pilfer her victim's valuables with skill and subtlety, there are times when a little cold steel gets far better results. *Mug* allows the Thief to inflict **100%, Armor** Physical damage on the targeted combatant, striking automatically. After damage has been resolved, the Thief has a CoS of **Expertise, Evasion** of stealing an item from the target in the same manner as if *Steal* had been used. This does not require an additional Action.

DETECT LEVEL 36

Target: Single **Type:** Fast Action

Careful observation is a cardinal virtue among Thieves; sometimes, only a sharp eye and patience can spot the difference between a prince and a pauper. *Detect* allows the Thief to see the target's treasure table or any other items of significant value the target is carrying. If used against an opponent with a treasure table, *Detect* also increases the effectiveness of *Steal* – for the remainder of the battle, the Thief will steal an additional item every time a successful *Steal* roll is made. The nature of this 'bonus' item depends on the rarity of the stolen item:

Item Rolled	Additional Item Stolen
Very Rare	Rare
Rare	Uncommon
Uncommon	Common
Common	None

If the additional item was already previously stolen, nothing happens – *Steal* proceeds as normal.

STEAL HEART LEVEL 43

Target: Single **Type:** Slow Action (14)

With her roguish air and charming manner, an experienced Thief can worm her way into any heart, turning even bitter foes into smitten, love-drunk zombies. *Steal Heart* has a CoS of **Expertise, Evasion** of inflicting the Status Condition *Charm* (6). Against Humanoid opponents, *Steal Heart* will only be effective if the target would normally be receptive to the Thief's advances; all other monster types are affected as normal.

COUNTERTHEFT LEVEL 50

Target: Single **Type:** Reaction

Many professions take advantage the brief opening after an opponent's attack to launch a counterassault. The Thief, true to her nature, uses it to nab valuables from unsuspecting foes. When triggered, *Countertheft* allows the Thief to immediately use *Steal* against the opponent who made the attack, striking automatically.

Trigger: Thief is targeted by a Single-target Melee Attack Action that deals Physical damage

ROBBER'S EVIDENCE LEVEL 57

Target: Single **Type:** Slow Action (18)

A smart Thief recognizes a trapped chest or cursed coin when she sees one; a smarter one keeps these hazards in store to wreak havoc on her opponents, throwing them out in the midst of battle where they're least expected. *Robber's Evidence* inflicts **100% + (Expertise x 2), Armor** Physical damage, striking automatically.

FOOTWORK LEVEL 64

Target: Self **Type:** Support Ability

By channeling *chi* into her movements, a Thief can move with blinding speed, striking and retreating long before her foes have time to act. *Footwork* allows the Thief to add **20** to her Initiative when determining it at the beginning of the Round.

MAGE JOBS

Mages are sorcerers and spellcasters, creating their attacks by channeling mana, the power of magic, through their bodies. This gives them flexibility in vast excess of other party members, but does demand sacrifices – Mages are physically weaker and more vulnerable in combat than Warriors or even Experts.

黒幻術士

Black Caller

The ability to draw on the magical creatures known as Summoned Monsters is a rare one; to be able to control and sustain them in battle is rarer still. The Black Caller is a study in compromises – though their abilities are limited and cannot anchor a Summon for long, they compensate with a respectable command of Black Magic. The result is a mixture of versatility and all-out power capable of shifting the tide on any battlefield.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Black Caller	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Rydia of Mist (*FFIV*)

HP Die: d6

MP Die: d10

Weapons: Bows, Flails, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

BLACK MAGIC

Though not as skilled as a pure Black Mage, Black Callers are able to hold their own in this powerful form of war magic.

BLACK MAGIC

LEVEL 1

Target: Varies **Type:** Magic Ability

Black Callers have the ability to cast Black Spells from the lists in **Chapter 8** in battle. They begin with two Level 1 Spells at Level 1, with additional Spells gained roughly every 3 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Black 1	3, 6, 9
Black 2	11, 13, 16, 19
Black 3	21, 23, 26, 29
Black 4	31, 33, 36, 39
Black 5	41, 43, 46, 49
Black 6	51, 53, 56, 59

INTUITIVE MAGIC

LEVEL 1

Target: Varies **Type:** Magic Ability

Like a pure Black Mage, the Black Caller can turn her limited elemental mastery to a variety of uses. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Destruction, Earth, Elemental Manipulation, Fire, Ice, Lightning, Poison, Shadow, Water

EVOCATION MAGIC

Like the Summoner, the Black Caller is able to summon powerful creatures from other worlds to serve and assist her, if only for short periods of time. Though the process of finding and recruiting such creatures is an arduous one, their power more than compensates for any hardship.

ARCANE TONGUE

LEVEL 1

Target: Varies **Type:** Support Ability

Black Callers have the ability to communicate with Summoned Monsters and other creatures of magical origin as if they had a relevant *Language** Skill at a Rating of 100, even if the creature is not normally capable of communicating with intelligent beings.

CALL

LEVEL 1

Target: Varies **Type:** Magic Ability (6)

Black Callers have the ability to call on Summoned Monsters from the lists in **Appendix III**. In this case, the Summon in question materializes long enough to unleash a single effect, then disappears. Black Callers gain one Summoned Monster – Lakshmi, Remora, or Valefor – at Level 1, acquiring additional Summons as the game progresses at the GM's discretion.

BOOST

LEVEL 30

Target: Varies **Type:** Magic Ability (8)

An experienced Black Caller can increase the power of her Summon's attacks by spending additional time channeling a portion of her own power and mana into them. *Boost* is used in the same manner as *Call*, but increases the effect of the Summon – damage or healing – by **+25%**. Aside from the increased Charge Time, the MP cost – or Gil cost – of the Summon increases by **+25%** to compensate.

黒魔道士

Black Mage

Other schools of magic are capable of unleashing powerful attack spells, crippling or incapacitating opponents with the wave of a hand. Black Magic, however, makes it the *raison d'être*, existing for destruction and nothing else. Trained in the devastating power of the elements, its practitioners are a fearsome presence on any battlefield. Alone, they can blast any opponent within an inch of its life; together, they can stop armies in their tracks.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Black Mage	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Black Mage Job (*FFI*, *FFII*, *FFV*, *FFX-2*, *FFXI*, *FFT*, *FFTA*), Lulu (*FFX*), Palom of Mysidia (*FFIV*), Vivi Ornitier (*FFIX*)

HP Die: d6

MP Die: d10

Weapons: Bows, Knives, Rods

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

BLACK MAGIC

Black Magic focuses on the offensive side of magic – elemental manipulation, destructive attacks and crippling Status Conditions. As

they gain experience, Black Mages grow in power and versatility, gaining the ability to clear the battlefield in one swift action.

BLACK MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Black Mages have the ability to cast Black Spells from the lists in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Black 1	3, 5, 7
Black 2	9, 11, 13, 15
Black 3	17, 19, 21, 23
Black 4	25, 27, 29, 31
Black 5	33, 35, 37, 39
Black 6	41, 43, 45, 47
Black 7	49, 51, 53, 55
Black 8	57, 59, 61, 63

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Though his primary powers are offensive, the Black Mage can use his command of the elements in more subtle ways. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Destruction, Earth, Elemental Manipulation, Fire, Ice, Lightning, Poison, Shadow, Water

赤魔道士 Red Mage

The Red Mage is the classic jack of all trades, a profession whose versatility stands in stark contrast to the regimented, often restrictive training of other Mage Jobs. Indeed, rather than keeping their studies confined to a single school of magic, these versatile spellcasters satisfy curiosity by dabbling in a little bit of everything: White Magic, Black Magic, Time Magic, swordsmanship...

The quintessential free spirits, Red Mages tend to dress elegantly and flamboyantly, using the romantic idealism of musketeers and swashbucklers as a template. This carries over into their choice of arms; they are particularly adept with bladed weapons, preferring to fight with rapiers, sabres and other weapons that allow them to take full advantage of the additional mobility afforded by their light armor. Though other spellcasters may find Red Mages a little too flighty for their liking, there is no denying that their palette of abilities is a potent one.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Red Mage	+10	+8	+10	+10	+12	+10

JOB PROFILE

Representatives: Red Mage Job (*FFI, FFIII, FFV, FFXI, FFTA*)

HP Die: d8

MP Die: d8

Weapons: Bows, Flails, Knives, Light Swords, Rods, Staves, Swords

Armor: Armwear, Gauntlets, Hats, Helmets, Mail, Robes, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Scholastic

RED MAGIC

Red Magic is a synthesis of Black, White, and Time, giving its practitioners access to a significant part of the magical spectrum.

RED MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Red Mages have the ability to cast Spells from the Red Magic list in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained roughly every 3 Levels. However, their total Spell selection is limited to the following list:

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Red 1	3, 6, 9
Red 2	11, 13, 16, 19
Red 3	21, 23, 26, 29
Red 4	31, 33, 36, 39
Red 5	41, 43, 46, 49
Red 6	51, 53, 56, 59

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Red Mages command a vast array of powers; with a little creativity, those selfsame forces can be dragooned into a variety of uses. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Earth, Elemental Manipulation, Fire, Healing, Ice, Lightning, Poison, Shadow, Water, Wind

DUALCAST

LEVEL 50

Target: Varies

Type: Magic Ability (6)

From early on, Red Mages learn to compensate for their limited library of magic by increasing the speed with which they cast their Spells, pummeling foes with an unending barrage of sorcery. *Dualcast* allows a Red Mage to cast two Red Spells at the cost of a single Action. Both Spells must be chosen immediately; the Red Mage must also have enough MP to cover the cost of both Spells. *Dualcast* cannot circumvent any Status Condition that would normally prevent a Red Mage from casting a Spell.

賢者

Sage

The Sage is a font of knowledge, the product of years of studies into the very essence of magic. Where other Mages specialize in healing, damage, or support, Sages are generalists, equally at home with the crackle of lightning bolts or the touch of a healing hand. There are, of course, compromises – jack of all trades, master of none, the Sage pays for his studious nature with a weaker constitution, while his powers lack the focus and efficacy of a ‘purer’ Mage. Nonetheless, his broad body of wisdom and unrivaled versatility make him a valuable asset to any adventuring group.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Sage	+5	+5	+10	+10	+10	+10

JOB PROFILE

Representatives: FuSoYa (*FFIV*), Sage Job (*FFIII*), Tellah (*FFIV*)

HP Die: d6

MP Die: d10

Weapons: Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

RED MAGIC

Red Magic is a synthesis of Black, White, and Time, giving its practitioners access to a significant part of the magical spectrum.

RED MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Sages have the ability to cast Spells from the Red Magic list in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained roughly every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Red 1	3, 4, 5, 7
Red 2	9, 11, 12, 13, 15
Red 3	17, 19, 20, 21, 23
Red 4	25, 27, 28, 29, 31
Red 5	33, 35, 36, 37, 39
Red 6	41, 43, 44, 45, 47
Red 7	49, 51, 52, 53, 55
Red 8	57, 59, 60, 61, 63

“I am doom itself!”

Tellah

FINAL FANTASY IV

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Sages command a vast array of powers; with a little creativity, those selfsame forces can be dragooned into a variety of uses. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Earth, Elemental Manipulation, Fire, Healing, Ice, Lightning, Poison, Shadow, Water, Wind

召喚士

Summoner

The Summoner's allies have names as varied as their natures. Summoned Monsters, Phantom Beasts, Espers, Guardian Forces, Eidolons, Aeons – all represent creatures not native to this realm of existence, born of pure magic and capable of manifesting powers that overshadow even the greatest feats of sorcery. Some Summons reside within the material world, making their homes on the highest mountains and deepest oceans; others exist solely within the realm of magic itself, all but separated from reality until a Summoner's call lures them out of their seclusion.

The Summoner's power lies in her ability to communicate with these inscrutable creatures – a gift inherited rather than learned, passed down among families and tribes over centuries. Those with the Summoner's talent are often marked by it, resulting in slight but unusual mutations; the most common of these is a distinctive unicorn-like horn sprouting from the middle of the Summoner's forehead, capable of carrying thoughts and emotions between her and her charges. Successful Summoners are able to ally these natural abilities with the demeanor needed to win a Summon's trust – and the strength needed to slash them into submission if gentle negotiation fails.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Summoner	+10	+6	+10	+7	+12	+15

JOB PROFILE

Representatives: Yuna (*FFX*), Summoner Job (*FFIII*, *FFV*, *FFT*, *FFTA*)

HP Die: d6

MP Die: d10

Weapons: Bows, Flails, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

SUMMON MAGIC

Summon Magic draws powerful magical beings into the physical world, anchoring them just long enough to do the Summoner's bidding.

ARCANE TONGUE

LEVEL 1

Target: Varies

Type: Support Ability

Summoners have the ability to communicate with Summoned Monsters and other creatures of magical origin as if they had a relevant *Language** Skill at a Rating of 100, even if the creature is not normally capable of communicating with intelligent beings.

SUMMON

LEVEL 1

Target: Varies

Type: Magic Ability

Summoners have the ability to call on Summoned Monsters from the lists in **Appendix III**. Unlike the weaker Callers, Summoners have the ability to keep a Summon in battle over longer periods of time by entering a trance-state, turning a Summoned Monster into a potent and active force in the field. Summoners gain one Summoned Monster – Lakshmi, Remora, Valefor, Ifrit, Ramuh, or Shiva – at Level 1, acquiring additional Summons as the game progresses at the GM's discretion.

GRAND SUMMON

LEVEL 33

Target: Varies

Type: Magic Ability (15)

An experienced Summoner can unlock a Summon's full potential, bringing them to the battlefield at the height of their powers. *Grand Summon* follows the same basic rules as *Summon*, but brings the Summoned Monster into the battle with all Abilities available, Grand Summon Abilities included.

時魔道士

Time Mage

Sometimes called 'Cosmic Mages,' Time Mages tap on the forces of the time and space themselves. In reshaping the elusive power of the cosmos, they can freeze an opponent in their tracks or rain flaming meteors down upon them; open gates in time and space, or banish someone into another dimension entirely. The most powerful are capable of folding up history in the blink of an eye or traveling across the eons by sheer willpower alone – a fact that makes most other spellcasters glad of the Time Mages' relative scarcity.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Time Mage	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Time Mage Job (*FFV, FFT, FFTA*)

HP Die: d6

MP Die: d10

Weapons: Bows, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

TIME MAGIC

The power of Time Magic is the power of creation itself. Its practitioners harness the withering power of quasars and novas, stretch seconds into hours, or tear through the fabric of reality outright.

TIME MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Time Mages have the ability to cast Time Spells from the lists in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
Time 1	3, 5, 7
Time 2	9, 11, 13, 15
Time 3	17, 19, 21, 23
Time 4	25, 27, 29, 31
Time 5	33, 35, 37, 39
Time 6	41, 43, 45, 47
Time 7	49, 51, 53, 55
Time 8	57, 59, 61, 63

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

A Time Mage's ability to warp time and space can be turned to a wide variety of purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Astrology, Cosmos, Gravity, Space, Time

白幻術士

White Caller

Like the Black Caller, the White Caller sports only limited mastery over Summon Magic, compensating for this weakness through more conventional forms of spellcasting. Where the Black Caller augments her destructive power with Black Magic, the White Caller focuses on healing and protection, using the power of her Summons to further protect those in need.

JOB	STR	VIT	AGI	SPD	MAG	SPR
White Caller	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Garnet 'Dagger' Alexandros XVII (*FFIX*), Eiko Carol (*FFIX*)

HP Die: d6

MP Die: d10

Weapons: Bows, Flails, Knives, Rods, Staves

Armor: Armwear, Hats, Robes

Attack Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

WHITE MAGIC

Though lacking the power of a genuine White Mage, White Callers are still able to cast a potent mixture of curative and defensive magic.

WHITE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

White Callers have the ability to cast White Spells from the lists in **Chapter 8** in battle. They begin with two Level 1 Spells at Level 1, with additional Spells gained roughly every 3 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
White 1	3, 6, 9
White 2	11, 13, 16, 19
White 3	21, 23, 26, 29
White 4	31, 33, 36, 39
White 5	41, 43, 46, 49
White 6	51, 53, 56, 59

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Like a pure White Mage, the White Caller can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Healing, Holy, Wind, Barrier

EVOCATION MAGIC

Like the Summoner, the White Caller is able to summon powerful creatures from other worlds to serve and assist her, if only for short periods of time. Though the process of finding and recruiting such creatures is an arduous one, their power more than compensates for any hardship.

ARCANE TONGUE

LEVEL 1

Target: Varies

Type: Support Ability

White Callers have the ability to communicate with Summoned Monsters and other creatures of magical origin as if they had a relevant *Language** Skill at a Rating of 100, even if the creature is not normally capable of communicating with intelligent beings.

CALL

LEVEL 1

Target: Varies

Type: Magic Ability (6)

White Callers have the ability to call on Summoned Monsters from the lists in **Appendix III**. In this case, the Summon in question materializes long enough to unleash a single effect, then disappears. White Callers gain one Summoned Monster – Lakshmi, Remora, or Valefor – at Level 1, acquiring additional Summons as the game progresses at the GM's discretion.

BOOST

LEVEL 30

Target: Varies

Type: Magic Ability (8)

An experienced White Caller can increase the power of her Summon's attacks by spending additional time channeling a portion of her own power and mana into them. *Boost* is used in the same manner as *Call*, but increases the effect of the Summon – damage or healing – by **+25%**. Aside from the increased Charge Time, the MP cost – or Gil cost – of the Summon increases by **+25%** to compensate.

白魔道士

White Mage

White Mages are defenders of life, using their spellcraft to knit together wounded flesh or erect glittering defensive palings around their allies. Given time and experience, they can cure almost any ill, raise the fallen back to fighting strength, or even create barriers utterly impervious to physical damage. Though more patient in demeanor than the headstrong, temperamental Black Mage, White Mages are far from pacifists; in a pinch, they can summon mighty blasts of wind or boiling explosions of holy energy at the snap of a finger.

JOB	STR	VIT	AGI	SPD	MAG	SPR
White Mage	+5	+5	+10	+10	+15	+15

JOB PROFILE

Representatives: Porom (*FFIV*), Rosa Farrell (*FFIV*), White Mage Job (*FFI*, *FFIII*, *FFV*, *FFX-2*, *FFXI*, *FFT*, *FFTA*)

HP Die: d6

MP Die: d10

Weapons: Bows, Staves

Armor: Armwear, Hats, Robes

Accuracy Bonus: +10

Skill Points: 280

Skill Aptitudes: Scholastic

WHITE MAGIC

White Magic encompasses a variety of useful and beneficial effects, tempered with a dash of offensive power for good measure.

WHITE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

White Mages have the ability to cast White Spells from the lists in **Chapter 8** in battle. They begin with three Level 1 Spells at Level 1, with additional Spells gained every 2 Levels.

SPELL LEVEL	NEW SPELL GAINED AT LEVELS
White 1	3, 5, 7
White 2	9, 11, 13, 15
White 3	17, 19, 21, 23
White 4	25, 27, 29, 31
White 5	33, 35, 37, 39
White 6	41, 43, 45, 47
White 7	49, 51, 53, 55
White 8	57, 59, 61, 63

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

A White Mage can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Healing, Holy, Wind, Barrier

ADEPT JOBS

Adepts form the middle ground between Warriors and Mages, encompassing those professions whose repertoire includes both mystic and martial arts.

青魔道士

Blue Mage

Blue Mages are something of a curiosity among spellcasters, eschewing tomes and tradition for down-and-dirty battles with some of the fiercest beasts known to man. Where other magic is defined and painstakingly documented, Blue Magic is wild and anarchic, consciously mimicking the attacks of whatever monsters a Blue Mage runs afoul of over the course of her adventures.

There is a certain method to the madness: 'monster magic' uses mana far more efficiently than its human counterpart, allowing for more powerful effects and destructive attacks significantly less draining than comparable battle sorcery. But Blue Magic doesn't come with a spellbook and clearly defined incantations; to gain access a Spell, a Blue Mage must first discover how it is cast, then use this information to assemble a formula that will recreate the desired effects. The process is a tough, grueling one, and those who practice Blue Magic with more than just a dabbler's proficiency have the hereditary ability to instinctively dissect and analyze a monster spell in a split second.

Even then, the risks are tremendous. To grow in power, Blue Mages must seek out ever more threatening and fiendish foes, deliberately placing themselves in harm's way time and again to get the first-hand experience they need. Without great reserves of endurance and bravery, no progress is possible; by its very nature, this profession weeds out the weak and rewards the suicidally courageous.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Blue Mage	+10	+10	+8	+8	+12	+12

JOB PROFILE

Representatives: Strago Magus (*FFVI*), Quistis Trepe (*FFVIII*), Quina Quen (*FFIX*), Kimahri Ronso (*FFX*), Blue Mage Job (*FFV*, *FFXI*, *FFTA*), Gun Mage Dressphere (*FFX-2*)

HP Die: d8

MP Die: d8

Weapons: Crossbows, Flails, Gloves, Knives, Light Swords, Polearms, Rods, Staves, Swords

Armor: Armwear, Gauntlets, Hats, Mail, Robes, Shields

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Wilderness

BLUE MAGIC

Once the exclusive domain of monsters and select humanoids, Blue Magic has been tamed and legitimized by Blue Mages over countless

centuries of hands-on study.

BLUE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

Blue Mages can cast Spells from the Blue Magic list in **Chapter 8**. Unlike most other Spell types, Blue Magic does not follow a set progression; a Blue Mage's arsenal grows not with her Level, but as she encounters foes capable of using ever more powerful magic. This unpredictable development is somewhat compensated for by the Blue Mage's breadth of options; GM fiat aside, there is no limit to how many Blue Spells a Blue Mage can learn. Accordingly, Blue Mages can begin the game with any number of Blue Spells, provided their combined MP cost does not exceed the Blue Mage's starting MP. In addition, it is strongly recommended that none of their starting spells exceed 15 MP in cost.

AZURE LORE

LEVEL 1

Target: Self

Type: Support Ability

To use a Blue Spell, a Blue Mage must be able to understand it. Without tomes or teachers to fall back on, 'understanding' mostly boils down to just one thing: experiencing the Spell's effect first-hand. *Azure Lore* allows a Blue Mage to acquire any Blue Spell cast on her during a battle or Scene in which the Blue Mage is an active participant. This is subject to two important restrictions. Firstly, while the Blue Mage does not have to suffer the Spell's effects in order to learn it, the Spell must target her or her current Party in order to be eligible for acquisition. Secondly, the Spell cannot reduce the Blue Mage to 0 or fewer Hit Points — *Unconscious* Blue Mages are in no shape to learn anything.

ASSIMILATION

LEVEL 1

Target: Self

Type: Support Ability

Durability aside, keen observation and a sharp analytical mind are the Blue Mage's best friends. By carefully watching the magic woven by an opponent, they can gather enough information for a kind of mystical reverse engineering, allowing them to copy monster magics without putting themselves in harm's way. *Assimilation* has a flat CoS of **(Level)%** of allowing a Blue Mage to instantly acquire any Blue Spell used during a battle or Scene in which the Blue Mage is an active participant. *Assimilation* has no effect if the Blue Mage is *Unconscious* or affected by any of the following Status Conditions: *Berserk*, *Blind*, *Charm*, *Confuse*, *Curse*, *Frozen*, *Heat*, *Sleep*, *Stone*, *Stop*, *Toad*, *Unaware*, or *Zombie*.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Blue Mage can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Varies, depending on the spells known.

ダークナイト

Dark Knight

Clad in all-concealing armor and striding with cool self-assurance, Dark Knights are an imposing, even sinister presence on the battlefield. Where other professions draw on chi or mana to fuel their abilities, these shadowy warriors use raw life force – by default their own, though as their experience grows, they swiftly gain the ability to leech the vitality of others to replenish their own.

Though Dark Knights are not inherently evil, the almost vampiric nature of their abilities have made them the subject of intense fear and distrust for countless years. More rumors surround this Job than almost any other; some gossips claim their powers stem from a pact with a devil, others that they age each time they use their abilities, eventually dying a wizened husk once the last drop of life is spent.

Understandably, most Dark Knights are happy enough to encourage these tales, even play them up by donning baroque, spike-encrusted outfits designed to strike fear into the hearts of weaker-willed opponents. Such armor is typically forged from darksteel, an alloy of iron infused with Shadow energy during its creation in order to protect the wearer from the effects of his own attacks. Indeed, darksteel is so fundamental to Dark Knights' arms and armor that the material has become almost synonymous with the Job; other professions generally shy away from darksteel equipment, lest they fall victim to the same stigma that has bedeviled this poorly-understood profession for centuries.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Dark Knight	+12	+10	+9	+8	+9	+12

JOB PROFILE

Representatives: Cecil Harvey (*FFIV*), Goffard Gafgarion (*FFT*), Dark Knight Job (*FFX-2*, *FFXI*), Fell Knight Job (*FFT*)

HP Die: d10

MP Die: d6

Weapons: Axes, Greatswords, Knives, Light Swords, Polearms, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

FELLBLADE

The Dark Knight's domain is one of darkness, fire, and malaise, a hellish trifecta of attacks designed to overwhelm an unprepared opponent in the space of an instant.

DARKSIDE

LEVEL 1

Target: Single

Type: Fast Action

The Dark Knight rushes at the target, blade burning with black fire as his life force begins to drain into the steel. As he strikes, the black fire grows in intensity, coalescing into a powerful explosion. *Darkside*

inflicts **200%, Armor** Shadow Elemental damage on the target, striking automatically. Each use of *Darkside* reduces the Dark Knight's current HP by **25%** of its maximum value. This damage cannot be reduced or prevented by anything except the Status Condition *Shield*.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Dark Knight can use his spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Destruction, Fire, Poison, Shadow

BLACK SKY

LEVEL 8

Target: Group

Type: Magic Ability (19 MP)

Holding his weapon at the ready, the Dark Knight unleashes his life force in rolling waves of negative energy. *Black Sky* inflicts **75%, Armor** Shadow Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Condition *Blind* (∞); roll separately for each eligible combatant in the targeted Group.

NIGHT SWORD

LEVEL 15

Target: Single

Type: Magic Ability (17 MP)

The Dark Knight lashes out, an attack that seems to strike at nothing but thin air. A second later, a baleful red eye opens above the target and begins weeping magical energy, building up a vicious blade of power that callously tears through the Dark Knight's hapless opponent. *Night Sword* inflicts **100%, Armor** Physical damage on the target, striking automatically. In addition, the Dark Knight regains a number of Hit Points equal to **50%** of the final damage dealt by the attack.

CORRUPTION

LEVEL 22

Target: Single

Type: Magic Ability (40 MP)

Noxious green gases pour from the Dark Knight's weapon as he makes his attack, forming a life-sapping mist that rapidly grows to swallow the target whole. *Corruption* inflicts **100%, Armor** Shadow Elemental damage on the target, striking automatically; in addition, it has a CoS of (**M. ACC - 50**), **M. Evasion** of inflicting the Status Condition *Zombie* on the target (∞).

DUSKBLADE

LEVEL 29

Target: Single

Type: Magic Ability (12 MP)

Shadow energy whirls around the target at the Dark Knight's behest, gathering speed before coalescing into the pitted, man-high blade of an ethereal bastard sword. In one swift motion, the blade pierces the target and fades away again. *Duskblade* inflicts **100%, Armor** Physical damage subtracted from the target's MP rather than HP, striking automatically. In addition, the Dark Knight regains a number of Magic Points equal to **50%** of the final damage dealt by the attack.

BEAST FLARE LEVEL 36

Target: Group **Type:** Magic Ability (65 MP)

Spheres of fire rush forth from the Dark Knight's weapon, rolling into position around the targets before detonating into blistering balls of heat and light. *Beast Flare* inflicts **(17 x MAG) + 4d8, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically.

CATASTROPHE LEVEL 43

Target: Group **Type:** Magic Ability (70 MP)

A swing of the Dark Knight's blade sends cascades of dark and icy particles roaring towards the enemy, a cloak of darkness that tears at the spirits of anything it touches. *Catastrophe* has a CoS of **(M. ACC - 50), M. Evasion** of canceling all Barrier- and Enhance-type Status Conditions currently active on the targeted Group, save for *Shield*. Roll separately for each eligible combatant.

NIGHTMARE LEVEL 50

Target: Single **Type:** Magic Ability (90 MP)

The Dark Knight coolly levels his sword at his chosen victim, summoning a column of choking vapors from the ground below. *Nightmare* inflicts **100%, Armor** Shadow Elemental damage on the target, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Conditions *Curse* (4), *Mini* (∞), *Poison* (∞), and *Sleep* (4); roll separately for each Status Condition.

DEMON SLICE LEVEL 57

Target: Single **Type:** Magic Ability (125 MP)

Extending a hand, the Dark Knight sends a single bolt of negative energy jetting towards the target. Yet this is only warm-up; before the smoke from the strike has even had time to clear, the Dark Knight is in motion again, whirling like a dervish as he rushes at his disoriented foe and rains down a hurricane of attacks. *Demon Slice* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting **(Target's Current HP / 2)** Magical damage on the target. Regardless of the targets current HP, *Demon Slice* can never inflict more than 999 damage. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Sap* (4).

SOUL EATER LEVEL 64

Target: Group **Type:** Magic Ability (175 MP)

For a split second, the battlefield is shrouded in impenetrable darkness as the Dark Knight opens a yawning void above his foes and man-sized fragments of onyx begin thundering down. *Soul Eater* has a flat CoS of **30%** instantly reducing all opponents in the targeted Group to 0 HP, regardless of their current HP scores, Armor, or M. Armor ratings; roll separately for each eligible target. Treat this as a Death effect. Any target not affected in this manner takes **150%, Armor** Shadow Elemental damage instead.

風水士

Geomancer

In a world where man has the power to ignore the laws of nature, the Geomancer stands as a living reminder of why humanity discounts nature at its own peril. The Geomancer's domain is the earth itself, tapping into the tiny flickers of sentience in the slumbering power of a great mountain, the boiling fury of an active volcano, or the swift and capricious course of a fast-moving river. By strategically reawakening those dormant energies, Geomancers can gain control over the entirety of the natural world: animals, spirits, weather, and even geography bend to their will with nary a twinge of resistance. The greater their proficiency, the more miraculous their feats become: an experienced Geomancer can summon a blizzard in the midst of a sea of fire, walk on quicksand, or make water fountain up from bone-dry desert soil. In ancient times, such powers could mean the difference between life and death for a village or town; geomancy and religion were often intertwined, and the act of calling up nature's power a thing of ritual, song, and dance. Today's Geomancers are far less likely to engage in such acts, though a few still 'enhance their focus' by painting themselves with mystical patterns or wielding ancient ceremonial bells reputed to resonate with the heartbeat of the world.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Geomancer	+10	+10	+10	+10	+12	+8

JOB PROFILE

Representatives: Geomancer Job (FFIII, FFV, FFT, FFTA2), Mog (FFVI), Elemental Job (FFTA, FFTA2)

HP Die: d8

MP Die: n/a

Weapons: Axes, Instruments, Knives, Light Swords, Polearms, Swords

Armor: Armwear, Hats, Helmets, Robes, Shields, Suits

Accuracy Bonus: +20

Skill Points: 260

Skill Aptitudes: Wilderness

Expertise Formula: (Survival/Rating / 2) + Level + (MAG x 2)

GAIA

The power of nature is the only weapon a Geomancer ever truly needs.

GEOMANCY

LEVEL 1

Target: As Effect

Type: Fast Action

The secrets of geomancy allow a Geomancer to create useful and powerful effects by summoning the power of the land around him. When *Geomancy* is used, roll a d8 and consult the table below. Because the targets are determined by the individual effect, the Geomancer does not have to initially declare what he is targeting when *Geomancy* is used.

Table 4-8: Geomancy Results

RANK	1 - 7	8 - 21	22 - 35	36 - 49	50 - 64	65+
1	1 - 8	1 - 4	1 - 2	---	---	---
2	---	5 - 8	3 - 6	1 - 2	---	---
3	---	---	7 - 8	3 - 6	1 - 2	---
4	---	---	---	7 - 8	3 - 6	1 - 4
5	--	---	---	---	7 - 8	5 - 8

In this table, find the column with the appropriate Level range at the top, then see which Rank the roll produces. For instance, if the Geomancer was Level 28, he would fall in the 22 – 35 range. A roll of 1 or 2 would thus create a Rank 1 effect, 3 to 6 a Rank 2 effect, and 7 or 8 a Rank 3 effect.

What said effect does depends on the Geomancer's current surroundings. The next few pages contain five Ranks of effects for each the major terrain types encountered in the **FFRPG**: Plains, Forest, Mountains, Desert, Swamp, Water, Underground, Town, Lava, and Snow. Find the terrain type that best reflects the Geomancer's current surroundings, then find the appropriate Rank and resolve the effects as written.

? Geomancy in Action (1)

Luka is a Level 5 Geomancer and a recent addition to the party. In the midst of a pitched battle on an icy mountaintop, he decides to use his *Geomancy* Ability to even the odds a little. James, Luka's player, rolls a 4 on his d8, then checks the Geomancy Results table. At Level 5, he falls into the 1 – 7 range, meaning a roll of 4 produces a Rank 1 result. His current environment could fall under either the Snow or the Mountain terrain sets, but the GM judges that Snow is the more appropriate of the two. James checks the Snow listings and finds that Rank 1 for Snow is *Arctic Hare* – his powers have summoned a snow rabbit to heal the party.

A Geomancer can voluntarily 'reduce' his Level when determining results by declaring he is rolling at an effective Level lower than his current one. If so, *Geomancy's* results are calculated using the effective Level rather than the actual one.

? Geomancy in Action (2)

A few adventures later, Luka and company are back in themountains. A collapsing cliff face has left them stranded on the other side of a crevasse, and nobody in the current party has the means to cross it. The Rank 1 Mountain effect, however, gives the entire party Float – just the thing to overcome this obstacle. Unfortunately, Luka is now Level 24, which means that he would normally only have a 25% chance of getting a Rank 1 effect. James declares that he is using *Geomancy* at an effective Level of 6, allowing him to roll as per the 1 – 7 on the Geomancy Results table and giving him a 100% chance of getting the result he wants. Freed from the bonds of gravity, the party gently drifts over the crevasse and prepares to continue its journey..

GEOAWARENESS

LEVEL 1

Target: Self

Type: Support Ability

By tapping into the power of a given terrain, a Geomancer can not only harness useful effects in battle, but improve his effectiveness in more mundane tasks as well. *Geoawareness* allows the Geomancer to gain a **+(SPR x 2)** Enhancement Bonus on any Task Check where intimate knowledge of the terrain would be beneficial. Some examples might include:

Water – *Swimming*

Snow – *Survival, Navigation*

Mountains – *Climbing*

Towns – *Inquiry, Traps*

Forests – *Navigation, Awareness*

Which Task Checks are eligible for *Geoawareness* is left to the GM's discretion, though the Geomancer should be able to argue for why a specific Task Check would be eligible. *Geoawareness* cannot be used to improve rolls made for *Geotrance*.

LIGHT STEP

LEVEL 1

Target: Self

Type: Support Ability

Knowing a terrain means knowing where to tread. *Light Step* allows the Geomancer to ignore the effects of Difficult terrain and treat Adverse terrain as merely Difficult.

GEOTRANCE

LEVEL 1

Target: Self

Type: Support Ability

Once a Geomancer gains intimate knowledge of a terrain, its powers remain with him throughout his travels. *Geotrance* is used in conjunction with *Geomancy*, and allows the Geomancer to replace the terrain he is currently in with another one of his choosing when resolving *Geomancy's* effects. At Level 1, Geomancers can choose from Plains, Forest, and Town; every 8 Levels beyond that, the Geomancer may add one terrain he has previously used *Geomancy* in to this list.

! Starting Geotrances

With the GM's consent, a starting Geomancer may replace the standard terrains available at Level 1 with a list of their own choosing. The player receives three 'picks' for terrain selection; Plains, Forest, Mountains, or Town take up one pick each, while Desert, Swamp, Water, and Underground take two picks. Snow and Lava are not available at character creation.

The Geomancer's player must declare that he is using *Geotrance* as well as the terrain being invoked, then make an unmodified Task Check against his current *Survival* Skill Rating. A failure or Botch means that *Geotrance* has failed; the Geomancer's Action is wasted. If the roll is successful, the player rolls a d6 and consults the Geomancy Results table to see which effect he has triggered.

? Geotrance in Action

Still later, Luka is facing a pair of Ice Elementals in the midst of a raging blizzard. While Luka is now Level 30, most of Luka's Snow effects are useless in the face of the Elementals' superior cold resistance. James chooses to use *Geotrance* and summon up Lava instead. He makes a Task Check against *Survival* and easily passes; he then rolls a 3 on a d6 and checks the 22 – 35 column in the Geomancy Results table. A '3' here means Luka has triggered a Rank 2 effect; normally, this would be *Icicle*, but as Luka is using the Lava terrain set, the result is *Shining Air*.

GEOAWARENESS+

LEVEL 30

Target: Self

Type: Support Ability

By further refining his mastery over nature, a Geomancer can bestow its benefits on others. At Level 30, a Geomancer's *Geoawareness* can give all allies a **+(SPR x 2)** Enhancement Bonus for any Task Check the Geomancer is using *Geoawareness* on.

LIGHT STEP+

LEVEL 30

Target: Self

Type: Support Ability

With improved command over the principles of geomancy, a Geomancer can find footing on any ground. At Level 30, *Light Step+* allows the Geomancer to treat Lava as Adverse terrain, swim in Deep Water without penalty, and ignore any damage that would normally be dealt by terrain.

TERRAINS AND EFFECTS

The following section describes the criteria for each terrain category, as well as the *Geomancy* effects they produce.

PLAINS

Open areas of relatively level and dry ground where grass and scrubland are the dominant plant life. Temperatures in this terrain can range from temperate to sub-tropical. Colder grasslands such as taiga will generally use the Snow terrain set, while hotter, drier grasslands such as steppe may use the Desert set.

RANK 1 – Plasma

Iridescent columns of pure energy erupt from the ground around the target. *Plasma* inflicts (2 x MAG) + d8, M. Armor Lightning Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 – Gusty Wind

Gale-force winds assail the target. *Gusty Wind* inflicts (8 x MAG) + 2d10, M. Armor Wind Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Slow* (6).

Target: Single

RANK 3 – Pitfall

A crevice pulls open beneath the Geomancer's foes, unceremoniously dropping them into a gaping pit. *Pitfall* inflicts (12 x MAG) + 5d8, M. Armor Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Immobilize* (6).

Target: Group

RANK 4 – Sunbath

Golden light shimmers and dances over the battlefield. *Sunbath* restores (16 x MAG) + 4d10 Hit Points to all active allies.

Target: Party

RANK 5 – Tempest

A roaring, towering cyclone bears down on the target. *Tempest* has a CoS of (M. ACC - 50), M. Evasion of instantly reducing the target to 1 HP, regardless of their current HP scores, Armor, or M. Armor ratings. Treat this as a Death effect. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Meltdown* (2); roll separately for each Status.

Target: Single

FOREST

Terrain marked by extensive tree growth. Forests can range in size from a small wood to a sprawling rainforest, and cover a wide range of climate types. Colder, snow-blown forests can use the Forest or Snow terrain sets, while moist, water-logged jungles qualify as both Forest and Swamp, depending on the party's current location.

RANK 1 – Leaf Swirl

Whipped up by the wind, a cloud of razor-sharp leaves encircles a single foe. *Leaf Swirl* inflicts (1 x MAG) + d8, M. Armor Magical damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Sleep* (6).

Target: Single

RANK 2 – Will O' The Wisp

Glowing spirits converge on the Geomancer's enemies in a disorienting dance, burning a single target with spectral fire. *Will O' The Wisp* inflicts (8 x MAG) + 3d8, M. Armor Fire Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (4).

Target: Single

RANK 3 – Wild Bear

A feral bear appears from the undergrowth, radiating sylvan energy. *Wild Bear* removes negative Status Conditions from one combatant as if they had been targeted by *Esuna*.

Target: Single

RANK 4 – Tanglevine

Brambled vines of ivy shoot out of the ground, catching the Geomancer's enemies in a thorny embrace. *Tanglevine* inflicts (16 x MAG) + 4d10, M. Armor Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stop* (4).

Target: Group

RANK 5 – Branch Spears

The forest shakes and shivers, seeming to come to life as sharpened branches begin to rain down on the battlefield. *Branch Spears* automatically strikes 1d6 times, each strike inflicting (10 x MAG) + 5d8 Magical damage on one randomly determined combatant in the targeted Group.

Target: Group

MOUNTAINS

Rocky, elevated terrain with cooler temperatures and sparse, if not outright non-existent, vegetation. At the highest elevations, air temperature can drop to freezing levels and sharp winds frequently blow; these conditions may qualify for the Snow terrain set.

RANK 1 – Gust

A blast of mountain air lifts the party off its feet, suspending it in mid-air. *Gust* bestows the Status Condition *Float* on all active combatants in the current Party (4).

Target: Party

RANK 2 – Collapse

Jagged columns of rock shoot up around the target, trapping it in a rapidly-shrinking stone cocoon. *Collapse* inflicts (8 x MAG) + 3d8, M. Armor Earth Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Petrify* (4).

Target: Single

RANK 3 – Tremor

The Geomancer calls violent tremors to shake the battlefield. *Tremor* inflicts (12 x MAG) + 5d8, M. Armor Earth Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (6); roll separately for each eligible combatant.

Target: Group

RANK 4 – Sonic Boom

A tremendous thunderclap echoes across the battlefield, distracting and disorienting all opponents. *Sonic Boom* has a CoS of (M. ACC - 50), M. Evasion of reducing the current Hit Points of all active combatants in the targeted Group by 50%. Treat this as a Gravity-type effect. It also has CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Silence* (6); roll separately for each Status and eligible combatant.

Target: Group

RANK 5 – Landslide

Set into motion by the Geomancer's power, a crushing wave of dirt and debris sweeps over the battlefield. *Landslide* inflicts (24 x MAG) + 5d10, M. Armor Earth Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of reducing all combatants' current Initiative by 50%; roll separately for each eligible combatant.

Target: Group

DESERT

Dry areas of often intense heat and relatively little plant growth. Sand and dust are an omnipresent feature of the landscape, and are easily whipped up by passing winds.

RANK 1 – Vacuum Blade

A howling crescent of wind scythes across the battlefield, cutting into a single foe. *Vacuum Blade* inflicts (3 x MAG) + d8, M. Armor Wind Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 – Quicksand

The ground beneath the target gives way, turning into a sucking pit of quicksand. *Quicksand* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Immobilize* (6) and *Sap* (6); roll separately for each Status.

Target: Single

RANK 3 – Sand Storm

A howling wind picks up and sweeps across the battlefield, assailing the Geomancer's foes with a veil of sand and small stones. *Sand Storm* inflicts (14 x MAG) + 5d8, M. Armor Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Blind* (6); roll separately for each eligible combatant in the targeted Group.

Target: Group

RANK 4 – Antlion

A monstrous antlion surfaces in the midst of the enemy, clamping down on an unfortunate target with jaws tough enough to crack boulders before digging its way back into the earth. *Antlion* has a CoS of (M. ACC - 50), M. Evasion of instantly reducing the target to 0 HP, regardless of their current HP score, Armor, or M. Armor rating; treat this as a Death effect. If the target survives, *Antlion* has an additional CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6).

Target: Single

RANK 5 – Desert Storm

Called up by the Geomancer's powers, a chaotic vortex of heat, wind, and sand forms in the battlefield, building in power before roaring towards the party's foes. *Desert Storm* inflicts (26 x MAG) + 5d10, M. Armor Fire Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Slow* (6); roll separately for each eligible combatant.

Target: Group

SWAMP

Low-lying wetlands with relatively little solid ground. A swamp can be composed primarily of mud, slow-moving, or stationary shallow water, and often features a rich array of vegetation. Jungles with high levels of rainfall or tree growth close to a body of water can also exhibit swamp-like terrain.

RANK 1 – Poison Mist

Deadly vapors bubble up from the mire, drawing a choking veil over a single foe. *Poison Mist* inflicts **(3 x MAG) + d8, M. Armor** Bio Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Poison* (∞).

Target: Single

RANK 2 – Marsh Lights

An eerie mystical haze rises from the fetid waters to envelop the battlefield. *Marsh Lights* gives all active combatants in the Geomancer's current party a **+30** bonus to their M. Evasion **(4)**.

Target: Party

RANK 3 – Bottomless Bog

The ground suddenly shifts beneath the Geomancer's foes, leaving them at the mercy of the swamp's sucking waters. *Bottomless Bog* inflicts **(14 x MAG) + 4d10, M. Armor** Water Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Condemned* **(4)**.

Target: Group

RANK 4 – Ignus Fatuus

A ghostly, ominous shape slowly materializes and drifts into the melee, shining its strange light all the while. *Ignus Fatuus* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Conditions *Venom* **(4)** and *Zombie* **(4)**; roll separately for each Status.

Target: Single

RANK 5 – Bindweed

With a shudder and a scream, the swamp itself seems to come alive, trapping the Geomancer's foes in a tangle of tree branches, crawling vines, and slithering fauna. *Bindweed* inflicts **(26 x MAG) + 5d10, M. Armor** Magical damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Disable* **(6)**; roll separately for each eligible combatant.

Target: Group

WATER

Large bodies of fresh- or saltwater, ranging from small lakes to great rivers and the mighty ocean itself. Smaller water-based features, such as a pond found in a forest or a mountain stream, generally do not qualify as Water terrain unless they are prominently involved in a battle.

RANK 1 – Plasma

Iridescent columns of pure energy erupt from the ground around the target. *Plasma* inflicts **(2 x MAG) + d8, M. Armor** Lightning Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 – Waterfall

Soothing droplets of water cascade down on the Geomancer's comrades. *Waterfall* restores **(6 x MAG) + 3d8** Hit Points to all active allies.

Target: Party

RANK 3 – Sliprain

Bright light refracts in a mysterious pattern through the water, disorienting all who behold it. *Sliprain* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Conditions *Confusion* **(4)** and *Blind* **(4)**; roll separately for each Status.

Target: Group

RANK 4 – Torrent

A globe of sludgy, putrid green detaches from the water's surface and sails towards the enemy, crashing into them in an explosion of filth and mire. *Torrent* inflicts **(14 x MAG) + 5d8, M. Armor** Water Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Toad* **(4)**; roll separately for each eligible combatant.

Target: Group

RANK 5 – El Niño

Unleashed by the Geomancer's power, the fury of the deeps washes over the battlefield in an unstoppable tidal wave. *El Niño* inflicts **(26 x MAG) + 5d10, M. Armor** Water Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Confuse* **(4)**; roll separately for each eligible combatant.

Target: Group

UNDERGROUND

Covers subterranean areas both natural and artificial, including, but not limited to, caverns, tunnels, and ruined underground complexes. These environments tend to see little sunlight, making them both cool and frequently damp. Abandoned buildings above ground may also qualify for this terrain set, provided they are in an advanced state of disrepair.

RANK 1 – Phantom

A fearful apparition emerges from the darkness, its body shining with such intensity that all who see it run the risk of being struck blind on the spot. *Phantom* inflicts (3 x MAG) + d8, **M. Armor** Shadow Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Blind* (6).

Target: Single

RANK 2 – Will O' The Wisp

Glowing spirits converge on the Geomancer's enemies in a disorienting dance, burning a single target with spectral fire. *Will O' The Wisp* inflicts (8 x MAG) + 3d8, **M. Armor** Fire Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Confuse* (4).

Target: Single

RANK 3 – Earth Heal

Greenish-brown dust swirls forth from nowhere, settling onto the Geomancer's comrades. *Earth Heal* restores (14 x MAG) + 5d8 Hit Points to all active allies.

Target: Party

RANK 4 – Contortion

Gray dust creeps up to cover the enemy, quickly hardening into a shell of solid rock. *Contortion* inflicts (20 x MAG) + 4d10, **M. Armor** Earth Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Stone* (∞); roll separately for each eligible combatant.

Target: Group

RANK 5 – Cave-In

A dangerous rumble tears through the cavern; seconds later, man-size boulders begin crashing down. *Cave-In* automatically strikes 1d6 times, each strike inflicting (10 x MAG) + 5d8 Physical damage on one randomly determined combatant in the targeted Group.

Target: Group

TOWN

Buildings and areas of habitation constructed by intelligent life. Because of its broad focus, this terrain set encompasses everything from ancient temples to bustling metropolitan areas. A building or complex does not have to be in active use to qualify for this terrain type, but must be in good repair; if it is collapsing or crumbling, it should be treated as belonging to the Underground terrain set.

RANK 1 – Mindia Rabbit

A small creature with a great cotton tail and large, feathery ears prances up from behind the party. Its eyes glow, and in an instant the Geomancer has an intimate knowledge of a single foe. *Mindia Rabbit* allows the Geomancer to see the targeted combatant's Level, Monster Type (if applicable), current and maximum HP and MP values, Absorbances, Immunities, Resistances, Weaknesses and Status Immunities. Opponents who are immune to the effects of *Scan* will also be immune to *Mindia Rabbit*.

Target: Single

RANK 2 – Will O' The Wisp

Glowing spirits converge on the Geomancer's foes in a disorienting dance, burning a single target with spectral fire. *Will O' The Wisp* inflicts (8 x MAG) + 3d8, **M. Armor** Fire Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Confuse* (4).

Target: Single

RANK 3 – Wind Slash

Howling storm spirits swirl about the enemy, calling down crackling bolts of lightning upon all and sundry. *Wind Slash* inflicts (12 x MAG) + 5d8, **M. Armor** Lightning Elemental damage on the targeted combatant, striking automatically. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Disable* (6).

Target: Group

RANK 4 – Tapir

A snuffling, piglike creature shimmers into existence in front of the Geomancer, sizing up the party before showering them with bubbles of vital energy. *Tapir* removes negative Status Conditions from the Geomancer and all active allies as if they had been targeted by *Esuna*.

Target: Party

RANK 5 – Tempest

An unstoppable cyclone roars across the battlefield. *Tempest* has a CoS of (M. ACC - 50), **M. Evasion** of reducing the targeted combatant to 1 HP, regardless of their current HP scores, Armor, or M. Armor ratings; treat this as a Death effect. It also has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Meltdown* (2). Roll separately for each effect.

Target: Single

LAVA

Areas of extreme heat. Typically volcanic terrain, though fierce blazes, industrial structures such as blast furnaces and magical fire may qualify for this terrain set.

RANK 1 – Flame Blast

Flames unceremoniously explode around a single target. *Flame Blast* inflicts **(6 x MAG) + 2d8, M. Armor** Fire Elemental damage on the targeted combatant, striking automatically.

Target: Single

RANK 2 – Shining Air

The air around the Geomancer's foes begins to heat up, turning the battlefield into a shimmering array of mirages. *Shining Air* bestows the Status Condition *Ruse* on all allies in range **(4)**.

Target: Party

RANK 3 – White Flame

Holy fire engulfs the target, searing away sickness and injury with an intense blaze of life. *White Flame* bestows the Status Condition *Reraise* (**∞**), and may not target the same combatant more than one per battle or Scene.

Target: Single

RANK 4 – Magma

Columns of burning lava erupt underneath the Geomancer's foes, spreading fiery destruction throughout the immediate area. *Magma* inflicts **(24 x MAG) + 4d12, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Heat* **(2)**.

Target: Group

RANK 5 – Prominence

An explosion of white-hot fury engulfs the target, searing it within an inch of its life. *Prominence* inflicts **(28 x MAG) + 5d8, M. Armor** Fire Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Elemental Weakness: Fire* **(6)**.

Target: Group

SNOW

Areas of extreme cold, typically at freezing point or below. Includes environments with high levels of snowfall, though cold tundra and terrain such as icebergs and glaciers also qualify for this set.

RANK 1 – Arctic Hare

A small, white-furred rabbit burrows out of the snow, rubs noses with a single combatant, and then vanishes. *Arctic Hare* restores **(3 x MAG) + 2d6** Hit Points to the targeted combatant.

Target: Single

RANK 2 – Icicle

Blades of extreme cold stab up from under the Geomancer's foes. *Icicle* inflicts **(10 x MAG) + 4d8, M. Armor** Ice Elemental damage on all active combatants in the targeted Group, striking automatically.

Target: Group

RANK 3 – Ice Storm

The air around the Geomancer's opponents begins to chill to absolute zero, assailing all in range with bitter, crippling cold. *Ice Storm* inflicts **(16 x MAG) + 5d8, M. Armor** Ice Elemental damage on all active combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Silence* **(6)**.

Target: Group

RANK 4 – Avalanche

A shower of snow, ice, rocks, and debris descends, burying a single unfortunate victim. *Avalanche* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Frozen* **(2)** and *Curse* **(6)**; roll separately for each Status Condition.

Target: Single

RANK 5 – Ice Pillar

Spears of sharp, polished ice rain down on the target, mercilessly skewering it. *Ice Pillar* inflicts **(28 x MAG) + 5d8, M. Armor** Ice Elemental damage on the targeted combatant, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Elemental Weakness: Ice* **(6)**.

Target: Single

魔法剣士

Magic Knight

At a distance, they look like any other swordsman – only when the Black Magic begins to course through their blades does their true nature emerge. Magic Knights are initiates in a mysterious and secretive order of magical swordsmen gifted with the ability to store spells within their weapons, leaving them capable of turning a simple sword-slash into flaming devastation, clouds of toxin, or black holes capable of warping reality itself.

Because the nature of their magic requires them to get up close and personal with foes, Magic Knights are warriors first and sorcerers second. While a handful of Mages dabble in the Magic Knights' signature art, only the Knights themselves have the arms mastery needed to exploit it to its fullest; even when stripped of her magical abilities, a Magic Knight can still hold her own against a Swordmaster or Fighter.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Magic Knight	+12	+10	+10	+10	+6	+12

JOB PROFILE

Representatives: Mystic Knight Job (*FFV*), Adelbert Steiner (*FFIX*), Warrior Dressphere (*FFX-2*)

HP Die: d8

MP Die: d8

Weapons: Axes, Bows, Flails, Gloves, Greatswords, Knives, Light Swords, Polearms, Rods, Staves, Swallows, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

SPELLBLADE MAGIC

Spellblade Magic gives the Magic Knight a versatile arsenal of enchantments, allowing them to tailor their attacks to foes' weaknesses with absolute precision.

SPELLBLADE

LEVEL 1

Target: Self

Type: Magic Ability

Magic Knights can cast Spells from the Spellblade Magic list in **Chapter 8**. Like Blue and Summon Magic, Spellblade Magic has no discrete Levels, but is organized into four tiers according to effect: Elemental, Status, Effect, and Ultimate. As the Magic Knight gains Levels, she will gain the option of choosing Spells from each of these tiers.

While players can choose which Spells they gain when they qualify for new ones, each Spell has its own Level requirement. The Status effect *Stone Strike*, for instance, can only be acquired if the Magic Knight is at Level 43 or higher, even though the Magic Knight first gains access to Status effects at Level 1.

Because they simply enhance the Magic Knight's basic attacks, most Spellblade magics can score Critical Hits in the same manner as

normal Attack Actions. Their effects also stack with a number of Weapon Equipment Abilities – *Auto-[Status]*, *+ $[x]$ [Attribute/Combat Statistic]*, *Break Damage Limit*, *Critical+*, *Critical++*, *[Element] Enhancer*, *Sensor*, and the special rules associated with Ultima Weapon and the Valiant Knife. All other Equipment Abilities on the Weapon are ignored.

KNIGHT'S LEVEL	NEW SPELLS GAINED
1	Status x 1, Elemental x 1
8	Status x 1, Elemental x 1
15	Status x 2, Elemental x 1
22	Status x 1, Elemental x 1, Effect x 1
29	Status x 1, Elemental x 1, Effect x 1
36	Status x 2, Elemental x 1, Effect x 1
43	Status x 2, Elemental x 1, Effect x 2
50	Status x 1, Elemental x 1, Effect x 1, Ultimate x 1
57	Status x 1, Elemental x 1, Ultimate x 1
64	Status x 2, Ultimate x 1

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Magic Knight can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Earth, Elemental Manipulation, Fire, Holy, Ice, Lightning, Poison, Shadow, Water, Wind

SOS SKILL

When danger looms, Magic Knights can protect themselves in the blink of an eye.

SOS-SHELL

LEVEL 1

Target: Self

Type: Support Ability

Due to their heavy reliance on spellcasting, Magic Knights are taught from early on how to prepare anti-magic barriers at a moment's notice – as much to protect them from the sorcery of an opponent as the potentially devastating consequences of a miscast Spellblade effect. *SOS-Shell* takes effect when the Magic Knight's current Hit Points are reduced to **25%** or lower of their maximum value, bestowing the Status Condition *Shell*. The Status Condition is automatically canceled once the Magic Knight's current Hit Points are more than **25%** of their maximum value. This Ability stacks with *SOS-Protect* and *SOS-Haste*.

SOS-PROTECT

LEVEL 15

Target: Self

Type: Support Ability

As they begin to gain hands-on combat experience, Mystic Knights quickly learn how to broaden their reflexive defenses. *SOS-Protect* takes effect when the Magic Knight's current Hit Points are reduced to **25%** or lower of their maximum value, bestowing the Status Condition *Protect*. The Status Condition is automatically canceled once the Mystic Knight's current Hit Points are more than **25%** of their maximum value. This Ability stacks with *SOS-Shell* and *SOS-Haste*.

SOS-HASTE

LEVEL 40

Target: Self

Type: Support Ability

A savvy Magic Knight knows that speed is of the essence, particularly when death is near. *SOS-Haste* takes effect when the Magic Knight's current Hit Points are reduced to **25%** or lower of their maximum value, bestowing the Status Condition *Haste*. The Status Condition is automatically canceled once the Magic Knight's current Hit Points are more than **25%** of their maximum value. This Ability stacks with *SOS-Shell* and *SOS-Protect*.

忍者

Ninja

The Ninja is a warrior of shadow, combining the talents of infiltrator, spy, and assassin in a single finely-trained body. Ruthlessly independent by nature, Ninja are schooled from early on in the virtues of silent action and caution, the art of killing from a distance as well as a hair's breadth away. To do so, they make use of a wide range of tools: scrolls and powders imbued with magical properties, compact bombs for clearing away obstacles or stubborn opponents, deadly throwing stars, and much more besides.

In the old days, Ninja served a feudal lord, dispatching political enemies and gathering intelligence at his behest. Today, they are more likely to be mercenaries, selling their skills out to the highest bidder. Few, if any, worry about the ethics of their actions – cold-hearted amorality is the Ninja's stock in trade, a trait that accounts for much of their power and mystique. Nor are they team players by any stretch of the imagination; they are trained to work alone and rely only on themselves in battle. But parties willing to overlook the Ninja's more selfish edges will find them to be superbly versatile combatants capable of matching – and mastering – the most overwhelming challenges.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Ninja	+10	+8	+12	+12	+10	+8

JOB PROFILE

Representatives: Edward Geraldine “Edge” Eblan (*FFIV*), Clyde “Shadow” Arwyny (*FFVI*), Ninja Job (*FFI*, *FFIII*, *FFV*, *FFXI*, *FFT*, *FFTA*)

HP Die: d8

MP Die: d6

Weapons: Boomerangs, Claws, Flails, Katana, Knives, Ninja Blades

Armor: Armwear, Hats, Suits

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Thievery

NINJUTSU

Ninjutsu is the Ninja Art, a blend of mysticism and martial technique that emphasizes the destruction of an opponent at any cost.

THROW

LEVEL 1**Target:** Single**Type:** Support Ability

Fast and discreet, throwing weapons are a natural favorite among Ninja, who are trained from early on to wound and kill with any projectile they can lay their hands on. *Throw* allows the Ninja to launch a single Weapon or Throwing Weapon at an opponent with devastating force and accuracy, striking automatically for **200%**, **Armor** damage. Damage for this attack is always calculated using the Ninja's STR Attribute, even with Weapons whose damage code normally defaults to MAG or AGI, and may ignore the Damage Cap. Equipment Abilities are ignored unless a Throwing Weapon was used; in this case, they apply as normal.

This technique does come with a price, however. Any Weapon used in conjunction with *Throw* breaks on impact and cannot be retrieved after it has been thrown. This includes Artifact and Unique-type Weapons – even these rare relics cannot stand up to the Ninja's throwing arm.

DUAL WIELD

LEVEL 1**Target:** Self**Type:** Support Ability

Because they operate alone, many Ninja prefer to wield paired weapons in order to scrape up a fighting chance against multiple opponents. *Dual Wield* may be used to equip a Weapon in the Shield Slot as per the *Two Weapons* Skill. With two Weapons equipped, the Ninja will strike twice when making an Attack Action against a target; calculate damage for each Weapon as if the Ninja had made two separate attacks, rolling to hit for each as normal.

INTUITIVE MAGIC

LEVEL 1**Target:** Varies**Type:** Magic Ability

The Ninja can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Earth, Elemental Manipulation, Fire, Illusion, Lightning, Water

UTUSEMI

LEVEL 8**Target:** Self**Type:** Slow Action (4)

The Ninja clasps his hands together in a meditative pose, standing utterly still even as his outline begins to swim and blur. *Utusemi* bestows the Status Condition *Agility Up* (6).

KATON

LEVEL 15**Target:** Single**Type:** Magic Ability (28 MP)

Focusing the power of the elements, the Ninja calls up a sudden, stabbing eruption of flame beneath the target. *Katon* inflicts **(12 x MAG) + 3d6**, **M. Armor** Fire Elemental damage on the target, striking automatically; in addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Confuse* on the target (4).

IMAGE

LEVEL 22**Target:** Self**Type:** Slow Action (8)

The Ninja's body begins to waver, becoming more and more indistinct until one lone figure has become a host of dark, obscure assassins. *Image* creates 4 silhouettes around the Ninja (6), each of which grants a **+5** bonus to the Ninja's Evasion for as long as they remain in existence. Whenever the Ninja takes damage, reduce the number of silhouettes by one; *Image* may not be used again until all silhouettes have expired or been destroyed.

SUITON

LEVEL 29

Target: Single

Type: Magic Ability (46 MP)

Drawing on the power of the surrounding elements, the Ninja unleashes the might of the tide in a torrent of powerful ocean waves. *Suiton* inflicts **(16 x MAG) + 5d6, M. Armor** Water Elemental Magical damage on the target, striking automatically. In addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Silence* on the target **(4)**.

SHADOW STITCH

LEVEL 36

Target: Single

Type: Magic Ability (66 MP)

With a single hand-clap, the Ninja summons a burst of tiny needles to stitch the target's shadow to the ground, trapping it in place. *Shadow Stitch* has a CoS of **Mind, Evasion** of inflicting the Status Conditions *Disable* and *Immobilize* on the target **(4)**. Roll for both Status Conditions at once; either the target is affected by both or it is affected by neither.

RAITON

LEVEL 43

Target: Single

Type: Magic Ability (70 MP)

Summoning the might of the storm and skies, the Ninja calls down an arcing barrage of lightning to incinerate his foes. *Raiton* inflicts **(20 x MAG) + 4d10, M. Armor** Lightning Elemental damage on the target, striking automatically. In addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Blind* on the target **(4)**.

SUNKEN STATE

LEVEL 50

Target: Self

Type: Reaction

By temporarily harnessing the dark energies of the underworld, a skilled Ninja can sink into the ground to evade attacks, leaving only their shadow behind. When triggered, *Sunken State* has a flat CoS of **30%** of bestowing the Status Condition *Vanish* **(2)**.

Trigger: Physical damage targeting the Ninja.

DOTON

LEVEL 57

Target: Single

Type: Magic Ability (90 MP)

The Ninja slaps the ground with the palm of his hand, unleashing intense tremors that toss the target like a ragdoll. *Doton* inflicts **(24 x MAG) + 4d12, M. Armor** Earth Elemental damage on the target, striking automatically. In addition, it has a CoS of **Mind, Evasion** of inflicting the Status Condition *Slow* on the target **(4)**.

ELAN

LEVEL 64

Target: Self

Type: Support Ability

The Ninja slips into a trance-like state as he begins to soak in ambient *chi*, building a store of energy capable of supercharging his already formidable techniques. When using *Katon*, *Suiton*, *Raiton*, *Doton*, or *Shadow Stitch*, the Ninja may elect to add a Charge Time of 10 to the Ability's MP cost in order to empower the technique with *Elan*. If they choose to do so, the Ability's Target is changed from *Single* to *Group* for the duration of that Action. Once this is done, *Elan's* effects expire.

パラディン

Paladin

The Paladin is a sacred knight, consecrated to the powers of light and dedicated to justice and virtue in their purest forms. Purged of any self-doubt and absolute in their devotion to their cause, these holy warriors form the unlikely middle ground between the White Mage's compassion and the Knight's fierce sense of honor. While all Paladins follow the same basic moral code, each Paladin has their own interpretation of it; some are crusaders dedicated to the extermination of evil in all its worldly forms, others focus their efforts on protecting the lives of those weaker than themselves. The one unifying factor in all is the strength of the Paladin's own beliefs; in sheer moral conviction, few professions can hope to rival them.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Paladin	+12	+13	+9	+8	+8	+10

JOB PROFILE

Representatives: Cecil Harvey (*FFIV*), General Beatrix (*FFIX*), Agrias Oaks (*FFT*), Paladin Job (*FFXI*, *FFTA*)

HP Die: d10

MP Die: d6

Weapons: Axes, Greatswords, Light Swords, Knives, Staves, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

HOLY SWORD

Protector, healer, fighter: the Paladin's talents extend in many directions.

COVER

LEVEL 1

Target: Single

Type: Fast Action/Reaction

The Paladin is a protector first and foremost, thinking nothing of placing herself in harm's way in order to shield a comrade. *Cover* allows the Paladin to select a single target to protect; once a target has been selected, *Cover* becomes a Reaction Ability. When triggered, *Cover* applies all damage that would otherwise be taken by the target to the Paladin instead, modifying for the Paladin's Armor as normal. *Cover* may only affect one target at any given time; switching targets or removing this protection is a Zero Action, but requires the Paladin to be able to use the Ability.

Trigger: The Ally being *Covered* is dealt Physical damage. Will not trigger if the Paladin is **25%** of maximum HP or lower herself.

SENTINEL

LEVEL 1

Target: Party

Type: Reaction

While Paladins can single out individual allies for protection, they are also trained to keep a close eye on the health of the party as a whole. When triggered, *Sentinel* applies all damage that would be

taken by the ally to the Paladin instead, modifying for Armor as normal. *Sentinel* does not affect use of *Cover*, but does not enhance its effects; *Cover* will always be used instead of *Sentinel* where applicable. If multiple combatants could use *Sentinel* on the same target, the one with the highest Hit Points will take the blow.

Trigger: An ally at **25%** or fewer of maximum HP is dealt Physical damage. Will not trigger if the Paladin is **25%** of maximum HP or lower herself.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Paladin can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Healing, Holy, Lightning

HALLOWED BOLT

LEVEL 8

Target: Group

Type: Magic Ability (22 MP)

The Paladin holds her sword to the heavens just as a lightning bolt slams down, guiding that blast of electrical fury straight into the midst of the enemy. *Hallowed Bolt* inflicts **75%**, **Armor** Lightning Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Silence* (**4**); roll separately for each eligible target.

HEALING WIND

LEVEL 15

Target: Group

Type: Magic Ability (34 MP)

Gusts of healing energy begin to whirl around the Paladin's body, building up in intensity until the entire party is enveloped. *Healing Wind* restores **(9 x MAG) + 2d6** HP to all allies.

CLEANSING STRIKE

LEVEL 22

Target: Single

Type: Magic Ability (40 MP)

The Paladin thrusts her weapon forward, calling a spectral greatsword to erupt from the ground and skewer the target where it stands. *Cleansing Strike* inflicts **125%**, **Armor** Holy Elemental damage on the target, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Condemned* on the target (**4**).

ASTRA

LEVEL 29

Target: Single

Type: Magic Ability (46 MP)

The Paladin pours her ironclad resolve into a powerful magical barrier capable of shielding an ally from harmful influences. *Astra* bestows the Status Condition *Resist* (**4**), but this Status is automatically canceled the first time it protects the target from being afflicted with a Status Condition. If the target is struck by an attack that inflicts multiple Status Conditions at once, all Conditions will be blocked before *Astra's* effects dissipate.

SEAL EVIL LEVEL 36

Target: Single **Type:** Magic Ability (53 MP)

With a wave of her weapon, the Paladin unleashes a swarm of holy spirits, overwhelming the target with a barrage of purity and light. *Seal Evil* can only be used to target Undead and Demons, and has a flat CoS of **60%** of inflicting the Status Condition *Stone* (∞).

HOLY CIRCLE LEVEL 43

Target: Party **Type:** Magic Ability (61 MP)

The Paladin raises her weapon to the skies, calling down beams of divine light to empower the party. *Holy Circle* bestows the Status Conditions *Protect* (4) and *Holy Enhancer* (4).

JUDGMENT BLADE LEVEL 50

Target: Group **Type:** Magic Ability (90 MP)

The Paladin's blade cuts through the air, triggering a shower of ethereal crystals to entomb the enemy. *Judgment Blade* inflicts **125%, Armor** Holy Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Condition *Stop* (2); roll separately for each eligible combatant in the targeted Group.

DIVINE RUINATION LEVEL 57

Target: Group **Type:** Magic Ability (155 MP)

With a swing of her blade, the Paladin draws forth the divine energies of the earth itself, sowing panic and chaos among her foes as searing white pillars of light tear across the battlefield. *Divine Ruination* inflicts **150%, Armor** Holy Elemental damage on all active combatants in the targeted Group, striking automatically. In addition, it has a flat **30%** CoS of inflicting the Status Condition *Confuse* (4); roll separately for each eligible combatant in the targeted Group.

GREAT GOSPEL LEVEL 64

Target: Party **Type:** Magic Ability (200 MP)

Silver rain begins to fall on the battlefield, drenching all but the silently praying Paladin. Suddenly, the rain ceases; the Paladin rises, arms held aloft as dazzling sunlight bursts forth and cherubs descend from the heavens to bestow their blessings on the party. *Great Gospel* restores (17 x MAG) + 4d8 HP to all active combatants in the Party; in addition, it bestows the Status Condition *Wall* (4).

ルーンナイト

Rune Knight

The Rune Knight is a curious figure by anyone's reckoning, as much a warrior as a sorcerous lightning rod. Trained to counter the army-shattering effects of large-scale battle magic, they advance ahead of the main force, nullifying incoming spells and draining mana from opposing mages until the enemy's magical firepower has been utterly silenced. Once the Rune Knight's work is done, all that remains is to mop up; for better or worse, the tide of battle has irrevocably turned.

A successful Rune Knight is the sum of hereditary power, careful training, and unshakable resolve. Genetics and training allow a Rune Knight to intercept enemy magic and reduce it to raw mana and elemental power; resolve gives them the ability to work those talents in the face of impending fiery doom – or worse. Once absorbed, a spell can be promptly flung back at its caster or used as grist for the Rune Knight's extensive arsenal of mana-powered attacks; most Rune Knights have at least a little training in traditional spellcasting, though their swords remain their main means of offense.

To ordinary soldiers, experienced Rune Knights are an awesome and inspiring presence, a fearless aegis willing to put everything on the line for the good of his comrades. The trust and loyalty a Rune Knight enjoys makes him a natural leader; those that survive their often suicidal missions quickly advance up the chain of command, buoyed by tales of the selfless heroism so fundamental to the Job's abilities.

JOB	STR	VIT	AGI	SPD	MAG	SPR
Rune Knight	+12	+10	+10	+10	+8	+10

JOB PROFILE

Representatives: Celes Chere (*FFVI*) Dycedarg Beoulve (*FFT*), Zalbaag Beoulve (*FFT*)

HP Die: d10

MP Die: d6

Weapons: Axes, Flails, Greatswords, Knives, Light Swords, Swords

Armor: Gauntlets, Helmets, Mail, Robes, Shields

Accuracy Bonus: +30

Skill Points: 240

Skill Aptitudes: Weapon

COUNTER MAGIC

The Rune Knight's techniques were created to weaken, damage, and ultimately destroy any spellcasting target on the battlefield. To this end, the Rune Knight must confront his would-be targets head-on, using everything at his disposal to withstand the mystical onslaught.

RUNIC

LEVEL 1

Target: Self

Type: Fast Action

The Rune Knight's signature ability allows him to absorb magic by capturing it within weapons or armor inscribed with spell-binding runes, his weapon and breaking it down into raw mana for his own use. *Runic* affects all Red, Black, White, Time, and Blue Spells, except

those with Target: All; monster Abilities with an MP cost may also be affected. Once used, *Runic* absorbs the first eligible Spell or Ability used in the immediate vicinity, regardless of its source; that Spell or Ability has no effect and the Rune Knight gains MP equal to its original casting cost. If *Runic* has absorbed nothing by the time the Rune Knight's next turn comes up, its effects are lost; he must decide whether to use *Runic* again or take another Action.

INTUITIVE MAGIC

LEVEL 1

Target: Varies

Type: Magic Ability

The Rune Knight can use her spellcasting abilities for other purposes. More details on Intuitive Magic can be found in **Chapter 8**.

Keywords: Barrier, Destruction, Elemental Manipulation

RETURN MAGIC

LEVEL 36

Target: Single

Type: Reaction

As the Rune Knight gains experience, he learns to do more than simply break down magic to its constituent parts – with practice, he can copy and return sorcerous attacks in a split-second, giving enemy spellcasters a taste of their own medicine. When triggered, *Return Magic* has a CoS of $((\text{Level} / 2) + (\text{Spirit} \times 2))$ of allowing the Rune Knight to immediately cast the exact same Spell, targeting the original caster. Alternately, he may choose to gain a number of MP equal to the Spell's original casting cost. Neither option prevents the Rune Knight from suffering the effects of the affected Spell – these are calculated as normal. If the Rune Knight elects to return the Spell, the original caster will always be the only one affected by it, even if said Spell was Target: Group.

Return Magic is subject to the same restrictions as *Runic*: it cannot be used to counter Spells with Target: All, Summon Magic, or Spellblade Magic. The Rune Knight must also be able to cast Spells in order to be able to use *Return Magic*; Status Conditions such as *Silence* will seal this Ability until they are canceled.

Trigger: Arcane, Elemental, or Status spell or monster ability susceptible to *Runic*.

QUADRA MAGIC

LEVEL 64

Target: Group

Type: Support Ability

Further refinement of *Return Magic*'s principles permits veteran Rune Knights to turn a single hostile spell into a blistering volley of sorcery. *Quadra Magic* may be used whenever *Return Magic* triggers, and allows the Rune Knight to immediately cast the exact same Spell four times, each time targeting a randomly determined combatant in the original caster's Group. To do so, the Rune Knight must have enough MP to cast the relevant Spell three times; otherwise, *Return Magic*'s default effects are used instead. As with *Return Magic*, *Quadra Magic* does not prevent the Rune Knight from suffering the effects of the affected Spell – these are calculated as normal.

UNYIELDING SWORD

Powerful and brutal in equal measures, the Rune Knight's battle techniques turn excess mana into bone-crushing blows.

FURY BRAND LEVEL 8

Target: Single **Type:** Magic Ability (20 MP)

A trident of violent red energy thrusts up from under the target, emitting a single intense pulse as it disappears again. *Fury Brand* inflicts **100%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Berserk* (4).

STARDUST RAY LEVEL 15

Target: Group **Type:** Magic Ability (27 MP)

Glowing arrows of light form around the Rune Knight, trailing glitter as brilliant as the night sky as they begin whistling into the thick of the enemy. *Stardust Ray* inflicts **75%, Armor** Physical damage on all active combatants in the targeted Group, striking automatically. It also has a flat CoS of **30%** of inflicting the Status Condition *Spirit Break* (4); roll separately for each eligible combatant.

SHELLBURST STAB LEVEL 22

Target: Single **Type:** Magic Ability (35 MP)

The Rune Knight extends his weapon, shaping raw mana into a cruel glowing scimitar blade that callously cuts through the target before fading out. *Shellburst Stab* inflicts **(Target's Current MP)** Physical damage on the targeted combatant, striking automatically. Regardless of how many MP the target currently possesses, *Shellburst Stab* may never inflict more than 999 damage.

BLASTAR PUNCH LEVEL 29

Target: Group **Type:** Magic Ability (56 MP)

A glowing white axeblade descends from the heavens, crashing down onto the Rune Knight's foes with brain-shattering force. *Blastar Punch* inflicts **100%, Armor** Physical damage on all eligible combatants in the targeted Group, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Magic Break* (4).

VIPER BITE LEVEL 43

Target: Single **Type:** Magic Ability (70 MP)

Sickly green daggers warp into being around the Rune Knight's enemy, clamping down like the fangs of some great, spectral serpent. *Viper Bite* inflicts **125%, Armor** Physical damage on the target, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Condition *Venom* (4).

HELLCRY PUNCH LEVEL 50

Target: Single **Type:** Magic Ability (95 MP)

The Rune Knight unleashes his accumulated power and summons a monolithic greatsword from the depths of the earth, piercing his foe with an ice-blue edge of pure magic. *Hellcry Punch* inflicts **150%, Armor** Physical damage on the targeted combatant, striking automatically. In addition, it has a flat CoS of **30%** of inflicting the Status Conditions *Power Break* (4) and *Silence* (4). Roll separately for each Status Condition.

ICEWOLF BITE LEVEL 57

Target: Group **Type:** Magic Ability (110 MP)

Summoned by the Rune Knight's power, a phantom longsword tears through the ground, ornately carved blade coruscating blue and red in turn before vanishing. *Icewolf Bite* inflicts **150%, Armor** Physical damage on all eligible combatants in the targeted Group, striking automatically. In addition, it inflicts **200%, Armor** Physical damage to the combatants' Magic Points. MP damage inflicted by *Icewolf Bite* may ignore the Damage Cap.

“...you can do that?”

Tseng
FINAL FANTASY VII

Not everything an FFRPG character can do is defined by their Job. As important as spellcasting talents and combat abilities may be, they only cover a small subset of the many tasks and challenges that characters will face during the course of an adventure – for everything else, there's Skills.

EXPANDED RULES

The fundamental rules governing Skill usage can be found in Chapter 1. The purpose of this chapter is to expand on those rules by introducing additional options, clarifications and detail to those basic rules.

Specialized Skills

A number of Skills in this chapter have an asterisk (*) after their names; this indicates that these are specialised Skills. Unlike the general Skills that make up most of the FFRPG's available selection, characters who purchase a specialised Skill must also select a specialisation for it at purchase. The *Lore* Skill, for instance must be set to a specific type of knowledge, depending on the character's preferences – rather than having a general 'Lore,' a character will have *Lore (Military)* or *Lore (Legendary Weapons)*. Note that Specialised Skills are bought multiple times for separate specialisations – a character will have two separate Skills for *Language (Common Tongue)* and *Language (Ancient)*.

! Expanding Specialisation

Many of the Skills given in this chapter have been deliberately kept broad to allow for a wider range of genres and settings. As an optional rule, GMs can require characters to take a specialisation for any Skill that is likely to have a more narrow focus in the campaign world. For instance, a high-tech world is more likely to have *Vehicles (Car)* and *Vehicles (Aircraft)* than one where carts are the bleeding edge of conveyance.

Defaulting on Skills

Picture the scene: our heroes have stolen an airship from the Empire, and are racing home under the fire of the combined

Imperial fleet. Suddenly, the entire ship rattles – a direct hit from the enemy cannons. Smoke begins to pour out of the controls as an alarm goes off and the ship enters a wild spin, rocketing groundwards. A look passes around the table. “So, uh... anybody have Repair?”

Regardless of how much experience and training they possess, characters will still run into situations they're not prepared for. As a result, there may be circumstances where players will have to improvise by making a Task Check using an Attribute Rating in place of a Skill their character doesn't possess.

Every Skill has a single **Default Attribute** linked to it, typically the one most likely to affect a character's aptitude in that Skill. *Etiquette*, for instance, has Spirit as a Default Attribute. When a character 'defaults' on a Skill they do not have, they roll against (**Default Attribute Rating / 2**) instead of the relevant Skill Rating to determine success. However, some Skills are naturally harder to 'feign' than others, particularly those requiring a significant level of expertise. These are called **Learned Skills**, and cannot be defaulted on unless the character has an Affinity to that Skill Category. All other Skills are **Intuitive Skills**, and can be defaulted on regardless of whether or not the character has an Affinity.

Synergy

Sometimes, characters may wish to use multiple Skills in conjunction with one another to accomplish something. For example, an Engineer with high Ratings in *Invent* and *Systems* could make use of this knowledge to improve an attempt to disarm a mechanical trap, an activity normally associated with *Traps* alone. Attributes, too, can interact with Skills, as more dextrous or intelligent characters are better-suited to improvisation than ones less gifted in those areas. Such 'synergies' can be handled in one of two ways:

Enhancing an existing Skill. If having one Skill seems to logically improve another Skill's likelihood of success *and* this Skill is equal to or higher in Rating to the Skill it would 'support,' a character can gain a +10 **Synergy Bonus** to Task Checks made against the 'supported' Skill. Alternately, if a character has a Skill whose Default Attribute Rating/2 is higher than the Skill's actual Rating, she may roll against the Attribute Rating instead.

Replacing a missing Skill. Rather than simply default on a missing Skill, a character can instead roll against another Skill they possess if there is logical synergy between it and the missing Skill. The 'replacement' Skill's Rating will be halved for the resulting Task Check, but the character may apply any Synergy bonuses they would

normally be eligible for to this roll.

A player trying to benefit from synergies should always be prepared to explain to the GM why she feels the other Skills in question are relevant to the Task Check at hand.

? Defaults and Synergy (1)

Surrounded by Deathsight's forces, Hiro and company have been carted off to a dank dungeon in an undisclosed location.

Rodger (GM): You regain consciousness in a swinging iron cage lashed to a vaulted ceiling criss-crossed by heavy metal beams. Below, faint orange light from an unknown source spills through a grating that covers the entirety of the floor. The metal has a dull glow to it; though you're suspended meters above it, you can feel the heat radiating all the same. Other cages hang around yours, chains clanking in time to a rhythmic shudder in the walls of the chamber; occasionally, one bumps into your own, leaving the bars ringing.

Rob (Hiro): Hiro lets out a soft sigh as he looks down at the grating. "Something tells me we'd regret jumping down there."

Blair (Mint): "We'd have to get out first, huh?" I'm checking the bars. Any give? Anything loose?

Rodger: No dice. Whoever built this thing built it to last.

M (Haze): What else is in the cell?

Rodger: A pile of straw spread out in the center of the cage serves as your bedding. Other than that, there's nothing.

M: Haze leans back, resting on the straw. "Settle down. We'll get a chance to break out sooner or later. Let's just take it easy until then."

The gap in sessions has allowed Rodger to find a natural place to introduce Carl's player to the game – and party. After a quick discussion, Carl and Rodger have decided to imprison Kumani in the same cell as the other characters, allowing them to interact first thing off the bat.

Carl (Kumani): "Mrrrr! Some of us arrre trrrrying to get some sleep herrre."

Blair: Mint is going to back away very, very quickly. "Whoa! Did our bedding just... talk?"

M: Haze gets up, brushing himself off. "Who's there?"

Carl: Kumani pokes her head out of the straw, blinking a few times. "Mrr. I should ask the same of you, yes? I'm Kumani."

M: "Haze. The other two are Hiro and Mint. I'm guessing you're no friend of Deathsight's."

Carl: "I got attacked by those tinpot soldierrrs... Next thing I know, I'm stuck in herrre."

Rob: "Well, I don't know about you, but I'm not planning on sticking around." Rodger, I'm picking up the longest, most solid piece of straw and starting to work on the lock. I'll default on *Lockpicking* with *Invent*.

? Defaults and Synergy (2)

Rodger checks the rules. Lockpicking is a Learned Skill, meaning Hiro wouldn't normally be able to default on it. However, Hiro also has Invent at 52; if taken as a replacement for Lockpicking, it would effectively function at a Skill Rating of 26.

Rodger: Why would *Invent* help here?

Rob: The lock's got mechanical components and moving parts. Hiro should know how to screw around with those. Also, my *AGI* ought to be high enough to give me a hand with the roll.

With a shrug, Rodger accepts the explanation. Hiro's Agility Rating is 40 – higher than the modified Invent Rating of 26, meaning he may use his Agility Rating instead of Invent. The lock is reasonably well-made, so Rodger sets a Conditional Modifier of +20. Rob's final CoS is 60.

Rodger: Roll 'em.

Rob: (*rolling*) 48.

Rodger: You wriggle the straw around until you hear the tumblers clicking into place. A moment later, the door swings open with a creak.

Carl (Kumani): "Nice worrrk! Now all we have to do is..."

M (Haze): "...find a way to get down from here and across that steaming hot floor without turning into spare ribs, then fight our way through whatever guards Deathsight posted to keep us locked up."

Blair (Mint): "Is it too late to go with the 'let's just take it easy' option?"

GROUPWORK

Not every Task Check will be a solo effort. Occasionally, a character may collaborate with fellow players or NPCs to accomplish a task, throwing their collective weight behind a Task Check to ensure a greater likelihood of success. For instance, a party may pool its efforts in searching a villain's study for hidden passages, with several dedicated 'eyes' and 'ears' investigating likely hiding-places and triggers. Under such circumstances, the group must designate one character – usually the one with the highest Skill Rating for the Skill being used – as the group leader. They take the most active role in the combined effort, and make the actual Task Check.

Depending on how much the rest of the group offers to the combined effort, the player making the Task Check will get a bonus between **+10** and **+40**: +10 for normal assistance, +20 for significant assistance, and +40 for extraordinary assistance. The GM may apply this bonus automatically, or first have the 'assisting' players roll a Task Check against the most relevant Skill for their individual contributions. The results of a Botch on a groupwork-enhanced Task Check are left to the GM's discretion, but the larger the numbers of participants, the more likely it will be that the results are catastrophic for the group as a whole.

Of course, not every Skill and situation lends itself to a groupwork

context. Because of this, groupwork is only an option in situations where the would-be assistants are actively able to help out and not preoccupied with their own Checks. A party trying to stay afloat and get to safety in a flooding, trapped chamber couldn't try to pool their efforts if each had to make individual *Swimming* rolls to avoid being drowned by the incoming water.

Master Skill Table

The following table lists every major Skill used in the **FFRPG** in alphabetical order, together with its Default Attribute, Skill Category, and type. Skills which must be specialised are marked with an asterisk (*) as standard. A few of these Skills are raised at half the normal rate – these are marked in **boldface**.

Table 5-1: Master Skill List

SKILL	CATEGORY	ATTRIBUTE	TYPE	SKILL	CATEGORY	ATTRIBUTE	TYPE
<i>Acrobatics</i>	General	AGI	Intuitive	<i>Language*</i>	Scholastic	SPR	Learned
<i>Acting</i>	Artistic	SPR	Intuitive	<i>Leadership</i>	Social	SPR	Intuitive
<i>Alchemy</i>	Technical	MAG	Learned	<i>Lockpicking</i>	Thievery	AGI	Learned
<i>Animal Training</i>	Wilderness	SPR	Learned	<i>Lore*</i>	Scholastic	MAG	Learned
<i>Art</i>	Artistic	SPR	Learned	<i>Navigation</i>	Wilderness	MAG	Intuitive
<i>Awareness</i>	General	MAG	Intuitive	<i>Negotiation</i>	Social	SPR	Intuitive
<i>Axes</i>	Weapon	AGI	Intuitive	<i>Pickpocket</i>	Thievery	AGI	Intuitive
<i>Bows</i>	Weapon	AGI	Intuitive	<i>Polearms</i>	Weapon	AGI	Intuitive
<i>Brawl</i>	Weapon	AGI	Intuitive	<i>Repair</i>	Technical	MAG	Learned
<i>Climbing</i>	Wilderness	STR	Intuitive	<i>Riding</i>	Wilderness	AGI	Intuitive
<i>Cooking</i>	General	MAG	Learned	<i>Scavenge</i>	Wilderness	MAG	Learned
<i>Crafting*</i>	Technical	MAG	Learned	<i>Singing</i>	Artistic	SPR	Intuitive
<i>Cudgels</i>	Weapon	AGI	Intuitive	<i>Smooth Talk</i>	Social	SPR	Intuitive
<i>Dancing</i>	Artistic	AGI	Intuitive	<i>Stealth</i>	Thievery	AGI	Intuitive
<i>Disguise</i>	Thievery	MAG	Intuitive	<i>Streetwise</i>	Thievery	SPR	Learned
<i>Escape</i>	Thievery	AGI	Intuitive	<i>Survival</i>	Wilderness	MAG	Intuitive
<i>Etiquette</i>	Social	SPR	Intuitive	<i>Swimming</i>	Wilderness	VIT	Intuitive
<i>Explosives</i>	Technical	MAG	Learned	<i>Swords</i>	Weapon	AGI	Intuitive
<i>Flails</i>	Weapon	AGI	Intuitive	<i>Systems</i>	Technical	MAG	Learned
<i>Gambling</i>	Thievery	MAG	Learned	Teaching	Scholastic	SPR	Learned
<i>Guns</i>	Weapon	AGI	Intuitive	<i>Thrown Weapons</i>	Weapon	AGI	Intuitive
<i>Healing</i>	Technical	MAG	Learned	<i>Tracking</i>	Wilderness	MAG	Intuitive
<i>Inquiry</i>	Scholastic	MAG	Intuitive	<i>Trade</i>	General	MAG	Learned
<i>Instrument</i>	Artistic	SPR	Learned	<i>Traps</i>	Thievery	MAG	Learned
<i>Intimidation</i>	Social	SPR	Intuitive	Two Weapons	Weapon	AGI	Learned
Invent	Technical	MAG	Learned	<i>Weapon Systems</i>	Weapon	AGI	Intuitive
<i>Knives</i>	Weapon	AGI	Intuitive	<i>Vehicles</i>	Technical	AGI	Learned

ARTISTIC SKILLS

As their name implies, Artistic Skills represent a character's talents in and appreciation of the finer things in life. They form the foundation for professions such as Bards and Dancers, who turn them into devastating weapons on the battlefield.

ACTING

Default Attribute: Spirit (SPR) **Type:** Intuitive

A character with this Skill has the training to fake emotions and devise new personalities for himself. With a successful Task Check, the character may attempt to use *Acting* to bluff, improvise, impersonate, or con. If the target has the *Awareness* Skill, resolve the attempt through an Opposed Task Check; a Botch will always expose the character's ruse.

“I’m Captain Basch von Ronsenberg of Dalmasca!”

Vaan
FINAL FANTASY XII

Note that when impersonating others, a successful Task Check using the *Disguise* Skill will typically have a positive effect on Conditional Modifiers for *Acting* Task Checks.

CONDITIONAL MODIFIERS

Performing simple script: **+80**
Improvising simple performance: **+40**
Performing complex script: **+20**
Improvising complex performance: **-40**

ART

Defaults Attribute: Spirit (SPR) **Type:** Learned

This Skill embodies a general appreciation and knowledge of the arts: painting, sketching, sculpture, architecture, and all techniques and practices associated with the like. A character with this Skill may create her own art, attempt to identify the works of others, or even forge an existing piece to pass off as the original.

CONDITIONAL MODIFIERS

Identifying well-known masterpiece: **+80**
Identifying well-known artist: **+40**
Identifying obscure artist: **0**
Forging obscure artist: **-20**
Forging well-known artist: **-40**
Forging known masterpiece: **-60**

DANCING

Defaults Attribute: Agility (AGI) **Type:** Intuitive

A character with this skill can tell a waltz from a gavotte, and knows enough of the general etiquette and required steps to avoid mashing people's toes in the process.

CONDITIONAL MODIFIERS

Dance with slow, predicable rhythm: **+80**
Dance with fast, loose rhythm: **+40**
Improvising dance without fixed rhythm: **+20**
Complex, intricate dance: **0**

INSTRUMENT

Defaults Attribute: Spirit (SPR) **Type:** Learned

This Skill allows a character to play, tune, and maintain an instrument, as well as giving him a repertoire of songs for any occasion. It is also used as a Weapon Skill for Instruments.

CONDITIONAL MODIFIERS

Performing slow, simple melody: **+80**
Performing fast, simple melody: **+40**
Performing slow, complex melody: **0**
Performing fast, complex melody: **-20**

SINGING

Default Attribute: Spirit (SPR) **Type:** Intuitive

While not everyone is born with the voice of an angel, careful training can make all the difference. Characters with this Skill know all about projection and range, and have at least a few melodies memorized at any given time.

CONDITIONAL MODIFIERS

Performing slow, simple melody: **+80**
Performing fast, simple melody: **+40**
Performing slow, complex melody: **0**
Performing fast, complex melody: **-20**

GENERAL SKILLS

General Skills are versatile talents shared by a broad range of character professions and backgrounds.

ACROBATICS

Default Attribute: Agility (AGI) **Type:** Intuitive

A character with this Skill is flexible and coordinated enough to execute complex acrobatic maneuvers. A single Task Check is required for a set of maneuvers or feat of balance. Conditional Modifiers depend on both the complexity of the maneuvers and the circumstances. The consequences for failure hinge on the feat being attempted.

CONDITIONAL MODIFIERS

Single somersault: +80
Backflip: +80
Double somersault: +40
Aerial cartwheel: +40
Double backflip: +20
Triple somersault: 0
Walking tightrope: 0
Double aerial cartwheel: 0
Triple aerial cartwheel: -20

AWARENESS

Default Attribute: Magic (MAG) **Type:** Intuitive

This Skill measures a character's collective sensory awareness. In the field, it is mainly used to spot hidden items, secret passages, and other incongruities that might not be noticeable at first glance. At higher levels, Characters with this Skill gain a certain sixth sense when it comes to spotting potential dangers or noticing when something isn't quite right – a con-man attempting to swindle the party out of its Gil with counterfeit Elixirs is just as likely to get the neck-hairs tingling as a dozen slavering beasts waiting in ambush around the corner.

“I sense danger.”

Porom
FINAL FANTASY IV

As a result, *Awareness* may also be rolled at a GM's behest in Opposed Task Checks against Skills like *Smooth Talk* or *Stealth*. This Skill is given to all starting characters, regardless of Job.

CONDITIONAL MODIFIERS

Highly obvious detail: +80
Detail not immediately obvious: +20
Detail small, obscure or well-secreted: -20
Detail usually undetectable by normal senses: -80

COOKING

Default Attribute: Magic (MAG) **Type:** Learned

Knowing *haute cuisine* may not improve one's reputation as a fearsome warrior, but when the alternative is another week's worth of dried meat, nobody's liable to complain. A character with this Skill knows how to prepare and identify all types of dishes with a successful Task Check, and may even be able to augment their comrades' abilities in battle with appropriate foods – see **Appendix I** for more details. A meal with multiple courses may require several Task Checks, depending on the complexity of the dishes involved.

CONDITIONAL MODIFIERS

Simple or pre-prepared dish: +80
Average dish: +40
Identifying individual ingredients in prepared dish: 0
Sensitive or demanding dish: 0

TRADE

Default Attribute: Magic (MAG) **Type:** Learned

A character with this Skill knows her way around the art of buying cheap and selling dear. A successful Task Check can be used to locate merchants and shops in the immediate area, or can be used to appraise the authenticity and value of an item.

CONDITIONAL MODIFIERS

Assessing item of obvious worth: +80
Finding stores in village or hamlet: +80
Assessing shoddy or obvious forgery: +80
Finding stores in small town: +60
Finding stores in large town: +20
Assessing uncommon or unusual item: 0
Finding stores in major city: 0
Assessing rare or exotic item: -20
Finding stores in megalopolis: -20
Assessing forgery of high quality: -40
Assessing forgery equal to original in quality: -60

SCHOLASTIC SKILLS

Scholastic Skills are based on the acquisition and use of information, and represent the knowledge base heroes have access to during the course of their travels.

INQUIRY

Default Attribute: Magic (MAG) **Type:** Intuitive

The location of an ancient tomb, an obscure local legend, the address of the nearest inn in town – characters with the *Inquiry* Skill are adept at digging up the information they need as quickly and painlessly as possible. One Task Check must be made for each piece of information the character wishes to locate; the amount of time spent searching can vary between half an hour and several days, depending on the breadth of resources available to the character. A failure simply means the character isn't able to locate the information and may continue trying, while a Botch means the information just isn't available – or that the search has ended in serious trouble.

CONDITIONAL MODIFIERS

Information is common knowledge: +80
Information is specialised knowledge: +20
Information is obscure knowledge: -20
Information is extremely obscure knowledge: -40

LANGUAGE

Default Attribute: Spirit (SPR)

Type: Learned

With this Skill, a character can understand and communicate in a particular language – at lower levels, fluently enough to converse with others, at higher levels with the proficiency of a skilled orator and writer. Some sample languages:

Ancient. Typically the spoken or written tongues of the relevant world's precursor race. Ancient languages see little usage in the modern world; these are usually the domain of scholars and adventurers canny enough to realise that sooner or later *everything* comes down to mysteriously-inscribed slabs and relics.

Bahsa Mithra. The Mithran language is constructed around a relatively limited set of words, placing heavy emphasis on prefixes and context instead. In a tongue where 'I'm very happy' and 'I'm deeply sorry' are just two phonetically similar words apart, the opportunities for embarrassment are nigh-on endless.

Beast Tongue. Used to communicate with creatures of limited sentience, such as Couerls and Cactuars. This does not include animals and monsters of Animal-level intelligence, which use the *Animal Training* Skill instead.

Brogue. The Dwarven language is an archaic, highly convoluted variation on Common Tongue, typically spoken with a thick, throaty accent.

Common Tongue. The standard Human tongue, *lingua franca* on most worlds. Most, if not all, adventurers will be fluent in this language to one degree or another. This Skill is given to all starting characters, regardless of Job.

Elvaan. Complex and florid, Elvaan has its roots in antiquity. Like all other aspects of Elven culture, it is a source of racial pride and jealously guarded against dilution from outside sources.

Galkan. Few Galka are capable of speaking their blunt, unsentimental native language, let alone writing it. Adventurers are most likely to encounter it in ancient, Galkan-built structures and on racial artifacts.

Mogri. The language used by the Moogle race. Though most non-Moogles may wonder how much communication can be achieved solely using the word 'Kupo', Mogri is surprisingly subtle, heavily dependent on the Moogle's antenna to convey meaning. Due to this handicap, few non-Moogles are capable of speaking it, though most can understand it with a little bit of training and practice.

CONDITIONAL MODIFIERS

Understanding basic vocabulary: **+80**

Understanding everyday vocabulary: **+60**

Understanding advanced vocabulary or slang: **+40**

Understanding technical language or scientific jargon: **0**

Understanding archaic vocabulary: **-40**

LORE*

Default Attribute: Magic (MAG)

Type: Learned

Skills that cover a character's understanding of a particular concept or area, abstract or not – facts, figures, and essential information relating to a subject the character has studied in at least some detail. The quality, quantity, and detail of a character's knowledge in a particular Lore will increase with the Skill Rating. Though the sample Lores given below are broad, they can be as specialised as the player wants – the advantage in doing so is that information considered 'obscure' in a general Lore can be common knowledge in a specialised one. As a result, a character with *Lore (Chocobo)* will know more about these riding birds than one with *Lore (Animal)*. Sample Lores:

Lore (Area): Detailed knowledge of the geography of a particular area, inclusive of major landmarks, terrain, flora, and fauna.

Lore (Folklore): An understanding of an area's popular mythology, ranging from ancient sagas to contemporary 'urban legends'. Further specialised by country or region.

Lore (History): General knowledge of key events in an area's known history, including dates, personalities, and other minutiae. Further specialised by country or region.

Lore (Magic). *Magic Lore* gives the character a fundamental understanding of the principles of sorcery as well as the training to identify individual spells and enchantments. Further specialised by type: Black, White, Time, Spellblade, or Blue.

Lore (Monsters). What is a Malboro's preferred food source? How many Sahagin comprise a typical raiding party? Just how fast *does* a Cactuar actually run? A character with *Monster Lore* is a treasure trove of facts and trivia on the planet's inhuman inhabitants. Further specialised by monster type: Abnormal, Aerial, Amorph, Aquatic, Arcana, Beast, Construct, Dragon, Fiend, Humanoid, Insect, Lizard, Plant or Undead. See **Appendix II** for more information on monster types and their criteria.

Lore (Summons). Knowledge of the habitats, histories, strengths, weaknesses, and personalities of the major Summons of the world, from Alexander to Valefor.

CONDITIONAL MODIFIERS

Information is common knowledge: **+80**

Information is specialised knowledge: **+20**

Information is obscure knowledge: **-20**

Information is extremely obscure knowledge: **-40**

TEACHING

Default Attribute: Spirit (SPR)

Type: Learned

This Skill allows the character to impart her knowledge to others, giving her the ability to transfer Skills she already knows to another character. Skill Points placed into *Teaching* increase a character's Rating at half the normal rate. As a result, it will take two Skill Points to raise the Rating by 1 unless the character has an Affinity for Scholastic Skills. If so, it takes only one Skill Point to raise the Rating by 1.

SOCIAL SKILLS

Social Skills focus exclusively on a character's interactions with others. A character's experience in these Skills will be essential in obtaining information, winning allies, and keeping the group operating as a cohesive unit.

ETIQUETTE

Default Attribute: Spirit (SPR) **Type:** Intuitive

This Skill gives a character the ability to act and speak diplomatically regardless of the circumstances, observing and respecting the sensibilities of others. A successful Task Check allows a character to discern the most appropriate code of conduct in a given situation, and act accordingly; a failure results in the character misinterpreting the situation, with potentially disastrous results. Botches will almost always result in a diplomatic gaffe of the first order.

CONDITIONAL MODIFIERS

Observing simple or common formalities: **+80**
Observing uncommon or complicated formalities: **0**
Observing rare or obscure rituals or formalities: **-40**

INTIMIDATION

Default Attribute: Spirit (SPR) **Type:** Intuitive

Intimidation and browbeating are powerful tools if used correctly, establishing the character as a force to be reckoned with – even if they aren't. A successful Task Check is required to intimidate a target, after which the character can make her demands; failure means the target is unimpressed. A Botch, on the other hand, could potentially result in a nasty turnabout. If the target also has *Intimidation*, resolve the attempt through an Opposed Task Check.

CONDITIONAL MODIFIERS

Intimidating significantly weaker target: **+80**
Intimidating moderately weaker target: **+40**
Intimidating target of equal power: **0**
Intimidating moderately stronger target: **-20**
Intimidating significantly stronger target: **-40**

LEADERSHIP

Default Attribute: Spirit (SPR) **Type:** Intuitive

A character with this Skill knows how to coordinate large groups of people effectively, be it in engineering, business, or battle. A successful Task Check is required to carry out a given activity, such as a construction effort, battle plan, or project. Multiple Task Checks may be needed for long-term collaborations. In addition, a character can use his *Leadership* Skill to motivate or encourage others; this does not necessarily have to be restricted to those under the character's direct control.

CONDITIONAL MODIFIERS

Coordinating simple plan or task: **+80**
Motivating loyal subordinates or comrades: **+80**
Coordinating average plan or task: **+20**
Motivating uninspired subordinates or comrades: **+20**
Coordinating complex plan or task: **0**
Motivating mutinous subordinates or comrades: **-40**

NEGOTIATION

Default Attribute: Spirit (SPR) **Type:** Intuitive

The fine art of getting your way. A character with this Skill can use their powers of persuasion to do anything from bartering for an item to convincing that troublesome Captain of the Guard that, no, they really *aren't* an Imperial sympathizer, thank you all the same. *Negotiation* is always used in form of an Opposed Task Check; when making her Task Check, the player must first declare her 'offer' to the other party, who in turn roll against either their own *Negotiation* Skill or an appropriate Skill Default – the weight of the character's offer will determine the basic CoS.

CONDITIONAL MODIFIERS

Desired outcome beneficial to target: **+80**
Desired outcome has no effect on target: **+20**
Desired outcome troublesome for target: **-40**
Desired outcome disastrous for target: **-60**

SMOOTH TALK

Default Attribute: Spirit (SPR) **Type:** Intuitive

This Skill allows a character to use pure charisma to persuade an unwitting victim to do his bidding. One successful Task Check is required to ensnare the target; additional Task Checks may be required depending on what the character requests of his victim. If the target has the Skill *Awareness*, resolve the attempt through an Opposed Task Check. Any failure breaks the character's hold over the target, forcing him to start anew; a Botch ruins the attempt entirely, and may alert the target to the fact that they are being manipulated.

CONDITIONAL MODIFIERS

Seeking favor beneficial to target: **+80**
Seeking commonly-known information: **+80**
Seeking favor with no effect on target: **+20**
Seeking uncommon or sensitive information: **0**
Seeking favor troublesome for target: **-40**
Seeking classified or highly secret information: **-40**
Seeking favor disastrous for target: **-60**

TECHNICAL SKILLS

Technical Skills allow a character to manifest their creative as well as practical sides through everything from woodworking to explosive chemistry.

ALCHEMY

Default Attribute: Magic (MAG) **Type:** Learned

Knowledge of compounds and chemical principles allows a character with this Skill to brew up a wide variety of useful mixtures, potions and tinctures. This Skill is discussed in more detail in [Appendix I](#).

CRAFTING*

Default Attribute: Magic (MAG) **Type:** Learned

A character with this Skill can create items of varying size and complexity from scratch. *Crafting* is specific to a type of manufacture, the most prominent of which are *Crafting (Armorsmithing)*, *Crafting (Carpentry)*, *Crafting (Tailoring)*, *Crafting (Tinkering)* and *Crafting (Weaponsmithing)*. The applications and specifics of each of these are discussed in more detail in [Appendix I](#).

EXPLOSIVES

Default Attribute: Magic (MAG) **Type:** Learned

This Skill allows a character to plant and detonate explosive devices in a precise fashion, usually for targeted demolition work. More details regarding this process can be found in [Appendix I](#).

HEALING

Default Attribute: Magic (MAG) **Type:** Learned

A character with this Skill knows enough about the body and its workings to diagnose and treat most kinds of sickness and injury. A successful Task Check is required for a correct diagnosis; another for the treatment if the character has the means to carry it out. Failure in either could have drastic consequences for the patient. *Healing* can also enhance a party's natural recovery – see [Chapter 9](#).

CONDITIONAL MODIFIERS

Setting broken limbs: **+80**
Treating common or harmless sickness: **+80**
Treating uncommon or malignant disease: **+20**
Undertaking complex surgery: **0**
Treating rare or deadly disease: **-20**
Undertaking neurosurgery: **-40**

INVENT

Default Attribute: Magic (MAG) **Type:** Learned

With a bit of tinkering and divine inspiration, characters with this Skill can create useful machines and mechanisms from scratch.

Skill Points placed into *Invent* increase a character's Rating at

half the normal rate. As a result, it will take two Skill Points to raise the Rating by 1, unless the character has an Affinity for Technical Skills; if so, it takes only one Skill Point to raise the Rating by 1. *Invent* is discussed in more detail in [Appendix I](#).

“They call me ‘The Machine’ when it comes to mechanics! Leave it to me, baby!”

Zell Dincht
FINAL FANTASY VIII

REPAIR

Default Attribute: Magic (MAG) **Type:** Learned

Characters with the *Repair* Skill have the ability to fix things, whether it's as simple as propping up a wobbling table or as complex as a malfunctioning engine. What a character can feasibly repair is determined by her other Skills – characters with *Tailoring*, for instance, can patch up clothing, characters with *Invent* fix mechanical devices, characters with *Vehicles* tune up cars or motorbikes. This Skill is discussed in more detail in [Appendix I](#).

SYSTEMS

Default Attribute: Magic (MAG) **Type:** Learned

A multipurpose Skill that allows a character to work with complex mechanisms, including electrical wiring, robots, constructs, and computers. A successful Task Check can be used to either set up, interrupt, or tamper with a system; failure will damage the system but leaves the character enough leeway to attempt to repair the problem. Predictably, a Botch will destroy the system beyond the point of salvage. Multiple Task Checks may be required for particularly complicated systems.

CONDITIONAL MODIFIERS

Using basic system: **+80**
Circumventing basic protective measures: **+40**
Using complex system: **+20**
Circumventing heavy protective measures: **0**
Using highly complex system: **-20**
Circumventing extreme protective measures: **-40**

VEHICLES

Default Attribute: Agility (AGI) **Type:** Learned

This Skill enables a character to helm a vehicle with a reasonable degree of reliability, though in adverse conditions, things might be a little bit more difficult. Special maneuvers naturally require an advanced level of ability to pull off without wrecking the vehicle in question in the process.

CONDITIONAL MODIFIERS

Basic maneuver (roll, wheelie, high-speed U-turn): **+40**
Advanced maneuver (bootleg turn, drifting, hammerhead): **0**
Risky maneuver (snap roll, flat spin): **-20**
Extremely risky maneuver (cobra, skew flip turnover): **-60**

THIEVERY SKILLS

Thievery Skills involve stealth, secrecy, and dishonest action. Though most useful in an urban environment, they have plenty of applications elsewhere.

DISGUISE

Default Attribute: Magic (MAG) **Type:** Intuitive

The ability for a character to assume a new appearance, ranging from a simple change of clothing to a full-blown transformation. The character must state her intended 'target'; a successful Task Check allows the character to take on the target's appearance. Note that this only covers the 'looks' of the target -- the actions a character makes while disguised are covered by a separate Task Check against *Acting*, and just as important in maintaining the illusion. A good *Disguise* will typically have a positive effect on Conditional Modifiers for *Acting* Task Checks, and can also be used to conceal small objects on the character's person.

CONDITIONAL MODIFIERS

Portraying different gender: **+60**
Portraying target notably taller than character: **+40**
Portraying target of similar race: **+40**
Portraying target notably shorter than character: **0**
Portraying target of different race: **0**
Portraying target of drastically different race: **-40**

ESCAPE

Default Attribute: Agility (AGI) **Type:** Intuitive

Everyone gets caught sometimes. For this reason, the ability to slip out of a tight bind can prove to be a valuable asset. A character with this Skill can use a successful Task Check to worm his way out of rope, manacles, or chains.

“Oh GAWD! If I knew this was gonna happen, I would’ve taken rope lessons more seriously!”

Yuffie Kisaragi
FINAL FANTASY VII

Failure simply means a character remains trapped, while a Botch can easily result in injury, tangled bonds, or suspicious captors checking in to see what all the racket is about...

CONDITIONAL MODIFIERS

Escaping hasty or shoddy bonds: **+80**
Escaping complex knots or bonds: **0**
Escaping handcuffs or reinforced bonds: **-20**

GAMBLING

Default Attribute: Magic (MAG) **Type:** Learned

A character with this Skill is a storehouse of knowledge when it comes to games of chance, particularly those involving money. Basic gambling takes the form of an Opposed Task Check, with appropriate modifiers depending on the complexity of the game being played.

Characters may also attempt to use *Gambling* to tip the odds in their favor by cheating. In this case, the character must declare that she is doing so; a successful Task Check is required for each 'hand' or round played, and is substituted for the normal roll. If any of the other participants have *Awareness*, resolve the cheating attempt as an Opposed Task Check between the cheater's *Gambling* and the players' *Awareness*. If the other players notice nothing amiss, the character wins the round; otherwise, the character is in a world of trouble.

If other participants are cheating — after all, there's no guarantee that the character will be the only one trying to 'help' their luck along — the *Gambling* roll becomes an Opposed Task Check between the cheating parties' *Gambling*. Whoever wins must then make an Opposed Task Check against the honest players' *Awareness* to ensure nobody else has spotted their actions. If successful, they win the round. Failure may result in the character's cheating being exposed, but a Botch always will blow the scam wide open.

CONDITIONAL MODIFIERS

Knowing rules to simple card game: **+80**
Knowing rules to complex card game: **+40**
Fixing dice game or coin toss: **+20**
Fixing simple card game: **-20**
Fixing complex card game: **-40**

LOCKPICKING

Default Attribute: Agility (AGI) **Type:** Learned

A character with this Skill can open locks on doors, treasure chests and anything else others consider worth securing with a few tools, a little elbow grease and a successful Task Check. A Botch results in the lock being broken or otherwise damaged, preventing future attempts at picking it.

CONDITIONAL MODIFIERS

Picking rusty or neglected lock: **+80**
Picking basic lock: **+40**
Picking complex lock: **0**
Picking electronic or magical lock: **-40**

PICKPOCKET

Default Attribute: Agility (AGI) **Type:** Intuitive

A skilled thief depends on her ability to sneak small items out of their owners' pockets without them noticing and raising alarm. With this Skill, a character can try to 'palm' an object upon a successful Task Check; one Task Check is required for each object taken. If the target has the Skill *Awareness*, resolve the attempt through an Opposed Task Check. A Botch will always result in the character being caught. Should the need arise, this Skill can also be used to sneak items *onto* a person for similar purposes.

CONDITIONAL MODIFIERS

Taking object less than 5cm in size: **+40**

Taking object 10 to 20cm in size: **+20**

Taking object 30 to 50cm in size: **-20**

Taking object 60cm to 1m in size: **-40**

STEALTH

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill gives the character a basic understanding of subterfuge, allowing him to secrete himself in darkened corners to escape detection and sneak around without arousing too much suspicion. If another party is in the vicinity and has the Skill *Awareness*, resolve the sneaking attempt with an Opposed Task Check. A character will always think a Task Check is successful regardless of the actual outcome.

CONDITIONAL MODIFIERS

Character totally hidden (invisible, magically silenced): **+60**

Character partially hidden (stealthy outfit, muffled steps): **+20**

Character highly noticeable (bright clothing, noisy armor): **-40**

STREETWISE

Default Attribute: Spirit (SPR) **Type:** Learned

Streetwise allows a character to navigate a city's criminal underground. A successful Task Check can allow a character to obtain a piece of information, locate illicit goods and services, or find a contact. The amount of time taken for the search can vary between half an hour and several days. A Failure simply means the character has not been able to locate the object of her search and may continue trying. A Botch, however, will alert local gangsters and authorities to the character's search, with potentially disastrous consequences. *Streetwise* can also be used as the criminal equivalent of *Etiquette* if the character does not have that particular Skill available to her.

CONDITIONAL MODIFIERS

Soliciting minor favor or piece of information: **+40**

Soliciting notable favor or piece of information: **0**

Soliciting illegal or restricted goods: **-20**

Soliciting major favor or piece of information: **-40**

TRAPS

Default Attribute: Magic (MAG) **Type:** Learned

An essential talent for any successful thief, this Skill allows a character to disarm – or set – traps of varying complexity and lethality with a successful Task Check. Further information on traps can be found in **Chapter 10: Gamemastering**.

WEAPON SKILLS

Everyone can wield a weapon, but to do so with finesse takes time and dedication on the wielder's part. For this reason, Weapon Skills are the bread and butter of virtually all professions, governing the usage of everything from Boomerangs to Swords. The only type of weapon not covered by Weapon Skills is the Instrument – a character's proficiency in these is measured by the Artistic Skill *Instrument* instead.

AXES

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill covers the usage of the heavy and often cumbersome Axes.

BOWS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill allows a character to draw, fire, and reload Bows of all types.

BRAWL

Default Attribute: Agility (AGI) **Type:** Intuitive

Brawl is basic unarmed combat. Inelegant but effective in a pinch, it allows the character to rely on their bare hands in a fight if no other weapons are available.

CUDGELS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill covers weapons that inflict blunt as opposed to piercing or slashing damage, including Rods and Staves.

FLAILS

Default Attribute: Agility (AGI) **Type:** Intuitive

The Skill covers the usage of whips, nunchuka, ribbons, and other weapons consolidated in the Flails category.

GUNS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill covers technologically sophisticated ballistic weapons such as Crossbows and Rifles.

KNIVES

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill covers smaller bladed weapons such as Knives and Ninja Blades.

POLEARMS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill concerns itself with larger bladed melee weapons whose reach is further than normal. This includes both Polearms and Swallows.

SWORDS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill covers larger bladed weapons, including Light Swords, Swords, Greatswords, and Katanas.

THROWN WEAPONS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill allows a character to use thrown weapons of various shapes and sizes, ranging from Boomerangs to Throwing Stars and Skeans.

TWO WEAPONS

Default Attribute: Agility (AGI) **Type:** Learned

This Skill allows a character to fight effectively with a weapon in each hand. In practice, this means a character may equip a weapon in their Shield Slot as well as their Weapon Slot, provided the Shield Slot is not already occupied – see **Chapter Six** for more details. In addition to *Two Weapons*, the character must have the appropriate Skill for the Weapons being used. For instance, a character wanting to use a Knife and a Boomerang in conjunction would need *Knives*, *Throwing Weapons*, and *Two Weapons*.

When making an Attack Action with *Two Weapons*, the character strikes the target twice instead of once, essentially making two separate Attack Actions against the same target at the cost of a single Action. Make separate rolls to hit using the lowest-rated applicable Skill – *Two Weapons* or the relevant Weapon Skill – when determining whether the Attack lands. Damage is resolved individually for each successful Attack.

Skill Points placed into *Two Weapons* increase a character's Rating at half the normal rate. As a result, it will take two Skill Points to raise the Rating by 1. Unlike other Skills of this kind, however, an Affinity for Weapon Skills has no effect on the exchange rate.

WEAPON SYSTEMS

Default Attribute: Agility (AGI) **Type:** Intuitive

This Skill governs the use of any weapon too large to be feasibly man-portable. Some obvious examples of this would be a cannon mounted onboard an airship or a Magitek Armor's Tek Missile system.

WILDERNESS SKILLS

Wilderness Skills are concerned with the exploration of the great outdoors. An adventurer who spends any amount of time in the wild is likely to acquire at least a few of these Skills in the process.

ANIMAL TRAINING

Default Attribute: Spirit (SPR) **Type:** Learned

A character with this Skill can manipulate, negotiate with, and intimidate animals. With enough time and patience, *Animal Training* can also be used to train an animal to understand and act on basic commands like 'stay,' 'follow,' and 'kill.' One Task Check and a few days of training are required for each command, though more complex commands can take several months to impart.

CONDITIONAL MODIFIERS

Handling domestic animal: **+20**
Teaching domestic animal basic command: **0**
Handling wild animal: **-20**
Teaching wild animal basic command: **-30**
Teaching domestic animal complex or abstract command: **-30**
Teaching wild animal complex or abstract command: **-50**

CLIMBING

Default Attribute: Strength (STR) **Type:** Intuitive

Whether it's light free-climbing or full-fledged mountaineering, a character with this Skill can scale vertical surfaces with a reasonable degree of success. One or more Task Checks may be needed for a successful ascent; in the event of a failure, no progress is made. A Botch will always result in a fall, with consequences depending on the severity of the drop.

CONDITIONAL MODIFIERS

Climbing gentle incline with good equipment: **+80**
Free-climbing gentle incline: **+40**
Climbing steep incline with good equipment: **+40**
Free-climbing steep incline: **0**
Climbing sheer surface with good equipment: **-20**
Free-climbing sheer surface: **-40**
Climbing crumbling surface with good equipment: **-40**
Free-climbing crumbling surface: **-60**

NAVIGATION

Default Attribute: Magic (MAG) **Type:** Intuitive

By using landmarks, the stars, and other environmental features, a character with this Skill can travel from location to location without losing his way. In addition, the character's well-honed sense of direction can be a valuable asset in mazes and other confusing locales. One Task Check is required for the character to find his way; subsequent Task Checks may be required in the case of particularly long or complex routes.

CONDITIONAL MODIFIERS

Navigating highly familiar area or terrain: **+80**
Navigating familiar area or terrain: **+40**
Navigating unfamiliar area or terrain: **0**
Navigating highly disorienting or alien terrain: **-40**
Navigating changing or featureless terrain: **-60**

RIDING

Default Attribute: Agility (AGI) **Type:** Intuitive

A character with this Skill knows the basics of staying on and controlling a mount like a Chocobo. One Task Check is required to mount up and begin riding; depending on the conditions, additional Task Checks may need to be made during the course of the ride.

CONDITIONAL MODIFIERS

Mounting up on personal mount: **+80**
Mounting up on tame mount: **+60**
Attempting to ride bareback or free-handed: **+20**
Riding while wielding weapon: **+20**
Mounting up on wild or aggressive mount: **+20**
Controlling wild or aggressive mount: **0**
Riding while standing on mount: **0**

SCAVENGE

Default Attribute: Magic (MAG) **Type:** Learned

A talent essential to any monster hunter looking to make a profit on their activities. This Skill allows a character to identify and extract items of value from the carcass of a monster – hide, horns, teeth, scales – without damaging them in the process. It can also be used to extract things of value from mineral deposits, exposed ore seams, and other sources of raw material. See **Chapter 9** for more details.

SURVIVAL

Default Attribute: Magic (MAG) **Type:** Intuitive

A character with this Skill is able to locate drinking water, forage food and avoid natural hazards that could easily take the life of an inexperienced traveller. One successful *Survival* Task Check is required for each day a character attempts to sustain herself in the wilderness; if the character is foraging for others, additional Task Checks may be needed. *Survival* can also be used to weather natural hazards.

CONDITIONAL MODIFIERS

Searching for water in temperate climate: **+20**
Searching for food in temperate climate: **+40**
Searching for water in desert climate: **0**
Searching for food in desert climate: **-20**
Searching for food in arctic climate: **-20**
Identify natural hazards in terrain: **+20**
Predict weather in terrain: **+20**

SWIMMING

Default Attribute: Vitality (VIT) **Type:** Intuitive

A character with this Skill has the training to float, swim, and dive in water and other liquids. Normal swimming requires a successful Task Check to stay afloat and get to a destination, while more Task Checks may be required for long or difficult stretches of swimming. Failed *Swimming* rolls leave the character in danger of drowning – he must make another Task Check with additional modifiers to pull himself back up. If he fails the second Test, outside intervention may be necessary. Botches always have disastrous consequences. Diving requires a Task Check if a character is attempting to reach a particular location underwater, if he remains submerged for longer periods of time, and if he attempts to take an action underwater.

CONDITIONAL MODIFIERS

Swimming through calm waters: **+80**
Swimming through rough waters: **+20**
Attempting simple action while submerged: **+20**
Navigating thick debris and other obstacles while diving: **0**
Attempting complex or difficult action while submerged: **-20**
Fighting strong current: **-20**
Drowning: **-20**

TRACKING

Default Attribute: Magic (MAG) **Type:** Intuitive

By combining clues with old-fashioned instinct, a character with this Skill can track a quarry – animal, human, or otherwise – over a distance. A character must make an initial Task Check to pick up a target's trail; more Task Checks may be required to stay on the trail if following the target over longer distances. Any failures during the tracking process mean that the character has lost the target, though the GM may allow her to make another Task Check with an increased modifier in order to resume pursuit.

CONDITIONAL MODIFIERS

Trail minutes old: **+40**
Trail hours old: **0**
Quarry switching transportation: **-20**
Trail days old: **-60**
Trail weeks old: **-80**

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Default Attribute. The Attribute that has the strongest effect on a character's chance of success with a given Skill. The Default

Attribute's Rating can substitute for a Skill Rating in certain cases.

Intuitive Skill. A Skill whose Default Attribute's Rating may be used in place of a Skill Rating if the character does not possess the Skill in question.

Learned Skill. A Skill whose Rating cannot be replaced by a Default Attribute's Rating if the character does not possess it.

Synergy Bonus. A bonus to a Task Check granted by compatible Skills and Attributes.

VI

EQUIPMENT

装備

“You can't just walk outta here without buyin' somethin'... Might be unhealthy fer ya, if ya know what I mean.”

Sector 7 Weapons Store Owner
FINAL FANTASY VII

The 500 Gil characters receive during character generation are only the tip of the iceberg; before long, they'll have the money to set about seriously arming and armoring themselves against the dangers which await them in their travels. This chapter covers the most essential portions of an adventurer's gear, from the humblest Longsword to the finest Genji Armor and beyond.

EQUIPMENT BASICS

While the meat of **Chapter 6** details the various tools of the world-saving trade, there are some fundamental considerations for both player and GM when it comes to acquiring, maintaining and using equipment. The following section serves as a primer to the most crucial of these; additional equipment issues are covered in **Chapter 10**.

Currency

The **Gil (G)** is the standard currency of the Final Fantasy universe. Barring inflation, a single gil piece is pocket change; 70 gil buys a full-fledged gourmet meal for one, 300,000 a well-appointed beachfront house. Prices do, however, fluctuate wildly from place to place in accordance to the demands of scarcity and prosperity.

Actual denominations can vary on a regional basis, but Gil are typically issued in units of 1, 5, 10, 50, 100, 500, and 1000. Countries and nations tend to mint their own individual gil currency; while these may be known by particular names within that country, at the end of the day, a gil is a gil is a gil – lightweight, easy to spend, and readily accepted the world over. The latter is due to the gil's composition; traditionally, a gil piece is made of pure gold – indeed, the name 'gil' itself plays on this tradition. Changing times and growing populations may force governments to 'water down' the currency, however, replacing the scarcer material with more common metals such as bronze and silver. Paper bills are also increasing in popularity as an easily concealable alternative to the bulky, often inconvenient coins. Where such changes take place, they usually do

so on a worldwide scale, ensuring a continued and universal acceptance for the currency.

Buying Equipment

No matter where you are in the world, specialised stores exist for nearly every form of merchandise imaginable. Even in the remotest regions, small traders and travelling merchants will be more than happy to do business with anyone able to afford their goods. However, a player cannot just walk into any given weapon store and ring up a dozen Excaliburs – **Equipment Availability** also factors into purchases. Simply put, certain types of equipment will be more or less readily available than others, whether due to rare materials, a particularly complex manufacturing process or simple technological limitations. For example, a plain Longsword could be purchased at any reputable weapon store, whereas the legendary Masamune would obviously be only found in the darkest and deepest dungeon of the land, no matter how much money a character would be willing to pay for it.

To represent this, every piece of equipment listed over the next few pages is denoted with an **Availability Rating** ranging from 1 to 100. For players, it offers a convenient way of determining comparative rarity between items; while it may be obvious that a Main Gauche Knife is harder to find than a plain Dirk, assessing its availability in comparison to a Hi-Potion or a Survival Vest is somewhat what more difficult.

For GMs, Availability Ratings are intended as a shortcut for stocking shops and merchants – **Chapter 10** discusses this in more detail.

Artifacts and Legendaries

While most of a player's early equipment will come from over-the-counter sales, the very best items take a little more effort to obtain – the kind of effort that typically involves going toe-to-toe with demon lords or traversing ancient, monster-haunted ruins. Equipment of this type is denoted through two special Availability codes: **Artifact** and **Legendary**. Artifacts are extremely rare items, typically crafted through long-lost techniques or fashioned by extinct races; though they cannot be readily replicated, they may have been manufactured in some numbers in the past. As a result, characters can obtain several of these, though 'can' does not necessarily translate to 'will.' One step up from these are the Legendary items, truly one-of-a-kind relics that enjoy legendary – or notorious – status. As the name implies, Legendary items may never be found more

than once on any given world.

Equipment Tiers

In addition to an Availability Rating, each item and piece of equipment presented in this chapter also has an **Equipment Tier** ranging from 1 to 10. The Equipment Tier measures an item's general rarity – the higher the Tier, the rarer the item. Artifacts are always Tier 9 items; Legendary always Tier 10. Tiers are primarily given for the GM's benefit in order to make the players' item and equipment rewards easier to manage – see **Chapter 10** for more details.

Selling Equipment

As characters upgrade to better equipment, they may wish to sell their older gear to merchants to fund future shopping sprees. These will typically pay around **50%** of the listed price for items, rounding down, though this may be adjusted for wear any number of other factors at the GM's discretion. For example, a Rondell Dagger purchased for 3200 G would only be worth a maximum of 1600 G if sold, provided it was still in good condition at the time. Note that the average trader will not buy Artifact or Legendary items, as few will have the resources to even afford the prices such items command; as a result, characters may not attempt to sell these except under special circumstances.

Carrying Equipment

In order to simplify the process of carrying equipment, all characters have six basic Equipment 'slots' which can be filled by various items over the course of the game. In the **FFRPG**, such items are said to be **equipped**, and allow the character to benefit from any and all properties they offer. Which slot a piece of equipment occupies when equipped is noted with the relevant listings further on.

Weapon Slot. The character's left or right hand, depending on preference. Can be used to hold one ranged or melee weapon.

Shield Slot. The character's 'off' hand, used by melee-oriented professions to hold one shield. In the case of two-handed weapons, this slot will be taken up by the weapon in question instead; characters with the *Two Weapons* Skill can also equip a second weapon in this slot.

Body Slot. The bulk of the character's body; used to equip one piece of Mail, Suit or Robe.

Head Slot. Worn headgear. Used to equip one Hat or Helmet.

Hands Slot. Hands and wrists; used to equip one piece of Armwear or one pair of Gauntlets.

Accessory Slot. A catchall category for the enchanted rings, pendants, boots and other items that fall under the Accessory category. A character can equip up to one Accessory in the Accessory Slot.

Inventory Slot. All other items which a character may have in stock in his or her pockets, bags and backpack, inclusive of spare armor

and weapons currently not equipped. The Inventory Slot technically has an unlimited capacity, acting something like a pocket dimension from which things can be retrieved at any given time, even in the midst of a raging battle.

! Carrying Alternatives

The **FFRPG's** equipment carrying rules are designed to mimic the games, and mean that characters are able to tote around as much equipment as they need to. 99 Potions, 31 Ethers, 43 Hi-Potions and 3 Hi-Ethers may be pushing things to an extreme, but are still entirely feasible. If the GM prefers a more 'realistic' approach, a character's Ammunition and Inventory Slots can be limited to store a combined total of **15** items. Once the limit has been reached, the character must drop or sell some of their equipment before they are able to take on more. A compromise between the two is to allow characters to carry a maximum of **(STR x 3.3)** – in other words, between 3 and 99.

FORMAT

The equipment listings on the next few pages are arranged into comprehensive tables following a single format designed to display all relevant data about an item in an easy-to-read manner. This information is arranged as follows:

Type gives the item's name.

Tier gives the item's Equipment Tier.

Cost indicates the item's cost in Gil (G).

Availability gives the item's Availability Rating.

Damage gives a weapon's Damage Code, to be used in calculating damage inflicted by attacks. See **Chapter 7** for more details.

ARM measures the number of points this particular piece of armor contributes to the character's overall Armor rating.

M. ARM measures the number of points this particular piece of armor contributes to the character's overall Magic Armor rating.

EVA measures the number of points this particular piece of armor contributes to the character's Evasion rating, if applicable.

M. EVA measures the number this particular piece of armor contributes to the character's Magic Evasion rating, if applicable.

Equipment Abilities are special properties unique to given pieces of equipment. Not every item may have them, but those that do offer their user a significant additional edge above and beyond the more obvious benefits of the item. Specific Equipment Abilities for weapons are described in more detail below.

Equipment Abilities

The following list describes the most common Equipment Abilities found on weapons and armor, along with their limitations. Particularly special or unique equipment properties are not listed here, but will be found in the appropriate equipment table.

! **Weapon Abilities**

Equipment Abilities that enhance or provide additional effects for a normal Attack Action cannot be used in conjunction with an Ability unless this is explicitly allowed in the Ability's description. This remains the case even those which take an Attack Action as a basis, as is the case with *Mug*. 'Passive' Equipment Abilities which increase Attributes or Combat Statistics still apply.

+ [X] [ATTRIBUTE] / [COMBAT STATISTIC]

Effect: The item increases the indicated Attribute or Combat Statistic by the given amount for as long as it remains equipped – thus, a character with STR 14 using a *+2 STR* weapon would have an effective STR of 16.

Limitations: No Attribute can be raised above 30 in this manner.

+ [X] DS

Effect: The weapon's basic Damage Scale is increased by the indicated amount for purposes of calculating damage.

Limitations: Only found on ammunition.

AUTO-[STATUS]

Effect: The item adds the indicated Status Condition to the character using it at the beginning of each battle. Status Conditions added in this manner can be removed through the use of Spells or Abilities such as *Dispel*; but will be re-added during the next Status Phase and only fully cancelled once the battle ends – see **Chapter 7** for more details.

Limitations: *Auto-Reraise* cancels as normal if used to resurrect the character, and will not be re-added for the remainder of that battle.

BREAK DAMAGE LIMIT

Effect: Attacks, Spells and Abilities used by the character ignore the Damage Cap for as long as the item remains equipped.

Limitations: Gravity-type effects are not affected by *Break Damage Limit*.

CRITICAL+

Effect: The Weapon's keen edge raises the chance of Critical Hits occurring by 10. Any d% roll from 1 to 20 is considered to be Critical Hit when using this Weapon.

Limitations: This effect is not cumulative with Critical++ or Signature Weapon. In the event of multiple modifiers, the best is used.

CRITICAL++

Effect: This Weapon's deadly, razor-sharp edge raises the chance of Critical Hits occurring by 20. Any d% roll from 1 to 30 is considered to be Critical Hit when using this Weapon.

Limitations: This effect is not cumulative with Critical+ or Signature Weapon; in the event of multiple modifiers, the best is used.

[ELEMENT] EATER

Effect: Wearing this piece of equipment gives the character Absorbance to the indicated Element. See **Chapter 7** for more details.

Limitations: Does not stack with *[Element] Proof* or *[Element] Ward*.

! **Conflicting Statuses**

As a result of Accessories, equipped Armor, and Spells such as *Null Element*, a character can acquire multiple statuses towards the same Element. In cases such as these, the best status for each Element is applied. For instance, a character with Venetian Mail (Fire Ward) and a Flame Ring (Fire Proof) equipped would count as having I: Fire; the Venetian Mail's R: Fire is ignored in favor of the superior status.

Artificially inflicted Weaknesses – read: those inflicted by Spells and Abilities – trump all 'natural' statuses, but can be 'overwritten' by other artificially inflicted Elemental statuses. See the section on Status Conditions in **Chapter 7** for more details.

[ELEMENT] ENHANCER

Effect: The item is sympathetic to a particular kind of elemental energy, dramatically raising the power of all attacks associated with that element. Any Ability or Spell which deals Elemental damage belonging to the type enhanced by the item inflicts **+25%** damage for as long as the item remains equipped. In the case of *Recovery Enhancer*, Recovery effects have the number of Hit Points restored increased by **+25%** instead.

Limitations: Multiple *[Element] Enhancers* do not increase this effect.

[ELEMENT / STATUS] PROOF

Effect: Wearing this piece of equipment confers the character Immunity to the indicated Element or Status Condition type. See **Chapter 7** for more details.

Limitations: Does not stack with *[Element] Eater* or *[Element] Ward*.

[ELEMENT] STRIKE

Effect: The Weapon has an affinity to one of the nine Combat Elements: Fire, Earth, Water, Wind, Lightning, Ice, Holy, Shadow, or Bio. As a result, a successful Attack with this weapon will inflict **+50%** damage if the target has a Weakness against the listed element.

Limitations: None.

[ELEMENT] WARD

Effect: Wearing this piece of equipment confers the character Resistance to the indicated Element or Status Condition type. See **Chapter 7** for more details.

Limitations: Does not stack with *[Element] Eater* or *[Element] Proof*.

[ENEMY TYPE] KILLER

Effect: The Weapon is particularly suited for slaying a particular type of monster. The category of monster affected by this Weapon's powers is self-explanatory, save for *Bird Killer* (Aerial), *Bug Killer* (Insects), *Devil Killer* (Fiends), *Fish Killer* (Aquan), *Man Killer* (Humans) and *Stone Killer* (Constructs). All successful Attacks made with this Weapon against a monster of that Category inflict **+100%** damage.

Limitations: None.

FOLLOW THROUGH

Effect: On a successful Critical Hit, the weapon may make another immediate attack action on the original target. Follow Through will not activate again if this second attack is a Critical Hit.

Limitations: None.

HEADHUNTER

Effect: Upon defeating an opponent, a character equipped with this item earns **+5%** of the opponent's normal Gil award.

Limitations: This bonus does not stack with any others. In the event that a character has multiple bonuses to their Gil acquisition rate, the highest is always used by default.

HP DRAIN

Effect: In addition to dealing damage, every successful Attack with this Weapon restores the wielder's Hit Points by an amount equivalent to **50%** of the damage inflicted by the Attack after modifying for Armor.

Limitations: The Status Condition *Zombie* reverses this ability – see **Chapter 7** for more details.

MP DAMAGE

Effect: Rather than doing normal damage, each successful Attack made with this weapon inflicts **50%** damage to the target's HP and **50%** to its MP after modifying for Armor. If the target has no MP, weapons with this ability do full damage to HP instead.

Limitations: None.

MP DRAIN

Effect: In addition to dealing damage, every successful Attack with this Weapon restores the wielder's Magic Points by an amount equivalent to **50%** of the damage inflicted by the Attack after modifying for Armor.

Limitations: The Status Condition *Zombie* reverses this ability – see **Chapter 7** for more details.

PIERCING

Effect: This Weapon is designed to pierce defences both natural and man-made. When calculating damage inflicted by any Attack made using a Weapon with *Piercing*, the target's Armor rating is halved.

Limitations: None.

SENSOR

Effect: The Weapon is enchanted to display an opponent's status to the wielder when attacking. The first time a successful Attack with a

Sensor Weapon is made against a target, the player is notified of the target's current HP – after the damage from the attack is calculated – as well as Elemental Weaknesses, Resistances, Immunities, and Absorbances. On subsequent Attacks, players should declare whether they want the information or not; if not, the attack continues as normal.

Limitations: None.

SOS-[STATUS]

Effect: The item adds the indicated Status Condition to the character using it if they are reduced to **25%** of their maximum Hit Points during the course of a battle. Status Conditions added in this manner cannot be removed through the use of Spells or Abilities such as *Dispel*; they will only be cancelled if the character's current Hit Points are raised beyond **25%** of their maximum value or the battle ends.

Limitations: *SOS-Reraise* cancels as normal if used to resurrect the character, and will not be re-added for the remainder of that battle.

[STATUS] STRIKE

Effect: The Weapon has a flat **60%** CoS of adding the named Status Condition to the target with each and every successful Attack made – or, in the case of *Death Strike*, instantly reducing the target to 0 HP each time a successful Attack Action is made, regardless of its current HP and Armor. Status Durations are **(4)** for all Statuses except *Poison* and *Stone*, which are **(∞)**.

Limitations: None.

[STATUS] TOUCH

Effect: The Weapon has a flat **30%** CoS of adding the named Status Condition to the target with each and every successful Attack made – or, in the case of *Death Touch*, instantly reducing the target to 0 HP each time a successful Attack Action is made, regardless of the target's current HP and Armor. Status Durations are **(4)** for all Statuses except *Poison* and *Stone*, which are **(∞)**.

Limitations: None.

TRIPLE CRITICAL

Effect: Due to its power, any Critical Hits caused by this Weapon inflict **+200%** damage, rather than the normal **+100%**.

Limitations: None.

WEAPON SLOT

Even a penniless adventurer knows better to venture out into the world without at least some sort of weapon, whether it be a well-forged Sword, stout Staff or high-powered Rifle.

AXES

Weapon Skill: *Axes*

Heavy, unsubtle and fearsome in the hands of a trained warrior. Axes take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Light Axe	1	140	93%	(2 x STR) + d12	---
Poison Axe	1	215	91%	(2 x STR) + d12	Poison Touch
Battleaxe	2	900	87%	(4 x STR) + d12	---
Inferno Axe	2	1260	85%	(4 x STR) + d12	Fire Strike
Mythril Axe	3	2050	81%	(6 x STR) + 2d12	---
Razor Axe	3	2450	79%	(6 x STR) + 2d12	+1 STR
Bone Axe	4	4000	72%	(9 x STR) + 2d12	---
Slasher	4	4600	70%	(9 x STR) + 2d12	Slow Touch
Tabar	5	6200	63%	(11 x STR) + 3d12	---
Hydro Axe	5	6800	61%	(11 x STR) + 3d12	Water Strike
Heavy Axe	6	9500	53%	(13 x STR) + 3d12	---
Venom Axe	6	10800	51%	(13 x STR) + 3d12	Poison Strike
Great Axe	7	12800	45%	(15 x STR) + 4d12	---
Retributor	7	14200	43%	(15 x STR) + 4d12	Critical+
Kheten	8	16800	34%	(17 x STR) + 4d12	---
Arcanabane	8	18100	32%	(17 x STR) + 4d12	Arcana Killer
Juggernaut	9	---	Artifact	(19 x STR) + 5d12	+3 STR
Eisentänzer	9	---	Artifact	(19 x STR) + 5d12	+ 1 STR
Executioner	10	---	Legendary	(21 x STR) + 5d12	Auto Agility Up Curse Proof Follow Through
Rampager	10	---	Legendary	(21 x STR) + 5d12	Auto Agility Up Auto Ruse

BOOMERANGS

Weapon Skill: *Throwing Weapons*

Chakrams, boomerangs and oversized shuriken all make excellent throwing weapons, with good range and a keen edge that always returns to the thrower's hand regardless of how far they are thrown. Boomerangs are considered Ranged. If an attack action made using a Boomerang misses, the attacker may roll a second time to see if the boomerang hits the target as it returns to his hand.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Boomerang	1	90	94%	(2 x STR) + d6	---
Flame Boomerang	1	132	92%	(2 x STR) + d6	Fire Strike
Platoon Edge	2	540	88%	(3 x STR) + d6	---
Twin Viper	2	756	86%	(3 x STR) + d6	Poison Touch
Chakram	3	1200	82%	(5 x STR) + 2d6	---
Wind Slash	3	1500	80%	(5 x STR) + 2d6	Wind Strike
Full Moon	4	2400	73%	(6 x STR) + 2d6	---
Rising Sun	4	3000	69%	(6 x STR) + 2d6	Undead Killer
Pinwheel	5	3720	64%	(7 x STR) + 3d6	---
Riot Edge	5	4560	60%	(7 x STR) + 3d6	Confusion Touch
Hawkeye	6	5640	54%	(9 x STR) + 3d6	---
Sniper	6	6480	52%	(9 x STR) + 3d6	Immobilize Strike
Crescent	7	7680	46%	(10 x STR) + 4d6	---
Wing Edge	7	9360	40%	(10 x STR) + 4d6	Death Touch
Spiral Shuriken	8	10080	35%	(11 x STR) + 4d6	---
Razor Wing	8	11280	32%	(11 x STR) + 4d6	Triple Critical
Crystal Cross	9	---	Artifact	(13 x STR) + 5d6	Death Strike
Oritsuru	9	---	Artifact	(13 x STR) + 5d6	Critical++
Shooting Star	10	---	Legendary	(14 x STR) + 5d6	Disable Proof Follow Through
Comet Tail	10	---	Legendary	(14 x STR) + 5d6	Blind Strike Silence Strike Stop Strike

BOWS

Weapon Skill: *Bows*

Short bows and longbows both require their share of strength and patience to master, but once a character has learned the ins and outs of marksmanship, their ability to deal damage from a distance can prove invaluable in many situations. Bows take up both Weapon and Shield Slots, and are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Longbow	1	132	93%	(2 x STR) + d10	---
Silver Bow	2	825	87%	(4 x STR) + d10	---
Thorn Bow	3	1870	81%	(6 x STR) + 2d10	---
Nail Bow	4	3630	72%	(9 x STR) + 2d10	---
Power Bow	5	5720	62%	(10 x STR) + 3d10	---
Fey Bow	6	8690	53%	(11 x STR) + 3d10	---
Crescent Bow	7	11770	44%	(13 x STR) + 4d10	---
Killer Bow	8	15400	34%	(15 x STR) + 4d10	---
Yoichi Bow	9	---	Artifact	(17 x STR) + 5d10	Critical++
Artemis Bow	10	---	Legendary	(19 x STR) + 5d10	Critical+ <i>See notes below</i>

SPECIAL RULES

Artemis Bow: The Artemis Bow may use two different types of Special Arrows simultaneously when the user makes an Attack Action.

CLAWS

Weapon Skill: *Brawl*

The logical evolution of the age-old spiked knuckle, Claws are favored by Monks and Ninja for the express purpose of close-range combat. Consisting of long reinforced blades extruding from the wielder's knuckles, most Claws are either built into a glove or knuckle-duster designed to comfortably slip over the character's hand. Claws are sold as pairs, and take up both Weapon and Shield Slots; if a character equipped with Claws has the *Two Weapons* Skill, they may make two Attack Actions with them as if they had two Weapons equipped.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Claws	1	110	94%	(2 x STR) + d8	---
Daydreamer	1	146	92%	(2 x STR) + d8	Sleep Touch
Cat's Claws	2	660	88%	(3 x STR) + d8	---
Storm Claws	2	924	86%	(3 x STR) + d8	Lightning Strike
Mythril Claws	3	1485	82%	(5 x STR) + 2d8	---
Tongue Holder	3	1815	80%	(5 x STR) + 2d8	Silence Touch
Hell Claws	4	2970	71%	(6 x STR) + 2d8	---
Ice Claws	4	3300	69%	(6 x STR) + 2d8	Ice Strike
Prism Claws	5	4620	64%	(8 x STR) + 3d8	---
Scissor Fangs	5	5060	62%	(8 x STR) + 3d8	Poison Touch
Mirage Claws	6	6930	55%	(10 x STR) + 3d8	---
Bloody Claws	6	8470	50%	(10 x STR) + 3d8	HP Drain
Tiger Fangs	7	9460	46%	(11 x STR) + 4d8	---
Banisher	7	10450	44%	(11 x STR) + 4d8	Demon Killer
Kaiser Claws	8	12320	35%	(13 x STR) + 4d8	---
Avenger	8	14190	31%	(13 x STR) + 4d8	Death Touch
Ironside	9	---	Artifact	(14 x STR) + 5d8	Piercing +2 STR
Colossus	9	---	Artifact	(14 x STR) + 5d8	Stone Strike
Overload	10	---	Legendary	(16 x STR) + 5d8	Critical++ Triple Critical
Tempest Claws	10	---	Legendary	(16 x STR) + 5d8	Blind Strike Confuse Strike Venom Strike

CROSSBOWS

Weapon Skill: *Guns*

Crossbows trade the muscle power of their low-tech compatriots for mechanical force, launching a single bolt at armor-busting speed. While compact, the time-consuming reload procedure makes this a weapon best suited for experts. Crossbows are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Bow Gun	1	120	93%	(2 x AGI) + d8	---
Power Crossbow	2	720	87%	(3 x AGI) + d8	---
Night Killer	3	1620	81%	(5 x AGI) + 2d8	---
Hunting Bow	4	3420	72%	(6 x AGI) + 2d8	---
Cranequin	5	5040	63%	(8 x AGI) + 3d8	---
Gale Bow	6	7560	53%	(10 x AGI) + 3d8	---
Zamburak	7	10320	45%	(11 x AGI) + 4d8	---
Marduk Bow	8	13440	34%	(13 x AGI) + 4d8	---
Arbalest	9	---	Artifact	(14 x AGI) + 5d8	Critical++
Gastrophetes	10	---	Legendary	(16 x AGI) + 5d8	+30 ACC +2 Agility Critical+

FLAILS

Weapon Skill: *Flails*

Despite differences in construction, all Flails allow their wielder to attack from a comfortable distance. The most basic form of these is the whip, which can fall under one of two categories. Leather whips are constructed by wrapping thin strands of leather into a long tapering lash, whereas chain whips simply consist of interconnected iron links. Either version typically measures between 60cm and 3m, giving them a considerable reach in combat; advanced whips add weight to the end of the lash to inflict heavy bludgeoning damage. Other variations include Nunchuka, Maces and Ribbons. All Flails inflict Immobilize (2) when a Critical Hit is scored, in addition to whatever Equipment Abilities are listed below.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Leather Whip	1	120	93%	(2 x STR) + d8	---
Scorpion Tail	1	173	91%	(2 x STR) + d8	Poison Touch
Chain Whip	2	720	87%	(3 x STR) + d8	---
Blitz Whip	2	1008	85%	(3 x STR) + d8	Lightning Strike
Mythril Whip	3	1620	81%	(5 x STR) + 2d8	---
Dancing Whip	3	1980	79%	(5 x STR) + 2d8	+1 SPD
Morning Star	4	3240	72%	(6 x STR) + 2d8	---
Flame Lash	4	3600	70%	(6 x STR) + 2d8	Fire Strike
Manticore Tail	5	5040	63%	(8 x STR) + 3d8	---
Taming Lash	5	6000	59%	(8 x STR) + 3d8	Beast Killer
Slaying Tail	6	7560	53%	(10 x STR) + 3d8	---
Lamia Tail	6	8160	52%	(10 x STR) + 3d8	MP Damage
Red Scorpion	7	10320	45%	(11 x STR) + 4d8	---
Shock Whip	7	11400	43%	(11 x STR) + 4d8	Disable Touch
Crescent Wish	8	13440	34%	(13 x STR) + 4d8	---
Mandragora	8	14520	32%	(13 x STR) + 4d8	Slow Strike
Ryozan Silk	9	---	Artifact	(14 x STR) + 5d8	Immobilize Strike
Serpent Whip	9	---	Artifact	(14 x STR) + 5d8	+1 STR +1 AGI Lizard Killer
Strange Vision	10	---	Legendary	(16 x STR) + 5d8	+2 Strength +2 Agility <i>See notes below</i>
Dragon Beard	10	---	Legendary	(16 x STR) + 5d8	Critical++ <i>See notes below</i>

SPECIAL RULES

Strange Vision: The Strange Vision reveals information about the target equal to the Scan spell with each successful Attack Action. Treat this ability as *Sensor* for effects such as *Bad Scan* and Job Abilities.

Dragon Beard: The Dragon Beard inflicts Agility Break (2) and Slow (2) on a Critical Hit, in addition to the standard Immobilize (2).

GLOVES

Weapon Skill: *Brawl*

Another characteristic Monk weapon. Whether a simple padded glove or a variation on the time-honored brass knuckle, Gloves allow a character to put more weight into their punches whilst minimising damage to their own fists in the process. Gloves are sold as pairs, and take up both Weapon and Shield Slots; if a character equipped with Gloves has the *Two Weapons* Skill, they may make two Attack Actions with them as if they had two Weapons equipped.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Leather Glove	1	82	95%	(2 x STR) + d6	---
Sonar	1	121	93%	(2 x STR) + d6	Sensor
Metal Knuckle	2	495	89%	(3 x STR) + d6	---
Dusk Knuckle	2	693	87%	(3 x STR) + d6	Earth Strike
Mythril Glove	3	1100	83%	(5 x STR) + 2d6	---
Speed Glove	3	1375	81%	(5 x STR) + 2d6	+1 SPD
Motor Drive	4	2200	74%	(6 x STR) + 2d6	---
Hot Knuckles	4	2530	72%	(6 x STR) + 2d6	Fire Strike
Powersoul	5	3410	65%	(7 x STR) + 3d6	---
Magic Glove	5	3740	63%	(7 x STR) + 3d6	+1 MAG
Survivor	6	5170	55%	(9 x STR) + 3d6	---
Lights Out	6	5940	53%	(9 x STR) + 3d6	Sleep Strike
Maverick	7	7040	47%	(10 x STR) + 4d6	---
Break Knuckle	7	8580	45%	(10 x STR) + 4d6	Stone Touch
Kaiser Knuckle	8	9240	36%	(11 x STR) + 4d6	---
Clockhand	8	10010	33%	(11 x STR) + 4d6	Slow Strike
War Monger	9	---	Artifact	(13 x STR) + 5d6	+2 STR +2 AGI
Devastator	9	---	Artifact	(13 x STR) + 5d6	Disable Strike
Godhand	10	---	Legendary	(14 x STR) + 5d6	Critical++ Triple Critical
Infinity	10	---	Legendary	(14 x STR) + 5d6	+3 SPD Auto-Haste

GREATSWORDS

Weapon Skill: *Swords*

Alternatively known as *Knight Swords*. Larger and heavier than ordinary swords, Greatswords are inelegant but powerful weapons whose weight requires considerable effort on the wielder's part to use with any degree of success. As the name implies, Greatswords take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Sword	1	140	93%	(2 x STR) + d12	---
Poison Steel	1	215	91%	(2 x STR) + d12	Poison Touch
Buster Sword	2	900	87%	(4 x STR) + d12	---
Coral Sword	2	1260	85%	(4 x STR) + d12	Lightning Strike
Mythril Blade	3	2050	81%	(6 x STR) + 2d12	---
Force Stealer	3	2450	79%	(6 x STR) + 2d12	MP Damage
Hard Edge	4	4000	72%	(9 x STR) + 2d12	---
Liquid Steel	4	4600	70%	(9 x STR) + 2d12	Water Strike
Butterfly Edge	5	6200	63%	(11 x STR) + 3d12	---
Rhomphaia	5	6800	61%	(11 x STR) + 3d12	+1 STR
Ogre Nix	6	9500	53%	(13 x STR) + 3d12	---
Punishment	6	10100	52%	(13 x STR) + 3d12	Shadow Strike
Defender	7	12800	45%	(15 x STR) + 4d12	---
Nightbringer	7	14200	43%	(15 x STR) + 4d12	Blind Strike
Crystal Sword	8	16800	34%	(17 x STR) + 4d12	---
Vendetta	8	18700	31%	(17 x STR) + 4d12	Disable Strike
Save the Queen	9	---	Artifact	(19 x STR) + 5d12	Auto-Protect
Lionheart	9	---	Artifact	(19 x STR) + 5d12	Critical++
Apocalypse	10	---	Legendary	(21 x STR) + 5d12	Auto Power Up See notes below
Excalibur	10	---	Legendary	(21 x STR) + 5d12	Auto Armor Up Auto Mental Up Auto Regen

SPECIAL RULES

Apocalypse: The Apolcalypse ignores the target's ARM when calculating damage.

INSTRUMENTS

Weapon Skill: *Instrument*

Trademark weapon of the Bard. All Instruments have at least a little magic in them; most inflict damage by tuning into a certain frequency to project a powerful blast of sonic energy. The *[x]* in the listings should be replaced by the character's instrument of preference -- the most common types used are Lutes, Harps, Flutes and Bells, but there are many other possibilities. For instance, a 'Lamia's *[x]*' could become a Lamia's Harmonium or a Lamia's Megaphone. Instruments take up both Weapon and Shield Slots, and are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Old [x]	1	120	93%	(2 x MAG) + d8	---
Golem's [x]	1	173	91%	(2 x MAG) + d8	Earth Strike
Silver [x]	2	660	88%	(3 x MAG) + d8	---
Dream [x]	2	1008	85%	(3 x MAG) + d8	Sleep Touch
Mythril [x]	3	1620	81%	(5 x MAG) + 2d8	---
Rune [x]	3	1980	79%	(5 x MAG) + 2d8	+1 MAG
Battle [x]	4	3240	72%	(6 x MAG) + 2d8	---
Lamia's [x]	4	3600	68%	(6 x MAG) + 2d8	Confusion Touch
Fairy [x]	5	5040	63%	(8 x MAG) + 3d8	---
Bloody [x]	5	6480	57%	(8 x MAG) + 3d8	HP Drain
Diamond [x]	6	7540	53%	(10 x MAG) + 3d8	---
Death [x]	6	9720	47%	(10 x MAG) + 3d8	Death Touch
Platinum [x]	7	10320	45%	(11 x MAG) + 4d8	---
Satyr [x]	7	12480	39%	(11 x MAG) + 4d8	Charm Proof
Crystal [x]	8	13440	34%	(13 x MAG) + 4d8	---
Glass [x]	8	14520	32%	(13 x MAG) + 4d8	Silence Proof
Heal [x]	9	---	Artifact	(14 x MAG) + 5d8	Death Proof
Dark [x]	9	---	Artifact	(14 x MAG) + 5d8	Shadow Strike Silence Proof
Apollo's [x]	10	---	Legendary	(16 x MAG) + 5d8	Holy Strike Undead Killer
Loki's [x]	10	---	Legendary	(16 x MAG) + 5d8	Auto-Armor Up +2 MAG

KATANA

Weapon Skill: *Swords*

Katana are the mainstay of the Samurai Job. Their blades are formed by repeatedly folding a single sheet of metal, creating a lightweight yet durable weapon.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Ashura	1	132	93%	(2 x STR) + d10	---
Oborotsuki	1	198	91%	(2 x STR) + d10	Blind Touch
Kotetsu	2	825	87%	(4 x STR) + d10	---
Moutsurugi	2	1155	85%	(4 x STR) + d10	+1 MAG
Namakura	3	1870	81%	(6 x STR) + 2d10	---
Mukademeru	3	2255	79%	(6 x STR) + 2d10	Poison Touch
Kagemitsu	4	3630	72%	(8 x STR) + 2d10	---
Raikoumaru	4	4180	70%	(8 x STR) + 2d10	Lightning Strike
Bizen's Pride	5	5720	63%	(10 x STR) + 3d10	---
Onikiri	5	6930	59%	(10 x STR) + 3d10	Devil Killer
Murasame	6	8690	53%	(11 x STR) + 3d10	---
Ikuzatachi	6	9900	51%	(11 x STR) + 3d10	+2 STR
Kiyomori	7	11770	45%	(13 x STR) + 4d10	---
Jyurokusakura	7	14300	39%	(13 x STR) + 4d10	Death Touch
Heaven's Cloud	8	15400	34%	(15 x STR) + 4d10	---
Kageshibari	8	16610	32%	(15 x STR) + 4d10	Slow Strike
Shiranui	9	---	Artifact	(17 x STR) + 5d10	Piercing +2 SPD
Chaos Blade	9	---	Artifact	(17 x STR) + 5d10	Confusion Strike
Masamune	10	---	Legendary	(19 x STR) + 5d10	Auto-Haste
Genji Blade	10	---	Legendary	(19 x STR) + 5d10	+2 STR +2 MAG

KNIVES

Weapon Skill: *Knives*

Knives measure between 20 to 38 centimeters and can be easily secreted up a sleeve or underneath a cloak to give the wielder an unexpected edge in combat. When calculating damage for Knives, the highest of either the character's STR or AGI will be used.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Dirk	1	90	94%	(2 x *) + d6	---
Blind Knife	1	132	92%	(2 x *) + d6	Blind Touch
Baselard	2	540	88%	(3 x *) + d6	---
Poison Dagger	2	756	86%	(3 x *) + d6	Poison Touch
Mythril Knife	3	1200	82%	(5 x *) + 2d6	---
Mage Masher	3	1500	80%	(5 x *) + 2d6	Silence Touch
Main Gauche	4	2400	73%	(6 x *) + 2d6	---
Air Lancet	4	2760	71%	(6 x *) + 2d6	Wind Strike
Rondell Dagger	5	3720	64%	(7 x *) + 3d6	---
Man Eater	5	4560	60%	(7 x *) + 3d6	Human Killer
Zorlin Shape	6	5640	54%	(9 x *) + 3d6	---
Aspir Knife	6	6480	52%	(9 x *) + 3d6	MP Drain
Platina Dagger	7	7680	46%	(10 x *) + 4d6	---
Tonberrian	7	8520	44%	(10 x *) + 4d6	+2 SPD
Cinquedea	8	10080	35%	(11 x *) + 4d6	---
Gladius	8	10920	33%	(11 x *) + 4d6	Critical+
Swordbreaker	9	---	Artifact	(13 x *) + 5d6	Disable Strike
Assassin	9	---	Artifact	(13 x *) + 5d6	Death Strike
Valiant Knife	10	---	Legendary	(14 x *) + 5d6	See notes below.
Orichalcon	10	---	Legendary	(14 x *) + 5d6	Critical++ Sleep Strike

SPECIAL RULES

Valiant Knife: The Valiant Knife reacts to its wielder's health; the closer to death they are, the more dangerous the knife becomes. The Valiant Knife gains a bonus to damage equal to **(Wielder's Max HP - Wielder's Current HP)/3** on all Attack Actions.

LIGHT SWORDS

Weapon Skill: *Swords*

Slender, elegant weapons favored by the more style-conscious swordsman. Lacking the cutting edge of their larger compatriots, these blades rely on their wielder's dexterity and accuracy to hit their mark.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Epee	1	110	94%	(2 x AGI) + d8	---
Stinger	1	159	92%	(2 x AGI) + d8	Poison Touch
Silver Rapier	2	660	88%	(3 x AGI) + d8	---
Scarlette	2	924	86%	(3 x AGI) + d8	Fire Strike
Mythril Rapier	3	1485	82%	(5 x AGI) + 2d8	---
Djinn Flyssa	3	1815	80%	(5 x AGI) + 2d8	+1 SPD
Fleuret	4	2970	71%	(6 x AGI) + 2d8	---
Bloody Rapier	4	4180	67%	(6 x AGI) + 2d8	HP Drain
Estoc	5	4620	64%	(8 x AGI) + 3d8	---
Mailbreaker	5	5500	60%	(8 x AGI) + 3d8	Piercing
Flamberge	6	6930	54%	(10 x AGI) + 3d8	---
Colichemarde	6	7920	52%	(10 x AGI) + 3d8	+2 SPD
Joyeuse	7	9460	46%	(11 x AGI) + 4d8	---
Holy Degen	7	10450	44%	(11 x AGI) + 4d8	+1 AGI Holy Strike
Guespire	8	12320	35%	(13 x AGI) + 4d8	---
Tyrving	8	13310	33%	(13 x AGI) + 4d8	Dragon Killer
Epeprism	9	---	Artifact	(14 x AGI) + 5d8	Auto-Reflect
Femme Fatale	9	---	Artifact	(14 x AGI) + 5d8	Death Strike
Last Letter	10	---	Legendary	(16 x AGI) + 5d8	+2 SPD +2 AGI
Diabolique	10	---	Legendary	(16 x AGI) + 5d8	Shadow Strike Curse Strike HP Drain

NINJA BLADES

Weapon Skill: *Knives*

Longer and lighter than ordinary knives, Ninja Blades share the unusual construction of Katana and are a firm favorite with the profession they derive their name from. Forged as long as 60cm, they match favorably in combat to the average sword.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Tanto	1	100	95%	(2 x STR) + d8	---
Yaraimeru	1	145	93%	(2 x STR) + d8	Sleep Touch
Kunai	2	600	89%	(3 x STR) + d8	---
Etenmaru	2	840	87%	(3 x STR) + d8	Fire Strike
Short Edge	3	1350	83%	(5 x STR) + 2d8	---
Basara	3	1650	81%	(5 x STR) + 2d8	+1 MAG
Hibari	4	2700	74%	(6 x STR) + 2d8	---
Reppu	4	3000	72%	(6 x STR) + 2d8	Wind Strike
Kodachi	5	4200	65%	(8 x STR) + 3d8	---
Muketsu	5	5400	59%	(8 x STR) + 3d8	HP Drain
Koga Knife	6	6300	55%	(10 x STR) + 3d8	---
Dark Edge	6	7200	53%	(10 x STR) + 3d8	Blind Strike
Iga Knife	7	8600	47%	(11 x STR) + 4d8	---
Kororito	7	9500	45%	(11 x STR) + 4d8	Poison Strike
Petalchaser	8	11200	36%	(13 x STR) + 4d8	---
Mokuto	8	12100	34%	(13 x STR) + 4d8	Silence Strike
Striker	9	---	Artifact	(14 x STR) + 5d8	Death Strike
Charfire	9	---	Artifact	(14 x STR) + 5d8	Immobilize Strike
Sasuke	10	---	Legendary	(16 x STR) + 5d8	+20 Expertise +20 Mind Curse Strike
Silkmooon	10	---	Legendary	(16 x STR) + 5d8	+2 SPD +20 Evasion +20 Magic Evasion

POLEARMS

Weapon Skill: *Polearms*

Polearms are built to inflict damage at a respectable distance in melee combat. To this end, Polearms consist of a length of wood or metal 1.5 to 2m length, topped by a heavy blade. Polearms take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Spear	1	140	93%	(2 x STR) + d12	---
Hunter's Spear	1	215	91%	(2 x STR) + d12	Sensor
Slash Lance	2	900	87%	(4 x STR) + d12	---
Shaman's Lance	2	1260	85%	(4 x STR) + d12	+1 MAG
Mythril Pike	3	2050	81%	(6 x STR) + 2d12	---
Web Lance	3	2450	79%	(6 x STR) + 2d12	Slow Touch
Gold Lance	4	4000	72%	(9 x STR) + 2d12	---
Ice Lance	4	4600	70%	(9 x STR) + 2d12	Ice Strike
Stout Spear	5	6200	63%	(11 x STR) + 3d12	---
Harpoon	5	7600	61%	(11 x STR) + 3d12	Piercing
Viper Halberd	6	9500	53%	(13 x STR) + 3d12	---
Berserker	6	11500	49%	(13 x STR) + 3d12	Berserk Strike
Javelin	7	12800	45%	(15 x STR) + 4d12	---
Colossal Lance	7	14200	43%	(15 x STR) + 4d12	+2 STR
Partisan	8	16800	34%	(17 x STR) + 4d12	---
Thanatos Lance	8	18700	31%	(17 x STR) + 4d12	HP Drain
Kain's Lance	9	---	Artifact	(19 x STR) + 5d12	Critical++
Gungnir	9	---	Artifact	(19 x STR) + 5d12	Death Strike
Aura Lance	10	---	Legendary	(21 x STR) + 5d12	Auto-Aura
Highwind	10	---	Legendary	(21 x STR) + 5d12	+2 MAG Auto-Agility Up

RIFLES

Weapon Skill: *Guns*

Bulky but powerful, Rifles represent the ultimate in long-range offensive capacity, able to deliver a single bullet across great distances with pinpoint accuracy via a long, rifled barrel. Rifles take up both Weapon and Shield Slots, and are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Valiant	1	168	91%	(2 x AGI) + d12	---
Silver Rifle	2	1080	85%	(4 x AGI) + d12	---
Ulysses	3	2460	79%	(6 x AGI) + 2d12	---
Hellfire	4	4800	70%	(9 x AGI) + 2d12	---
Bismarck	5	7440	61%	(11 x AGI) + 3d12	---
Coffinmaker	6	11400	51%	(13 x AGI) + 3d12	---
Bindsnipe	7	15360	43%	(15 x AGI) + 4d12	---
Hydra	8	20160	32%	(17 x AGI) + 4d12	---
Exeter	9	---	Artifact	(19 x AGI) + 5d12	Critical++
Death Penalty	10	---	Legendary	(21 x AGI) + 5d12	Critical+ Piercing

RODS

Weapon Skill: *Cudgels*

Weapon of choice for Black Mages. Rods are shorter than Staves, and can be wielded in one hand much like a cudgel or maul; the tip acts as a solid, crushing weight. Like Staves, most Rods contain innate magical properties that can be focused and unleashed by a properly trained magic user.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Cypress Rod	1	75	96%	(2 x STR) + d6	---
Rod of Darkness	1	110	94%	(2 x STR) + d6	Blind Touch
Glow Wand	2	450	90%	(3 x STR) + d6	---
Rune Rod	2	630	88%	(3 x STR) + d6	+1 MAG
Mythril Rod	3	1000	84%	(5 x STR) + 2d6	---
Rod of Silence	3	1250	82%	(5 x STR) + 2d6	Silence Touch
Strike Rod	4	2000	75%	(6 x STR) + 2d6	---
Firewheel Rod	4	2800	69%	(6 x STR) + 2d6	Fire Enhancer
Sky Rod	5	3100	66%	(7 x STR) + 3d6	---
Entangling Rod	5	3400	64%	(7 x STR) + 3d6	Immobilize Touch
Musk Rod	6	4700	56%	(9 x STR) + 3d6	---
Frost Rod	6	5800	52%	(9 x STR) + 3d6	Ice Enhancer
Aurora Rod	7	6400	48%	(10 x STR) + 4d6	---
Death Wand	7	7800	42%	(10 x STR) + 4d6	Death Touch
Power Cane	8	8400	37%	(11 x STR) + 4d6	---
Gravity Rod	8	9100	35%	(11 x STR) + 4d6	Slow Strike
Rod of Roses	9	---	Artifact	(13 x STR) + 5d6	Disable Strike
Faith Rod	9	---	Artifact	(13 x STR) + 5d6	See notes below.
Mace of Zeus	10	---	Legendary	(14 x STR) + 5d6	Lightning Enhancer +3 MAG
Arc Arcana	10	---	Legendary	(14 x STR) + 5d6	Fire Enhancer Ice Enhancer

SPECIAL RULES

Faith Rod: The Faith Rod's power lies in its ability to debilitate opponents, exposing them to the power of a particular Element. The Rod has a flat CoS of **60%** of inflicting *Element Weak* every time a successful strike is made (**6**). To determine which Element the target is now weak towards, roll a d10 and consult the table below:

Roll	Effect
1	Weakness: Bio
2	Weakness: Earth
3	Weakness: Fire
4	Weakness: Holy
5	Weakness: Ice
6	Weakness: Lightning
7	Weakness: Shadow
8	Weakness: Wind
9	Weakness: Water
10	Roll Again

Should the result be a Weakness the target already possesses – either naturally or through previous application of the Faith Rod – the attack has no additional effect.

STAVES

Weapon Skill: *Cudgels*

Made of bound wood or metal, a Staff can inflict a respectable amount of damage if wielded by a skilled user, though most contain a small quantity of magic which can be tapped on when wielded by a mage. When calculating damage for Staves, the highest of either the character's STR or MAG will be used. Staves take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Oak Staff	1	120	93%	(2 x *) + d8	---
Silence Staff	1	173	91%	(2 x *) + d8	Silence Touch
Battle Staff	2	720	87%	(3 x *) + d8	---
Mage Staff	2	1008	85%	(3 x *) + d8	+1 MAG
Mythril Staff	3	1620	81%	(5 x *) + 2d8	---
Spiritual Staff	3	2340	77%	(5 x *) + 2d8	Berserk Touch
Gold Staff	4	3240	72%	(6 x *) + 2d8	---
Wind Staff	4	4560	66%	(6 x *) + 2d8	Wind Enhancer
Power Staff	5	5040	63%	(8 x *) + 3d8	---
Calcite Staff	5	7080	55%	(8 x *) + 3d8	Stone Touch
Striking Staff	6	7560	53%	(10 x *) + 3d8	---
Impasse	6	8640	51%	(10 x *) + 3d8	Disable Touch
White Staff	7	10320	45%	(11 x *) + 4d8	---
Dream Watcher	7	11400	43%	(11 x *) + 4d8	Sleep Strike
Prism Staff	8	13440	34%	(13 x *) + 4d8	---
Judgment	8	15000	30%	(13 x *) + 4d8	Holy Enhancer
Princess Guard	9	---	Artifact	(14 x *) + 5d8	Auto-Shell
Punisher	9	---	Artifact	(14 x *) + 5d8	Death Strike
Nirvana	10	---	Legendary	(16 x *) + 5d8	Holy Enhancer +3 MAG
Heavenly Axis	10	---	Legendary	(16 x *) + 5d8	Recovery Enhancer

SWALLOWS

Weapon Skill: *Polearms*

Sometimes referred to as 'Thief Swords', Swallows are a variation of polearm looking not unlike two swords joined at the pommel. Due to their unusual dual blades, any Attack Action made with a Swallow may roll to hit twice, applying the better result of the two. Swallows take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Swallow	1	120	93%	(2 x STR) + d8	---
Spider's Kiss	1	173	91%	(2 x STR) + d8	Poison Touch
Butterfly Sword	2	720	87%	(3 x STR) + d8	---
Stillblade	2	1008	85%	(3 x STR) + d8	Slow Touch
The Ogre	3	1620	81%	(5 x STR) + 2d8	---
Duel Blade	3	2340	77%	(5 x STR) + 2d8	Berserk Touch
Exploda	4	3240	72%	(6 x STR) + 2d8	---
Thunder Blade	4	3600	70%	(6 x STR) + 2d8	Lightning Strike
Rune Tooth	5	5040	63%	(8 x STR) + 3d8	---
Soundless Scream	5	5520	61%	(8 x STR) + 3d8	Silence Touch
Halcyon Blade	6	7560	53%	(10 x STR) + 3d8	---
Hunter's Blade	6	8640	51%	(10 x STR) + 3d8	Beast Killer
Master Ogre	7	10320	45%	(11 x STR) + 4d8	---
Sonic Blade	7	11400	43%	(11 x STR) + 4d8	+2 SPD
Angel Bless	8	13440	34%	(13 x STR) + 4d8	---
Gorgon Gaze	8	15480	30%	(13 x STR) + 4d8	Stone Touch
Sartaganas	9	---	Artifact	(14 x STR) + 5d8	Critical++
Assassin Blade	9	---	Artifact	(14 x STR) + 5d8	Death Strike
The Tower	10	---	Legendary	(16 x STR) + 5d8	+2 STR +2 AGI Auto-Protect
The Nameless	10	---	Legendary	(16 x STR) + 5d8	Critical++ Piercing

SWORDS

Weapon Skill: *Swords*

The weapon of choice for adventurers everywhere. The keen edge and versatility of these weapons accounts for much of their popularity.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Short Sword	1	120	94%	(2 x STR) + d10	---
Twilight Steel	1	180	92%	(2 x STR) + d10	Blind Touch
Long Sword	2	750	88%	(4 x STR) + d10	---
Flame Sabre	2	1050	86%	(4 x STR) + d10	Fire Strike
Mythril Sword	3	1700	82%	(6 x STR) + 2d10	---
Ancient Sword	3	2050	80%	(6 x STR) + 2d10	Immobilize Touch
Regal Cutlass	4	3300	73%	(8 x STR) + 2d10	---
Ice Brand	4	3800	71%	(8 x STR) + 2d10	Ice Strike
Vigilante	5	5200	63%	(10 x STR) + 3d10	---
Blood Sword	5	6300	58%	(10 x STR) + 3d10	HP Drain
Falchion	6	7900	54%	(11 x STR) + 3d10	---
Soul Sabre	6	9000	52%	(11 x STR) + 3d10	MP Drain
Diamond Sword	7	10700	45%	(13 x STR) + 4d10	---
Scimitar	7	13000	43%	(13 x STR) + 4d10	Death Touch
Platinum Sword	8	14000	35%	(15 x STR) + 4d10	---
Enhancer	8	15600	32%	(15 x STR) + 4d10	+3 MAG
Ragnarok	9	---	Artifact	(17 x STR) + 5d10	Auto-Shell
Heartbreaker	9	---	Artifact	(17 x STR) + 5d10	Critical++
Ultima Weapon	10	---	Legendary	(19 x STR) + 5d10	Break Damage Limit <i>See notes below.</i>
Caladbolg	10	---	Legendary	(19 x STR) + 5d10	Auto Magic Up Auto Power Up

SPECIAL RULES

Ultima Weapon: This powerful weapon inflicts an additional **(Wielder's Current HP / 5)** in damage with each successful Attack made before modifying for ARM. Abilities continue to use the weapon's basic damage code, even if they use Attacks as a basis.

SHIELD SLOT

Composed of reinforced wood, metal or any similarly durable substance, Shields are mostly used by the Warrior Jobs. Unlike other types of Armor, they only boost a character's EVA and M. EVA rather than their ARM and M. ARM.

TYPE	TIER	COST	AVAILABILITY	EVA	M. EVA	EQUIPMENT ABILITIES
Buckler	1	80	94%	+4	+1	---
Escutcheon	1	120	92%	+4	+1	+1 AGI
Bronze Shield	2	500	88%	+9	+3	---
Alert Targe	2	700	86%	+9	+3	Sleep Proof
Heavy Shield	3	1150	82%	+14	+5	---
Opal Shield	3	1400	80%	+14	+5	Earth Ward
Silver Shield	4	2200	73%	+19	+7	---
Rainbow Shield	4	2800	69%	+19	+7	Zombie Proof
Mythril Shield	5	3500	64%	+24	+9	---
Force Shield	5	3800	62%	+24	+19	---
Gold Shield	6	5300	54%	+29	+11	---
Shell Targe	6	6000	52%	+29	+11	SOS-Shell
Diamond Shield	7	7100	46%	+34	+14	---
Soul Shield	7	7900	44%	+34	+14	Condemn Proof
Platina Shield	8	9300	35%	+39	+16	---
Kaiser Plate	8	10000	33%	+39	+16	+2 STR
Crystal Shield	9	---	Artifact	+64	+19	---
Venetian Shield	9	---	Artifact	+44	+19	Fire Ward Ice Ward Lightning Ward
Genji Shield	10	---	Legendary	+69	+42	---
Aegis Shield	10	---	Legendary	+49	+22	Seal Proof Toxin Proof

BODY SLOT

Angry monsters, unscrupulous soldiers, bandits, rogues, traitors, or the occasional weekend brawl with the ultimate evil – an adventurer can find themselves in any number of scrapes, given enough time and surprisingly little effort. In the heat of battle, even the most skilled of fighters will find themselves taking the odd hit; whether or not they survive the results is entirely down to their armor...

MAIL

Mail is the heaviest type of body armor available, consisting of solid, overlapping plates of metal or another equally durable material for optimal protection against physical attacks.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Plate	1	110	93%	5	3	+0	+0	---
Fire Armor	1	165	91%	5	3	+0	+0	Fire Ward
Cuirass	1	225	89%	5	3	+0	+0	Slow Proof
Bronze Armor	2	680	87%	11	7	+0	+0	---
Bone Plate	2	950	85%	11	7	+0	+0	Shadow Ward
Ice Plate	2	950	85%	11	7	+0	+0	Ice Ward
Plate Mail	3	1500	81%	16	11	+0	+0	---
Viking Armor	3	1800	79%	16	11	+0	+0	SOS-Berserk
Thunder Plate	3	1800	79%	16	11	+0	+0	Lightning Ward
Silver Mail	4	3000	72%	21	15	+0	+0	---
Soldier's Armor	4	3500	70%	21	15	+0	+0	+1 STR
Carapace Mail	4	3500	70%	21	15	+0	+0	Bio Ward
Mythril Armor	5	4700	63%	26	19	+0	+0	---
Force Armor	5	5200	61%	26	19	+0	+10	---
Reflect Mail	5	5700	59%	26	19	+0	+0	Auto-Reflect
Gold Armor	6	7100	53%	32	23	+5	+0	---
Ruby Plate	6	8100	51%	32	23	+5	+0	Fire Proof
Aurora Mail	6	8100	51%	32	23	+5	+0	Wind Proof
Diamond Armor	7	9600	45%	38	27	+5	+0	---
Shield Armor	7	10700	43%	38	27	+20	+0	---
Edincoat	7	11200	42%	38	27	+5	+0	Auto-Agility Up
Platina Armor	8	12600	34%	44	31	+5	+5	---
Carabini Mail	8	13600	32%	44	31	+5	+5	+2 SPD
Crimson Plate	8	14500	30%	44	31	+5	+5	Fire Eater
Crystal Armor	9	---	Artifact	51	35	+30	+5	---
Aegis Armor	9	---	Artifact	51	35	+10	+5	Stone Proof Petrify Proof Earth Proof
Maximillian	9	---	Artifact	51	35	+10	+5	+2 STR +10% HP
Genji Armor	10	---	Legendary	58	39	+30	+20	+2 STR
Dragon Mail	10	---	Legendary	58	39	+15	+5	Fire Eater Ice Eater Lightning Eater
Peytral	10	---	Legendary	58	39	+15	+5	+2 SPD Auto-Power Up

ROBES

Robes are the mainstay of the Mage Jobs, light enough to be worn without impeding the Mage's spellcasting ability. Robes confer superior magical resistance but offer only scant protection against physical attacks.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Cotton Robe	1	95	93%	3	5	+0	+0	---
Snow Robe	1	154	91%	3	5	+0	+0	Ice Ward
Mistle Robe	1	200	89%	3	5	+0	+0	Silence Proof
Leather Robe	2	600	87%	7	11	+0	+0	---
Temple Cloth	2	840	85%	7	11	+0	+0	Holy Ward
Thunder Robe	2	840	85%	7	11	+0	+0	Lightning Ward
Linen Robe	3	1400	81%	11	16	+0	+0	---
Mist Silk Robe	3	1650	79%	11	16	+5	+0	---
Red Robe	3	1650	79%	11	16	+0	+0	Fire Ward
Silk Robe	4	2600	72%	15	21	+0	+0	---
Magician Robe	4	3000	70%	15	21	+0	+0	+1 MAG
Silver Coat	4	3000	70%	15	21	+0	+10	---
Poet Robe	5	4200	63%	19	26	+0	+0	---
Karate Robe	5	4600	61%	19	26	+0	+0	+1 AGI
Peace Cape	5	5000	59%	19	26	+0	+0	Berserk Proof
Scholar Robe	6	6300	53%	23	32	+0	+5	---
Aqua Robe	6	7700	51%	23	32	+0	+5	Water Proof
Priest's Robe	6	7200	49%	23	32	+0	+5	+30 M. ACC
Tao Robe	7	8600	45%	27	38	+0	+5	---
Chameleon Robe	7	9500	43%	27	38	+15	+5	---
Angel Robe	7	10400	43%	27	38	+0	+5	Auto-Reraise
Light Robe	8	11200	34%	31	44	+5	+5	---
White Robe	8	12900	30%	31	44	+5	+5	Holy Eater
Black Robe	8	12900	30%	31	44	+5	+5	Shadow Eater
Lumina Robe	9	---	Artifact	35	51	+5	+30	---
Farplane Robe	9	---	Artifact	35	51	+5	+10	Auto-Spirit Up Auto-Mental Up
Glutton's Robe	9	---	Artifact	35	51	+5	+10	Bio Eater Toxin Proof
Robe of Lords	10	---	Legendary	39	58	+5	+15	Auto-Magic Up +2 SPD
Element Robe	10	---	Legendary	39	58	+5	+15	Earth Proof Fire Proof Lightning Proof Ice Proof Water Proof Wind Proof
Protect Cape	10	---	Legendary	39	58	+5	+30	Auto-Agility Up Auto-Protect

SUITS

A catchall category covering a wide and eclectic range of bodywear, Suits include ninja costumes, overalls and dresses.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Outfit	1	100	94%	4	4	+0	+0	---
Training Suit	1	115	92%	4	4	+0	+0	Sleep Proof
Storm Jerkin	1	115	92%	4	4	+0	+0	Lightning Ward
Bronze Vest	2	640	88%	8	8	+0	+0	---
Nomad's Tunic	2	1150	84%	8	8	+0	+0	Wind Ward
Red Jacket	2	1150	84%	8	8	+0	+0	Fire Ward
Chain Vest	3	1450	82%	13	13	+0	+0	---
Frost Outfit	3	2100	78%	13	13	+0	+0	Ice Ward
Survival Vest	3	2100	78%	13	13	+0	+0	+10 Expertise
Ringmail	4	2800	73%	18	18	+0	+0	---
Chocobo Costume	4	3300	71%	18	18	+0	+0	+1 MAG
Power Sash	4	3600	70%	18	18	+0	+0	Power Down Proof Power Break Proof
Mythril Vest	5	4500	64%	23	23	+0	+0	---
Mirage Vest	5	4900	62%	23	23	+10	+0	---
Scorpion Harness	5	5400	60%	23	23	+0	+0	Bio Proof
Brigadine	6	6700	54%	28	28	+0	+0	---
Judge Coat	6	7700	52%	28	28	+0	+0	+2 MAG
Gaia Gear	6	7700	52%	28	28	+0	+0	Earth Proof
Diamond Vest	7	9000	46%	33	33	+3	+3	---
Ninja Gear	7	10100	44%	33	33	+3	+3	+2 SPD
Secret Clothes	7	10600	42%	33	33	+3	+3	SOS-Vanish
Platina Vest	8	11900	35%	38	38	+5	+5	---
Behemoth Suit	8	12900	33%	38	38	+5	+5	+2 STR
Rubber Costume	8	13700	31%	38	38	+5	+5	Lightning Eater
Adaman Vest	9	---	Artifact	43	43	+8	+8	Meltdown Proof Earth Proof
Devil Vest	9	---	Artifact	43	43	+8	+8	Shadow Enhancer Shadow Proof
Reaper Cloak	9	---	Artifact	43	43	+8	+8	Death Proof
Braver Vest	10	---	Legendary	48	48	+10	+10	+2 STR +2 AGI +2 SPD Power Down Proof Power Break Proof Agility Down Proof Agility Break proof
Snow Muffler	10	---	Legendary	48	48	+10	+10	Fire Eater Ice Eater Frozen Proof Heat Proof
Wygar	10	---	Legendary	48	48	+10	+10	Fatal Proof Weak proof

HEAD SLOT

Headwear frequently supplements body armor, protecting the wearer from opportunistic blows during the course of combat.

HATS

Hats encompass a broad range of headgear typically made of non-metallic materials, usually leather and cloth. Some examples include caps, hair ribbons, berets and hoods.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Cap	1	80	96%	1	3	+0	+0	---
Red Hat	1	125	94%	1	3	+0	+0	+10 M.ACC
Straw Hat	1	175	92%	1	3	+0	+0	Slow Proof
Leather Hat	2	530	90%	4	6	+0	+0	---
Triangle Hat	2	740	88%	4	6	+0	+0	+1 MAG
Traveler's Hat	2	950	86%	4	6	+0	+0	Headhunter
Plumed Hat	3	1200	84%	7	9	+0	+0	---
Magus Hat	3	1400	82%	7	9	+0	+5	---
Mantra Band	3	1400	82%	7	9	+0	+0	+1 SPD
Bandana	4	2300	75%	10	13	+0	+0	---
Winged Cap	4	2900	71%	10	13	+0	+0	Auto-Float
Twist Headband	4	2700	73%	10	13	+0	+0	+1 STR
Steepled Hat	5	3600	66%	13	17	+0	+0	---
Green Beret	5	4000	64%	13	17	+0	+0	+10% HP
Scholar Hat	5	4400	62%	13	17	+0	+0	Magic Down Proof Magic Break Proof
Headgear	6	5500	56%	16	21	+0	+0	---
Thief Hat	6	6300	54%	16	21	+0	+0	+2 AGI
Red Hood	6	6300	54%	16	21	+0	+0	+10% MP
Black Hood	7	7500	48%	19	25	+0	+5	---
Headband of Zeal	7	8300	46%	19	25	+0	+5	SOS-Magic Up
Windshear Hat	7	8300	46%	19	25	+0	+5	Wind Proof
Flash Hat	8	9800	37%	22	29	+0	+5	---
Cat Hood	8	10900	34%	22	29	+0	+5	+30 ACC
Tiger Mask	8	10600	35%	22	29	+0	+5	+2 SPD
Coronet	9	---	Artifact	25	33	+0	+10	+2 AGI +1 SPD
Golden Yarmulke	9	---	Artifact	25	33	+0	+10	Auto-Magic Up
Holy Mitre	9	---	Artifact	25	33	+0	+10	+3 MAG
Ritual Hat	10	---	Legendary	28	37	+5	+10	+2 SPD +2 STR +2 MAG
Regal Crown	10	---	Legendary	28	37	+5	+10	Gravity Proof Auto-Reraise
Acacia Hat	10	---	Legendary	28	37	+5	+10	Ice Eater +20% MP

HELMETS

Helmets are heavy, sturdy metallic headgear used primarily by the Warrior Jobs.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Helm	1	70	95%	3	1	+0	+0	---
Soldier Helmet	1	110	93%	3	1	+0	+0	+10 ACC
Parade Helm	1	110	93%	3	1	+0	+0	Immobilize Proof
Bronze Helm	2	450	89%	5	4	+0	+0	---
Onyx Helmet	2	810	87%	5	4	+5	+0	---
Spiral Helm	2	630	85%	5	4	+0	+0	Berserk Proof
Barbut	3	1000	83%	9	7	+0	+0	---
Viking Helm	3	1250	81%	9	7	+0	+0	SOS-Spirit Up
Cross Helmet	3	1250	81%	9	7	+0	+0	+1 STR
Silver Helmet	4	2000	74%	13	10	+0	+0	---
Mage's Helm	4	2300	72%	13	10	+0	+0	+1 MAG
Rubber Helm	4	2300	72%	13	10	+0	+0	Lightning Ward
Mythril Helm	5	3100	65%	17	13	+0	+0	---
Paladin Helm	5	4100	63%	17	13	+0	+0	Curse Proof
Eternal Helm	5	3400	63%	17	13	+0	+10	---
Gold Helm	6	4800	55%	21	16	+0	+0	---
Knight Helm	6	5100	54%	21	16	+0	+0	+10% HP
Arai Helm	6	5400	53%	21	16	+0	+0	+2 SPD
Diamond Helm	7	6500	47%	25	19	+5	+0	---
Dragoon's Helmet	7	7500	43%	25	19	+5	+0	+30 ACC
Sapphire Helmet	7	7200	45%	25	19	+5	+0	Water Proof
Platina Helmet	8	8400	36%	29	22	+5	+0	---
Dusk Mask	8	9700	32%	29	22	+5	+0	Earth Eater
Heal Helm	8	9700	32%	29	22	+5	+0	Auto-Regen
Crystal Helm	9	---	Artifact	33	25	+30	+0	---
Kaiser Helm	9	---	Artifact	33	25	+10	+0	+2 STR +1 AGI
Hanya Helmet	9	---	Artifact	33	25	+10	+0	Weak Proof
Genji Helm	10	---	Legendary	37	28	+25	+20	+2 MAG
Grand Helm	10	---	Legendary	37	28	+10	+5	+3 AGI +3 STR
Dragon Helmet	10	---	Legendary	37	28	+10	+5	Earth Eater +10% HP

HANDS SLOT

Next to adequate protection for head and body, the ability to shield one's sword-hand from harm is the often most vital for long-term survival on the battlefield.

ARMWEAR

Armwear is a catchall term for arm guards, bracelets, bangles, and other armor that only covers part of the wearer's hand. As a whole, Armwear protects the wearer from magical rather than physical attacks. Prices given are for one pair of Armwear.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Wrist	1	60	95%	1	2	+0	+0	---
Serum Wrist	1	90	93%	1	2	+0	+0	Poison Proof
Chocobracelet	1	90	93%	1	2	+5	+0	---
Bronze Bangle	2	370	89%	3	4	+0	+0	---
Guardian Bracer	2	520	87%	3	4	+0	+0	+1 AGI
Rune Ring	2	520	87%	3	4	+0	+5	---
Iron Bangle	3	840	83%	5	6	+0	+0	---
Locomotion Bangle	3	1050	81%	5	6	+0	+0	Immobilize Proof
Echo Wrist	3	1250	79%	5	6	+0	+0	Silence Proof
Silver Armband	4	1700	74%	8	8	+0	+5	---
Cerulean Bangle	4	1900	72%	8	8	+0	+5	Water Ward
Holy Armlet	4	1900	72%	8	8	+0	+5	Holy Ward
Mythril Armlet	5	2600	65%	11	10	+0	+5	---
Shell Bangle	5	3200	61%	11	10	+0	+5	SOS-Shell
Wizard Bracelet	5	3200	61%	11	10	+0	+5	+20 M.ACC
Gold Armlet	6	4000	55%	13	13	+0	+5	---
Egoist's Armlet	6	4800	51%	13	13	+0	+5	Confuse Proof
Thief Glove	6	4800	51%	13	13	+0	+5	SOS-Haste
Diamond Armband	7	5400	47%	16	16	+5	+5	---
Pearl Armband	7	6000	45%	16	16	+5	+5	Holy Proof
Maiden's Wrist	7	6000	45%	16	16	+5	+5	Toad Proof
Platinum Bangle	8	7000	36%	19	19	+5	+10	---
Gigas Bangle	8	8100	32%	19	19	+5	+10	+2 STR
Serene Armlet	8	7600	34%	19	19	+5	+10	Charm Proof
Crystal Bangle	9	---	Artifact	22	22	+10	+30	---
Hot Armlet	9	---	Artifact	22	22	+10	+10	Frozen Proof Ice Proof
Tough Ring	9	---	Artifact	22	22	+10	+10	+20% HP
Blessed Wrist	10	---	Legendary	25	25	+10	+15	Mystify Proof Holy Eater
Flower Bracer	10	---	Legendary	25	25	+10	+15	Auto-Regen Earth Eater Water Eater
Minerva Bangle	10	---	Legendary	25	25	+10	+15	Transform Proof +20% MP

GAUNTLETS

Gauntlets are reinforced to protect the wearer's hands by enclosing them completely. Armor of this kind is usually made of heavy metal or leather and worn in conjunction with mail. Prices are given per one pair of Gauntlets.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Gauntlet	1	65	96%	2	1	+0	+0	---
Bright Gauntlet	1	100	94%	2	1	+0	+0	Blind Proof
Glit Gloves	1	145	92%	2	1	+0	+0	Headhunter
Bronze Gloves	2	420	90%	5	2	+0	+0	---
Ninja Gloves	2	580	88%	5	2	+0	+0	+1 AGI
Savage Gauntlet	2	580	88%	5	2	+0	+0	+10% ACC
Iron Gauntlet	3	950	84%	8	4	+0	+0	---
Viking Gauntlet	3	1150	82%	8	4	+0	+0	SOS-Agility Up
Defense Gloves	3	1300	80%	8	4	+0	+0	Disable Proof
Silver Gauntlet	4	1800	75%	11	6	+5	0	---
Adept's Gauntlet	4	2100	73%	11	6	+5	0	+1 SPD
Light Gauntlet	4	2100	73%	11	6	+5	+10	---
Mythril Gauntlet	5	2900	66%	14	8	+5	0	---
Protect Gloves	5	3500	62%	14	8	+5	0	SOS-Protect
Moon Gauntlet	5	3500	62%	14	8	+5	0	+20 ACC
Gold Gauntlet	6	4300	56%	17	10	+5	0	---
Carbuncle Mitts	6	5000	54%	17	10	+5	0	Auto-Reflect
Melee Gloves	6	5300	52%	17	10	+5	0	SOS-Power Up
Diamond Gloves	7	5900	48%	20	12	+5	+5	---
Abyss Gauntlet	7	6600	46%	20	12	+5	+5	Shadow Proof
Cornucopia Gloves	7	6600	46%	20	12	+5	+5	Mini Proof
Platinum Gauntlet	8	7800	37%	23	15	+10	+5	---
Lucid Gloves	8	8400	35%	23	15	+10	+20	---
Alert Gloves	8	8900	33%	23	15	+10	+5	Stop Proof
Crystal Gauntlet	9	---	Artifact	26	18	+30	+10	---
Cold Gloves	9	---	Artifact	26	18	+10	+10	Fire Proof Heat Proof
Zeus Gauntlet	9	---	Artifact	26	18	+10	+10	Lightning Enhancer Lightning Proof
Genji Gloves	10	---	Legendary	29	21	+15	+10	+3 STR +3 MAG
Escort Guard	10	---	Legendary	29	21	+15	+10	Time Proof +10% HP
Dragon Lord	10	---	Legendary	29	21	+15	+10	Auto-Shell Bio Eater Wind Eater

ACCESSORY SLOT

Accessories are enchanted relics and objects with a small quantity of magic, ranging from mundane and mass-produced to powerful and rare. For reference's sake, all Accessories in the **FFRPG** are organised into five categories, each of which is introduced in more detail below.

STATUS ACCESSORIES

Status Accessories protect the character from certain types of negative Status Condition – such as *Blind* or *Poison* – and may also reduce the amount of damage inflicted by elemental attacks.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Silver Spectacles	1	450	90%	Blind Proof
Star Pendant	1	600	89%	Poison Proof
Nishijin Belt	1	500	88%	Sleep Proof
Jackboots	2	600	86%	Immobilize Proof
Sash	2	600	86%	Slow Proof
Aqua Ring	2	1250	82%	Water Ward
Desert Boots	2	1000	82%	Earth Ward
Fairy Ring	3	1250	81%	Blind Proof Poison Proof
Gold Choker	3	1250	81%	Wind Ward
Defense Ring	3	1500	79%	Condemned Proof Sleep Proof
Echo Bangle	4	1600	79%	Silence Proof
Black Belt	4	1600	79%	Disable Proof
Magic Charm	4	1600	79%	Curse Proof
Bowline Sash	4	2000	77%	Confuse Proof
Coral Ring	4	2500	75%	Lightning Proof
Water Ring	4	2500	75%	Water Proof
Bead Brooch	4	3250	71%	Blind Proof Silence Proof
Gravity Ring	5	3600	68%	Gravity Proof
Amulet	5	4400	65%	Blind Proof Poison Proof Zombie Proof
Magic Ring	5	4400	64%	Berserk Proof Silence Proof
Blizzard Ring	5	4000	63%	Ice Ward Freeze Proof
Fire Ring	5	4000	63%	Fire Ward Heat Proof
Phantom Ring	5	5200	61%	Weak Proof
Cerulean Ring	6	5400	59%	Water Eater
Ochre Ring	6	5400	59%	Lightning Eater
Ice Ring	6	8000	55%	Ice Proof Freeze Proof
Flame Ring	6	7600	54%	Fire Proof Heat Proof
Jade Armlet	6	7600	54%	Petrify Proof Slow Proof
Star Armlet	7	9600	46%	Stone Proof Slow Proof Stop Proof

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Scarab	7	9600	46%	Disable Proof Immobilize Proof Toad Proof
Jeweled Ring	7	10000	45%	Blind Proof Petrify Proof Stone Proof
Glass Buckle	7	12000	43%	Bio Proof Toxin Proof
Rubber Boots	7	10000	42%	Lightning Proof Stop Proof
Rosetta Ring	7	12000	39%	Fire Eater Heat Proof
Snow Ring	7	12000	39%	Ice Eater Freeze Proof
Japa Mala	8	13000	38%	Toxin Proof Toad Proof Zombie Proof
Nu Khai Armlet	8	13000	38%	Shadow Ward Charm Proof Confusion Proof
Poison Ring	8	13000	37%	Bio Eater Toxin Proof
Peace Ring	8	15000	35%	Berserk Proof Charm Proof Confusion Proof
Safety Bit	8	20000	31%	Death Proof
Berserker Ring	9	---	Artifact	Fire Eater Lightning Proof +3 STR
Aegis Ring	9	---	Artifact	Bio Ward Earth Ward Fire Ward Holy Ward Ice Ward Lightning Ward Shadow Ward Water Ward Wind Ward
Ribbon	9	---	Artifact	Fatal Proof Mystify Proof Seal Proof Time Proof Toxin Proof Transform Proof Weak Proof
Tetra Elemental	10	---	Legendary	Fire Proof Earth Proof Ice Proof Lightning Proof

MAGIC ACCESSORIES

Magic Accessories bestow beneficial Status Conditions such as *Shell* and *Reflect* upon their wearer – typically either at the start of a battle or when the wearer’s health is reduced to dangerously low levels.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Sprint Shoes	1	500	90%	Auto-Accelerate
Barrier Ring	2	800	86%	SOS-Shell
Guard Ring	2	800	86%	SOS-Protect
Steel Gorget	3	1400	79%	SOS-Power Up
Leather Gorget	3	1400	79%	SOS-Magic Up
Princess Ring	3	1600	78%	SOS-Protect SOS-Shell
Star Bangle	3	1800	77%	SOS-Regen
Angel Wings	3	1800	76%	Auto-Float
Protect Ring	4	3250	74%	Auto-Protect
Shell Ring	4	3250	74%	Auto-Shell
Reflect Ring	4	3500	69%	Auto-Reflect
Rebirth Ring	5	5500	57%	Auto-Reraise
Ring of Renewal	6	8400	52%	Auto-Regen
Guard Bracelet	7	12000	42%	Auto-Protect Auto-Shell
Angel Ring	9	---	Artifact	Shadow Proof Death Proof Auto-Reraise
Hermes Sandals	9	---	Artifact	Auto-Haste
Invisibility Cloak	10	---	Legendary	Auto-Vanish

ATTRIBUTE BOOSTERS

Attribute Boosters increase a character's basic Attributes while equipped.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Battle Boots	3	1500	80%	+1 SPD
Beads	3	1500	80%	+1 AGI
Tarot Card	3	1500	80%	+1 MAG
Wristband	3	1500	80%	+1 STR
Choco Feather	5	4800	64%	+2 AGI
Magepower Glove	5	4800	64%	+2 MAG
Bracer	5	4800	64%	+2 STR
Red Shoes	5	4800	64%	+1 MAG +1 SPD
Dash Shoes	5	4800	64%	+2 SPD
Championship Belt	8	16000	33%	+3 STR +10% HP
Hypno Crown	8	16000	33%	+3 MAG +10% MP
Running Shoes	8	18000	32%	+3 AGI +3 SPD
Royal Crown	9	---	Artifact	+5 MAG
Fortified Chain	9	---	Artifact	+5 AGI
Germinas Boots	9	---	Artifact	+5 SPD
Hyper Wrist	9	---	Artifact	+5 STR
Hero Ring	10	---	Legendary	+5 STR +5 MAG

STATISTIC BOOSTERS

Statistic Boosters provide bonuses to a character's Combat Statistics.

TYPE	TIER	COST	AVAILABILITY	EVA	M. EVA	EQUIPMENT ABILITIES
Cotton Cape	1	400	92%	+3	+5	---
Shoulder Cape	1	400	92%	+5	+3	---
Elven Cloak	2	1200	84%	+6	+10	---
Leather Cloak	2	1200	84%	+10	+6	---
Black Cape	3	2400	76%	+9	+15	---
Wolf Mantle	3	2400	76%	+15	+9	---
Orrachea Armlet	4	2700	72%	+0	+0	+10% HP
Magic Bangle	4	2700	72%	+0	+0	+10% MP
Mage's Cloak	5	3600	66%	+12	+20	---
Tiger Mantle	5	3600	66%	+20	+12	---
Featherweave Cloak	5	6000	58%	+15	+25	---
Zephyr Cloak	5	6000	58%	+25	+15	---
Prism Cape	7	9000	48%	+20	+30	---
Behemoth Mantle	7	9000	48%	+30	+20	---
Force Belt	7	10400	44%	+0	+0	+10% HP +10% MP
White Cape	8	13500	36%	+20	+20	Mini Proof Toad Proof
Power Belt	9	---	Artifact	+0	+0	+25% HP
Sorcery Bangle	9	---	Artifact	+0	+0	+25% MP
Mindu Jewel	9	---	Artifact	+15	+25	Lightning Ward Blind Proof Confuse Proof Poison Proof Silence Proof Stone Proof Toad Proof
Muscle Belt	10	---	Legendary	+0	+0	+50% HP
Crystal Orb	10	---	Legendary	+0	+0	+50% MP

ACTION ACCESSORIES

Action Accessories directly affect a character's capabilities in combat, usually by conferring additional special abilities and attack bonuses. Accessories that add an *[Element] Strike* Equipment Ability override any other *[Element] Strikes* present on that Weapon.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Bangle	1	800	88%	Adds <i>Sensor</i> Equipment Ability to all equipped Weapons
Dusky Gleam	2	800	82%	Adds <i>Shadow Strike</i> Equipment Ability to all equipped Weapons
Earthy Gleam	2	800	82%	Adds <i>Earth Strike</i> Equipment Ability to all equipped Weapons
Fiery Gleam	2	800	82%	Adds <i>Fire Strike</i> Equipment Ability to all equipped Weapons
Holy Gleam	2	800	82%	Adds <i>Holy Strike</i> Equipment Ability to all equipped Weapons
Icy Gleam	2	800	82%	Adds <i>Ice Strike</i> Equipment Ability to all equipped Weapons
Lightning Gleam	2	800	82%	Adds <i>Lightning Strike</i> Equipment Ability to all equipped Weapons
Watery Gleam	2	800	82%	Adds <i>Water Strike</i> Equipment Ability to all equipped Weapons
Gusty Gleam	2	800	82%	Adds <i>Wind Strike</i> Equipment Ability to all equipped Weapons
Noxious Gleam	2	800	82%	Adds <i>Bio Strike</i> Equipment Ability to all equipped Weapons
Archer's Ring	4	3600	73%	Adds <i>Sensor</i> Equipment Ability to all equipped Weapons +20 ACC
Barette	4	3000	72%	Ice Enhancer
Cachusha	4	3000	72%	Fire Enhancer
Extension	4	3000	72%	Lightning Enhancer
Fairy Earrings	4	3000	72%	Wind Enhancer
Topaz Armband	4	3000	72%	Earth Enhancer
Turquoise Ring	4	3000	72%	Water Enhancer
Angel Earrings	5	5000	65%	Holy Enhancer
Black Earrings	5	5000	65%	Shadow Enhancer
Sniper Eye	6	8800	51%	Adds <i>Sensor</i> Equipment Ability to all equipped Weapons Adds <i>Critical+</i> Equipment Ability to all equipped Weapons
Cerulean Pendant	9	---	Artifact	Lightning Enhancer Wind Enhancer
Chain Choker	9	---	Artifact	Lightning Enhancer Water Enhancer
Clear Earrings	9	---	Artifact	Ice Enhancer Wind Enhancer
Gold Hairpin	9	---	Artifact	Auto-MP Quarter
Lapis Earrings	9	---	Artifact	Fire Enhancer Water Enhancer
Medicine Ring	9	---	Artifact	Recovery Enhancer
Sphene Earrings	9	---	Artifact	Earth Enhancer Lightning Enhancer
Wing Pendant	9	---	Artifact	Earth Enhancer Wind Enhancer
Celestriad	10	---	Legendary	Auto-MP Half

SPECIAL RULES

Gleams: The [x] Gleam Accessories add an *[Element] Strike* Ability to equipped Weapons. If the Weapon already has this *[Element] Strike*, the Gleam has no additional effect. For Weapons that have the ability to use Ammunition, Ammunition that confers Equipment Abilities will override the effects of the Gleam.

INVENTORY SLOT

While it also stores spare equipment, the Inventory Slot is primarily used for a variety of offensive, defensive and curative materials which can give a party a considerable edge in a fight – or help salve their wounds after the last sword-blow has fallen. Unless otherwise noted, all items below are priced for one use of the item in question; once used, the item is destroyed, removing it from the Inventory Slot.

RECOVERY ITEMS

From a simple medicinal potion to tail-feathers of the legendary Phoenix, Recovery Items offer a bewildering array of cure-alls for just about any ailment under the sun. Most stores sell weaker curative potions, as well as remedies for specific Status Conditions. Sensible adventurers will keep a healthy stock of both to accompany them in their travels.

TYPE	TIER	COST	AVAILABILITY	TARGET	EFFECT
Tonic	1	25	99%	Single	Restores 25 HP
Potion	1	50	94%	Single	Restores 50 HP
Hi-Potion	2	150	86%	Single	Restores 125 HP
Hyper Potion	3	300	78%	Single	Restores 250 HP
Mega Potion	5	500	61%	Party	Restores 100 HP
X-Potion	5	750	59%	Single	Restores 500 HP
Ultra Potion	7	800	47%	Party	Restores 200 HP
Tincture	1	75	93%	Single	Restores 15 MP
Ether	3	150	78%	Single	Restores 30 MP
Hi-Ether	4	325	67%	Single	Restores 75 MP
Hyper Ether	5	650	59%	Single	Restores 150 MP
X-Ether	7	1400	40%	Single	Restores 300 MP
Elixir	8	5000	20%	Single	Restores HP and MP to their maximum values
Megalixir	9	---	Artifact	Party	Restores HP and MP to their maximum values
Phoenix Down	2	500	88%	Single	Restores <i>Unconscious</i> target to 1 HP
Phoenix Pinion	7	2800	23%	Single	Restores <i>Unconscious</i> target to maximum HP
Mega Phoenix	8	3500	21%	Party	Restores <i>Unconscious</i> targets to 1 HP
Phoenix Spirit	9	---	Artifact	Party	Restores <i>Unconscious</i> targets to maximum HP
Antidote	1	50	93%	Single	Cancels <i>Poison</i> and <i>Venom</i> Status Conditions
Eye Drops	1	50	92%	Single	Cancels <i>Blind</i> Status Condition
Echo Screen	2	100	84%	Single	Cancels <i>Silence</i> Status Condition
Tranquilizer	3	150	81%	Single	Cancels <i>Berserk</i> Status Condition
Bandage	4	200	76%	Single	Cancels <i>Disable</i> and <i>Immobilize</i> Status Conditions
Alarm Clock	4	200	75%	Single	Cancels <i>Sleep</i> and <i>Unaware</i> Status Conditions
Cornucopia	4	250	75%	Single	Cancels <i>Mini</i> Status Condition
Maiden's Kiss	4	250	75%	Single	Cancels <i>Toad</i> Status Condition
Soft	4	400	74%	Single	Cancels <i>Petrify</i> and <i>Stone</i> Status Conditions
Holy Water	4	500	73%	Single	Cancels <i>Curse</i> and <i>Zombie</i> Status Conditions
Chronos Tear	4	600	72%	Single	Cancels <i>Slow</i> , <i>Stop</i> , and <i>Sap</i> Status Conditions
Remedy	5	1500	64%	Single	Cancels <i>Berserk</i> , <i>Blind</i> , <i>Confuse</i> , <i>Curse</i> , <i>Mini</i> , <i>Petrify</i> , <i>Poison</i> , <i>Sap</i> , <i>Silence</i> , <i>Sleep</i> , <i>Slow</i> , <i>Stone</i> , <i>Toad</i> , <i>Venom</i> , and <i>Zombie</i> Status Conditions

Ammunition

Unlike most other armaments, the true power of Bows, Crossbows and Rifles comes as much from what is fired as the weapon itself. An experienced marksman is one who has learned the advantage of carrying a wide range of specialised ammunition into battle – Ice Arrows extinguish blazing Bombs, AP Ammo cracks tough Adamantose shells, and Holy Bolts put a little bit of fear into that Archaeodaemon.

Characters equipped with a Weapon that supports ammunition may elect to load them with special projectiles when making an Attack Action; these must be purchased beforehand, and can be used to add additional Equipment Abilities to the weapon being used to make the Attack. All ammunition is purchased in units of ten; each Attack, successful or otherwise, will consume one unit of ammunition, removing it from the Inventory Slot. If no ammunition is available – or the character is unwilling to expend it on an attack – the Weapon reverts to its default Equipment Abilities.

AMMO

Ammo is used by Rifles.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Fire Ammo	1	100	88%	Fire Strike
Stone Ammo	1	100	88%	Earth Strike
Dark Ammo	2	150	85%	Blind Touch
Pulse Ammo	4	500	78%	+2 DS
Shadow Ammo	4	150	74%	Shadow Strike
AP Ammo	5	500	68%	Piercing
Fast Ammo	5	200	66%	<i>See notes below.</i>
Tainted Ammo	5	400	64%	Curse Touch
Spartan Ammo	5	450	63%	Disable Touch
Shotgun Ammo	6	900	55%	-25% Damage Target: Group
Demolition Ammo	7	1200	44%	Heat Touch Fire Strike

SPECIAL RULES

Fast Ammo: If used in an Attack Action, Fast Ammo gives the firer a +5 bonus to their Initiative in the following Round. This bonus is only applied once per Round.

ARROWS

Arrows are used by Bows.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Fire Arrows	1	100	90%	Fire Strike
Ice Arrows	1	100	90%	Ice Strike
Lightning Arrows	1	100	90%	Lightning Strike
Wind Arrows	1	100	90%	Wind Strike
Water Arrows	1	100	90%	Water Strike
Earth Arrows	1	100	90%	Earth Strike
Holy Arrows	1	100	90%	Holy Strike
Darkness Arrows	2	125	88%	Blind Touch
Poison Arrows	2	200	88%	Poison Touch
Sleep Arrows	3	250	82%	Sleep Touch
Silver Arrows	3	400	81%	Undead Killer
Artemis Arrows	4	400	77%	+2 DS
Yoichi Arrows	5	500	69%	Piercing
Mute Arrows	5	250	65%	Silence Touch
Angel Arrows	5	600	65%	Confusion Touch
Demon Arrows	5	750	58%	Power Down Touch
Medusa Arrows	7	1500	47%	Stone Touch
Assassin's Arrows	7	1500	47%	Death Touch

BOLTS

Bolts are used by Crossbows.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Hydro Bolts	1	100	90%	Water Strike
Black Bolts	2	100	89%	Blind Touch
Venom Bolts	2	200	88%	Poison Touch
Lead Bolts	2	200	87%	Immobilize Touch
Dogbolts	2	200	86%	+1 DS
Gold Bolts	2	150	86%	+10 ACC
Sleep Bolts	3	250	82%	Sleep Touch
Long Bolts	4	300	77%	Slow Touch
Grand Bolts	4	400	76%	+2 DS
Stone Bolts	4	450	75%	Disable Touch
Sapping Bolts	4	450	74%	Sap Touch
Acid Bolts	5	500	66%	Armor Break Touch
Blood Bolts	5	500	65%	HP Drain
Critical Bolts	7	1200	45%	Triple Critical

Throwing Weapons

Throwing Weapons are disposable projectiles designed to give characters an additional offensive edge in combat. An attack with a Throwing Weapon requires an Item Action, and is resolved in the same manner as a standard Attack Action would be. Regardless of whether the Attack hits or misses, the Weapon is consumed and removed from the Inventory Slot after the attack resolves. Prices given in the listings below are per one Weapon.

BOMBS

Weapon Skill: *Throwing Weapons*

Bombs are small, compact explosives designed to be thrown and detonate on impact. Their practical range can be significantly increased by using a dedicated launcher, though most adventuring parties will simply rely on their throwing arms.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Snowmelt Bomb	1	95	90%	(4 x AGI) + 2d6	Ice Strike
Tremor Bomb	2	150	85%	(5 x AGI) + 2d6	Earth Strike
Poison Bomb	2	185	82%	(5 x AGI) + 2d6	Poison Touch
Aero Bomb	4	200	74%	(6 x AGI) + 3d6	Wind Strike
Spark Bomb	5	250	65%	(8 x AGI) + 3d6	Lightning Strike
Water Bomb	6	300	56%	(9 x AGI) + 4d6	Water Strike
Flameburst Bomb	7	375	47%	(10 x AGI) + 4d6	Fire Strike
Super Ball	8	1000	37%	(12 x AGI) + 5d6	Target: Group

DARTS

Weapon Skill: *Throwing Weapons*

A popular choice in conjunction with contact poisons, Darts require a considerable amount of accuracy to inflict any significant damage, though their relatively light weight and cheapness does offset this drawback.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Darts	1	30	96%	(2 x STR) + d6	---
Poison Darts	2	95	87%	(4 x STR) + 2d6	Poison Touch
Dream Darts	3	150	81%	(5 x STR) + 2d6	Sleep Touch
Stun Darts	4	210	70%	(6 x STR) + 3d6	Stop Touch
Venom Darts	5	265	61%	(8 x STR) + 3d6	Venom Touch
Doom Darts	6	315	52%	(9 x STR) + 4d6	Death Touch

SCROLLS

Weapon Skill: *Throwing Weapons*

Magic scrolls are enchanted pieces of paper scribed to trigger a magical effect upon coming into contact with an opponent. Ninja make extensive use of tools like these to confound opponents.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Fire Scroll	1	95	90%	(4 x MAG) + 2d6	Fire Strike
Lightning Scroll	2	150	84%	(5 x MAG) + 2d6	Lightning Strike
Water Scroll	4	200	74%	(6 x MAG) + 3d6	Water Strike
Earth Scroll	5	250	66%	(8 x MAG) + 3d6	Earth Strike
Ice Scroll	6	300	56%	(9 x MAG) + 4d6	Ice Strike
Wind Scroll	7	375	47%	(10 x MAG) + 4d6	Wind Strike
Shadow Scroll	8	475	36%	(12 x MAG) + 5d6	Blind Strike Silence Strike

SHURIKEN

Weapon Skill: *Throwing Weapons*

The *shuriken* is a small, sharp metal disc with multiple cutting edges that can be thrown at a target in rapid succession. While the damage inflicted is normally far from grievous, a trained hand can turn them into an accurate and deadly weapon.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Shuriken	1	50	92%	(3 x STR) + d6	---
Juji Shuriken	2	140	85%	(5 x STR) + 2d6	---
Manji Shuriken	4	185	75%	(6 x STR) + 3d6	---
Fuma Shuriken	5	235	67%	(8 x STR) + 3d6	---
Nokizaru Shuriken	6	350	52%	(10 x STR) + 4d6	---
Koga Shuriken	7	525	46%	(12 x STR) + 5d6	---
Yagyu Darkrood	8	700	40%	(14 x STR) + 5d6	Piercing

SUPPORT ITEMS

Characters may occasionally come across weak magical artifacts imbued with enough power to create a particular spell effect when used. After that, they crumble to dust, removing them from the Inventory Slot. While some may be bought in stores, the most powerful only surface in the hands of monsters and treasure chests encountered during the course of an adventure. Support Items affect battles indirectly rather than directly, and are as capable of bestowing beneficial and protective magics as they are of stripping them away. Use the user's MAG Attribute and M. ACC for the purposes of calculating the effects of the Spell mimicked by the item.

TYPE	TIER	COST	AVAILABILITY	TARGET	EFFECT
Bestiary	2	75	88%	Single	As Scan
Warp Stone	3	250	80%	Self	As Teleport
Healing Spring	4	400	70%	Single	As Regen
Light Curtain	5	300	64%	Single	As Protect
Lunar Curtain	5	500	67%	Single	As Shell
Smoke Bomb	5	500	66%	Party	See notes below
Vampire Fang	5	480	66%	Single	As Drain
Ghost Hand	5	450	66%	Single	As Osmose
Speed Drink	5	500	60%	Single	As Haste
Light Veil	6	1200	54%	Party	As Protectga
Lunar Veil	6	1500	54%	Party	As Shellga
Purifying Salt	6	1450	50%	Single	As Dispel
Soul Spring	7	1860	42%	Single	As Syphon
Star Curtain	7	4000	40%	Single	As Reflect
Adamant Shard	9	---	Artifact	Single	As Wall
Hero Drink	9	---	Artifact	Single	See notes below

SPECIAL RULES

Smoke Bomb: The noxious smoke released by this item allows the entire party to make an instantly successful Escape Action.

Hero Drink: This potent brew adds the Status Conditions *Power Up*, *Magic Up*, *Agility Up* and *Spirit Up* to the target (6).

BATTLE ITEMS

Battle Items capture offensive magics for future use, unleashing a variety of devastating and debilitating effects on an opponent. Where applicable, use the user's MAG Attribute – and, in the case of Status Conditions, M. ACC – to calculate the effects of the Spell the Battle Item mimics.

TYPE	TIER	COST	AVAILABILITY	TARGET	EFFECT
Arctic Wind	1	100	98%	Single	As <i>Blizzard</i>
Bomb Fragment	1	100	98%	Single	As <i>Fire</i>
Electro Marble	1	100	98%	Single	As <i>Thunder</i>
Bird Feather	1	100	97%	Single	As <i>Aero</i>
Fish Scale	1	260	92%	Single	As <i>Water</i>
Graviball	2	350	88%	Single	As <i>Gravity</i>
Antarctic Wind	2	300	86%	Single	As <i>Blizzara</i>
Bomb Core	2	300	86%	Single	As <i>Fira</i>
Lightning Marble	2	300	86%	Single	As <i>Thundara</i>
Shear Feather	2	300	85%	Single	As <i>Aera</i>
Fish Fin	3	540	77%	Single	As <i>Watera</i>
Zombie Powder	4	840	69%	Single	As <i>Zombie</i>
T/S Bomb	4	700	68%	Single	As <i>Demi</i>
Stardust	4	620	67%	Group	As <i>Comet</i>
Deadly Waste	5	620	66%	Single	As <i>Bio</i>
Fire Gem	5	850	65%	Single	As <i>Firaga</i>
Ice Gem	5	850	65%	Single	As <i>Blizzaga</i>
Lightning Gem	5	850	65%	Single	As <i>Thundaga</i>
Windmill	5	850	64%	Single	As <i>Aeraga</i>
Shrivel	6	1180	58%	Single	As <i>Mini</i>
Basilisk Claw	6	1350	57%	Single	As <i>Stone</i>
Water Gem	6	980	57%	Single	As <i>Waterga</i>
Candle of Life	6	1420	54%	Single	As <i>Death</i>
Shadow Gem	6	1500	51%	Single	As <i>Quarter</i>
Impaler	7	1520	49%	Single	As <i>Toad</i>
Earth Drum	7	1480	48%	Group	As <i>Quake</i>
Shining Gem	7	1320	44%	Single	As <i>Flare</i>
Dream Powder	7	1200	44%	Group	As <i>Sleep</i>
Ink	7	1200	44%	Group	As <i>Blind</i>
Mute Mask	7	1200	44%	Group	As <i>Silence</i>
Silver Hourglass	7	1200	44%	Group	As <i>Slow</i>
War Gong	7	1200	44%	Group	As <i>Berserk</i>
Loco Weed	7	1500	40%	Group	As <i>Confuse</i>
Malboro Tentacles	8	1750	38%	Single	As <i>Venom</i>
Black Stone	8	2000	35%	Single	As <i>Freeze</i>
Abaddon Stone	8	2000	35%	Single	As <i>Nuke</i>
Blessed Gem	8	2500	25%	Single	As <i>Holy</i>
Dark Matter	8	3000	25%	Group	As <i>Scathe</i>
Earth Hammer	8	3000	25%	Single	As <i>Break</i>
Cauldron	9	---	Artifact	Group	As <i>Bad Breath</i>
Golden Hourglass	9	---	Artifact	Group	As <i>Stop</i>
Meteor Stone	9	---	Artifact	Single	As <i>Meteor</i>
Supreme Gem	9	---	Artifact	Single	As <i>Ultima</i>

MISCELLANEOUS EQUIPMENT

Beyond their immediate equipment, most characters will tote around smaller odds and ends not worth noting in detail in their Inventory Slot — lucky knotted string, a book of matches, emergency rum, a novella for the long evenings on the road, and so forth.

However, rather than keep long and exhaustive lists of every piece of lint the party carries, it is ultimately more convenient for all sides to deal with small items on a case-by-case basis. As a general rule of thumb, characters should always have access to minor items unless there are compelling plot-related reasons for them to be coming up short.

If an item needs to be introduced into a scene for roleplaying purposes, plot advancement, or establishing the conditions under which a Skill Test is made, the GM can either rule on the spot whether it is available, or have the character make a separate Task Check against the Skill Category the item is most appropriate to.

In both cases, the character's Skills serve as a general indicator of what they would normally carry with them. It can be assumed, for instance, that a character with points in *Animal Handling* would have a dog biscuit or two to spare should the situation demand it. Similarly, a character with *Climbing* will typically have rope, pickaxe and crampons in reserve, whilst Engineers keep an all-purpose toolkit at hand and *Survival* experts always have access to at least a firebow and fishing hooks.

If the character doesn't have a Skill appropriate to the item, it's highly likely that they would not be carrying the corresponding item, either — defaulting on these rolls as described in **Chapter 5** is not an option.

Table 6-1: Equipment Task Ratings

CONDITION	TASK RATING
Item common	+40
Item uncommon	+20
Item relatively rare or exotic	-20
Item very rare	-40

The GM, of course, remains at liberty to disallow any requests that would derail or otherwise adversely affect the current game. (“So, you've been carrying a replica key for your jail cell with you this whole time? How very convenient.”)

MATERIALS

Materials are used to make things — specifically, things like swords, armor, fine clothing, furniture, or jewelry. For characters with a *Craft** Skill, materials are lifeblood, as almost all *Craft** projects require at least a certain amount of materials to complete. See **Appendix I** for full rules.

Craft Points

Though there are many different types of materials available to characters, the total amount of craftable material a character has access to is represented by an abstract measure called **Craft Points** (CP). What Craft Points represent depends on the kind of project being undertaken; for a character forging a sword, a Craft Point could represent a nugget of ore, while in cooking a Craft Point might stand for a packet of flour or a fresh egg. Craft Points are small and inexpensive individually, but when combined they can create great things. A gauntlet can be made with less than a dozen Craft Points: the typical adventurer can be armed from head to toe with sixty CP. Most crafting projects consume a certain number of Craft Points, so having an steady supply of them is essential.

Material Tiers

The next few pages introduce a broad selection of materials for many different types of crafting. While each material described has its own distinct flavor, as far as the actual crafting is concerned, the only thing that actually has a bearing on the crafting process is a material's type and Tier. For instance, the metals Pure Silver, Relic Iron, and Platina each have their own distinctive quirks; for crafting purposes, however, all three are simply treated as Tier 6 metals. This helps keep things simple for both players and the GM.

Types of Materials

Materials can be categorized in two ways: by the Skills used to work them, or by the kinds of projects they can be used in. As far as Skills are concerned, there are five kinds of materials:

Metal: *Armorsmithing, Tinkering, Weaponsmithing*

Wood: *Armorsmithing, Carpentry, Weaponsmithing*

Cloth: *Tailoring*

Gems: *Armorsmithing, Tinkering, Weaponsmithing*

Spoils: *Alchemy, Armorsmithing, Carpentry, Tailoring, Tinkering, Weaponsmithing*

All except Spoils are self-explanatory; Spoils are a catch-all category for odds and ends harvested from monsters and the like. As far as mechanical effect is concerned, all crafting material in the **FFRPG** is divided into three generic categories: Basic Materials, Special Materials, and Alchemical Materials.

BASIC MATERIALS

Basic Materials are used to craft no-frills items and equipment. They are generally easier to find than Special Materials, though become significantly more expensive at higher levels.

Table 6-2: Basic Material Costs

TIER	AVAILABILITY	COST
1	92%	5 per CP
2	86%	30 per CP
3	80%	70 per CP
4	69%	135 per CP
5	61%	210 per CP
6	53%	325 per CP
7	45%	440 per CP
8	33%	575 per CP
9	Artifact	---
10	Artifact	---

SPECIAL MATERIALS

Special Materials are what give weapons and armor their unique properties. Due to their unusual nature, they are naturally rarer, though Special Materials are not required for basic crafting. Special Materials tend to be Gems and Spoils.

Table 6-3: Special Material Costs

TIER	AVAILABILITY	COST
1	90%	5 per CP
2	84%	30 per CP
3	77%	40 per CP
4	67%	45 per CP
5	59%	50 per CP
6	51%	55 per CP
7	41%	60 per CP
8	30%	65 per CP
9	Artifact	---
10	Artifact	---

ALCHEMICAL MATERIALS

The *Alchemy* Skill requires its own range of materials. These are less expensive than Basic Materials, but harder to source, as many of the rare ingredients are Spoils harvested from hard-to-find herbs or elusive monsters.

Table 6-4: Alchemical Material Costs

TIER	AVAILABILITY	COST
1	96%	5 per CP
2	84%	15 per CP
3	79%	30 per CP
4	73%	75 per CP
5	62%	100 per CP
6	59%	130 per CP
7	30%	150 per CP
8	20%	300 per CP

Buying Materials

Buying materials is no different than buying any other item or piece of equipment, and is subject to the same restrictions. With the exception of Spoils, however, materials offered on the open market tend to come in fixed quantities rather than the exact amounts players want. The most common 'denominations' of materials are:

Metal: Nugget (2 CP), Ore (5 CP), Ingot (10 CP)

Wood: Chips (2 CP), Stick (5 CP), Log (10 CP)

Cloth: Square (2 CP), Length (5 CP), Roll (10 CP)

Gems: Fragment (1 CP), Crystal (2 CP), Cluster (5 CP)

For example, rather than pay for the exact 18 CP of Tier 5 metal needed to forge a high-powered Flail, players may instead end up purchasing two Ingots of 10 CP each and keeping the remaining 2 CP in reserve for future projects. Materials acquired over the course of an adventure can also be sold like any other item.

Cloth

Cloth is used to make Gloves, Hats, Robes, Suits, and sometimes Flails.

TIER 1 MATERIALS

Grass Cloth: A primitive fabric made from long, sun-dried grass fibers.

Drab Wool: Cheap wool cloth, generally only good enough to reinforce other clothing.

Cotton: Harvested from the cotton plant, these downy fibers are a staple in every tailor's fabric selection.

TIER 2 MATERIALS

Wool Cloth: Cloth woven from the soft fibers of the sheep and other animals. Next to cotton, this is the tailor's other mainstay.

Magic Cotton: Cotton grown in magic-rich areas or imbued with magic during the tailoring process. A popular choice for mage robes.

Linen: A light-colored fabric woven from the threads of the flax plant.

TIER 3 MATERIALS

Cheviot Cloth: A woolen cloth notable for its thicker, rougher fibers. Primarily used for warm-weather clothing, particularly tweed.

Magic Linen: Magic-enriched linen cloth used in crafting magewear.

Braid Wool: This thick wool is capable of absorbing a significant amount of moisture, making it an excellent choice for working clothes and other everyday wear.

TIER 4 MATERIALS

Silk: Fine fibers derived from the threads used to weave insect cocoons. Some cultures are also able to weave spider silk and similar secretions into fabrics of comparable quality.

Velvet: In its 'pure' form, velvet is a silk fabric with a notable smooth

surface and plain underside. Lower quality grades combine the silk with cotton or linen, or substitute it for artificially-created fibers.

Saracenet: A soft silk fabric typically used for lining expensive clothing.

Fine Wool: Soft, highly absorbent wool ideal for tailoring high-quality garments.

TIER 5 MATERIALS

Taffeta: A smooth, fine silk fabric distinguished by its 'watery' luster. Used in ballgowns and wedding dresses.

Silver Thread: A thread used for lightweight armor, consisting of a thin silver wire wrapped in silk thread.

Blood Wool: This naturally blood-red wool is both rare and prized; clothing made from it is particularly expensive, and usually reserved for the nobility.

TIER 6 MATERIALS

Magic Silk: Sometimes called 'mist silk,' this magic-enriched silk is frequently tailored into fine magewear.

Gold Thread: A thread used for lightweight armor, consisting of a thin gold wire wrapped in silk thread.

TIER 7 MATERIALS

Rainbow Cloth: Spun from the silk of spiders mutated by exposure to magic, the shifting colors of rainbow cloth makes particularly exquisite robes and hats.

Ether Cotton: Alchemically treated cotton imbued with curative powers. Amplifies Life magic as well as the wearer's own vitality.

TIER 8 MATERIALS

Black Cloth: Common name for cloth imbued with multiple elemental magics. Used for high-quality Black Mage robes.

White Cloth: Common name for cloth imbued with Holy and Life magics. Used for high-quality White Mage robes.

Luminicloth: Woven from astral fabric, luminicloth's faint glow is most visible in darkness. Its fragile nature means that it requires a skilled tailor to process.

Gems

Gems can be a decorative device on many kinds of weapons and armor.

TIER 1 MATERIALS

Fluorite: Mineral which occurs in many different colors; some varieties are used for ornamental vessels. It symbolizes spiritual awareness, and is associated with the elements of Water and Lightning.

Magic Stone: Ordinary stones that have absorbed a minute charge of magical energy are collectively known as 'magic stones.' Magic stones are typically named for the elemental energy inhabiting them, and can only be recognized upon closer glance – Fire Stones are unusually warm to the touch, Water Stones contain a small amount of moisture, Dark Stones cast a strange shadow, and so forth.

Zircon: A common mineral, transparent varieties of which are cut into gemstones. Colorless zircon is the most common kind found, but yellowish, brownish, and red varieties also exist. Zircon is associated with the elements of Ice and Wind.

TIER 2 MATERIALS

Moonstone: Transparent or translucent gemstone with a pearl-like luster. Sometimes known as the 'wishing stone,' it symbolizes calm and awareness.

Rhodonite: A pinkish-red stone shot through with black streaks. Traditionally believed to act as a calming influence and a source of balance for its wearer.

Sardonyx: A multicolored gem used primarily for facets and cameos. Its bands of black, red and white were believed to represent chastity, humility and modesty and ancient times. Sardonyx is associated with the elements of Ice and Fire.

Sunstone: A lustrous orange-red stone traditionally linked to moonstone. Generally believed to have protective and healing influences.

Tiger Eye: These yellow- to red-brown stones have an unusually silky luster. Generally seen as an energizing stone, Tiger Eye is also worn by warriors who believe that the gem's powers will help strengthen their bones and heal fractures.

Turquoise: One of the oldest known gems, Turquoise ranges in color from sky blue to green. A symbol of balance, it is useful to have around in times of emotional turmoil. Turquoise is associated with the elements of Fire and Water.

TIER 3 MATERIALS

Amber: **Fossilized** resin ranging in color from rich yellow to deep brown. Associated with the elements of Earth and Lightning.

Amethyst: Variety of quartz ranging from deep purple to pale lilac in color, prized by royalty. Believed to bestow clear-headedness upon its wearer; generally associated with the elements of Lightning and Water.

Ametrine: Rare bicolor variety of quartz, incorporating gold citrine and purple amethyst. Associated with the elements of Lightning and Water; understood to be an aid in finding spiritual fulfillment.

Iolite: A clear gemstone whose color can fluctuate between sapphire blue and violet blue, depending on the light angle. An important harmonizing stone, iolite is believed to aid in casting out old sentiments and bonds.

Lapis Lazuli: Semiprecious stone of azure-blue coloration used for ornamental work; generally considered to represent success and divine favor. In some cultures, it is also believed that wearing lapis lazuli to bed wards off ill dreams. Associated with the elements of Fire and Water; sometimes also with Shadow.

Magicite: Name for any non-crystalline stone that has absorbed a significant quantity of magic. Sometimes also known as 'shaman stones,' most magicite is named for the elemental energy within. Magicite has a wide variety of uses; Water Magicite, for instance, is used to make water drinkable, while Earth Magicite is planted to encourage a fruitful harvest.

Peridot: Also known as olivine, peridot comes in a variety of shades of green and yellow and is prized for its supposedly rejuvenating properties. Peridot is associated with Earth and Wind, though the yellow varieties have also been linked to the element of Lightning.

Garnet: Although popularly known as a red gemstone, garnet exists in every color except blue. Its association with properties of vision and illumination makes it a popular remedy for poor eyesight; it is also incorporated into charms to protect against darkness, illusion, and misfortune. Red garnet is associated with the element of Fire.

TIER 4 MATERIALS

Beryl: More properly known as 'golden beryl,' this radiant yellow gem has been prized for its beauty since antiquity. Associated with the element of Earth.

Clear Stone: A collective term for gemstones drained of color through magical processes. Such translucent jewels are typically found in larger 'pockets' of clear, though valueless minerals; the process required to extract them is long and arduous, and accounts for much of their value.

Onyx: A black quartz sometimes displaying alternating bands of black and white, believed to be an aid in decision-making and finding one's own destiny. Onyx is associated with the element of Shadow.

Opal: Gemstone with a wide spectrum of colors, the most precious of which incorporate many 'flashes' of color. It associated with the elements of Ice or Lightning, depending on its coloration. Thin sheets of opal were used in armorcrafting in the past, playing into an ancient superstition that opals could hide a wearer from sight in times of great danger.

Sphene: Ranges in color from yellow or green to black. Too brittle for use as a ring stone, Sphene is generally incorporated into pendants and brooches. Sphene is associated with the elements of Earth and Lightning.

Tourmaline: Most commonly black in color, though many other varieties exist; red and green tourmaline are valued as decorative gemstones. Associated with the elements of Wind and Earth.

TIER 5 MATERIALS

Aquamarine: Transparent gem that ranges from sea-green to pale blue in color; traditionally seen as a symbol of youth, hope and health. Usually associated with the element of Water.

Arcana: A jewel that imprisons the soul of a living creature. Only once the stone is smashed can a creature captured thus hope to find its eternal rest.

Chrysoberyl: A rare yellow gemstone; also found in brown and green varieties. Associated with the elements of Lightning and Earth.

Goshenite: A colorless variety of beryl, the same gemstone group incorporating aquamarine and emerald. Goshenite is associated with the elements of Ice and Wind.

Leestone: An goldish-brown crystalline ore generally reserved for use in alchemical experiments. Despite its rarity, leestone's tendency to soften over time and brittle nature makes it of little value as a crafting material unless properly treated beforehand.

Malachite: Vibrant bands of green cover the surface of this mineral.

Particularly prized by healers, who believe it contains life's essence within its core.

Pearl: While not a genuine gemstone, pearls are frequently used as a decorative material in the same manner as 'true' gems. Magically enhanced pearls can be used to create communication devices, typically in the form of an earring.

Spinel: A transparent gemstone with a wide variety of colors, including yellow, green, and violet. Red spinels are known as spinel-rubies, and can look almost identical to actual rubies if of sufficiently high quality. Associated with the elements of Water and Lightning; believed to enhance the bearer's strength.

TIER 6 MATERIALS

Feystone: Rich with natural magic, these stones are often formed by the defeat of an elemental.

Jade: Stronger than steel, jade was used by many early civilizations to produce tools and weapons. Although jade comes in many varieties, the emerald green of jadeite is by far the most popular. Jade is associated with the elements of Earth and Wind.

Painite: Believed to be among the rarest minerals, with only a handful of specimens in existence; faceted painite crystals are even rarer. Color ranges from orange-red to reddish brown. **Rainbowite:** A rare seven-hued jewel whose color changes when in contact with certain types of magic. Used primarily for decorative purposes.

Topaz: Best known as a golden-brown gem, though it is also found in rich red varieties in rare cases. A variety of legends surround topaz; it has been prescribed curative properties which are said to wax and wane with the moon, but also denounced for sharpening the aggressive tendencies of its holders. Associated with the element of Fire.

TIER 7 MATERIALS

Crystal: Crystals are formed by the natural condensation of pure elemental energy, and also called 'wizard stones.' Crystals are categorized according to the energy that formed them, and can range in size from small fragments to natural clusters many men high. Crystals can both amplify and absorb magic, and are a vital part of the natural ebb and flow of mana in the world.

Diamond: Typically colorless gem renowned for its hardness. Noted in popular lore as an embodiment of strength and courage, large diamonds have been used in the past to craft exceptional weapons and armor. Usually associated with the element of Lightning.

Emerald: Called the 'healer's stone,' emerald is a gemstone found in green and blue-green hues. Some bestow the stone with oracular properties; licking it, it is said, may allow a man to see into the future. Associated with the element of Wind and the force of Life.

Ruby: Rubies come in a variety of translucent red hues, and were believed to bestow health, wisdom and luck in love upon their wearers. Rubies are traditionally associated with the element of Fire.

Sapphire: A deep blue gemstone historically worn by royalty as a protection against both poison and envy. Sapphire is associated with the element of Wind.

TIER 8 MATERIALS

Angelstone: A rare variety of opal distinguished by its striated ivory-white coloration. Associated with the Holy element.

Deathstone: A rare variety of onyx distinguished by its striated black coloration. Associated with the Shadow element.

Halcyon: A stone created upon the death of the powerful elementals known as *entites*. The color of a halcyon can vary greatly depending on the Element of magic that birthed it.

High Arcana: Within the depths of this luminous stone are contained the souls of a multitude of creatures, imprisoned by powerful magic. High Arcana are used in a wide variety of areas, and can make powerful curative draughts such as Megalixirs.

Ordrynite: A golden-brown mineral that shines brightly when exposed to light. Valued for its rarity as well as its unparalleled energy-generating potential; a single fragment of ordrynite can power even complex machinery such as airships for many centuries.

Sky Jewel: These translucent beads glow with divine power. Popular legend has it that these unusual gems are the bodies of the brave and virtuous, transformed upon the release of their soul to the heavens.

Metals

Metal is used in making most types of weapons as well as heavy armor and jewelry such as rings.

TIER 1 MATERIALS

Brass: An yellowish alloy composed of two parts copper to one part zinc. Used primarily for utensils and ornaments.

Bronze: An alloy of copper and tin, sometimes reinforced with trace amounts of other metals.

Copper: A highly abundant reddish-brown metal mined and smithed for many centuries; a vital component of the alloys bronze and brass.

Iron: One of the commonest metals. Color ranges from deep brown to gray, white and silver, depending on purity.

Tin: Brittle when heated, tin is generally alloyed with other metals — chiefly iron — in order to improve their ability to resist corrosion.

TIER 2 MATERIALS

Aluminium: A soft, ductile metal with a significant resistance to corrosion.

Silver: Commonly used in decorative jewelry, ornamental weaponry and cutlery; a durable metal with a pleasant lustre. While not as sought-after as gold, it nonetheless holds a certain aesthetic value.

Steel: Iron alloy reinforced with carbon and — in rarer cases — manganese. Steel's firm, strong nature makes it an ideal material for crafting arms and armor.

TIER 3 MATERIALS

Gold: A soft yellow metal highly prized for generations, its sheen has taken hold on everything from crowns to columns. Universally

appreciated and almost equally acceptable.

Hagane: An alloy of bronze and iron used to forge weapons like katana.

Mythril: Only found deep underground, this magic-laced silver is prized for its durability and lightness. Gravely toxic in its unrefined form, its tendency to give off poison fumes during the refinement process has spelled the end of more than one amateur mythril-smith.

Pink Silver: Minute infusions of magic give certain silver ores a soft and rosy glow.

TIER 4 MATERIALS

Darksteel: A magically-enriched alloy hardened with the expenditure of Shadow elemental energy during the forging process. Typically used in the creation of Dark Knight equipment.

Light Steel: Purified steel carefully infused with both Light and Lightning energy during the forging process can be shaped into light steel by a skilled smith. Its properties make it a natural choice for crafting Paladin gear.

Pink Gold: Indistinguishable from ordinary gold at first glance, pink gold will give off a red glow when exposed to light over longer periods of time.

White Silver: Silver ore infused with Ice energy. This metal is cold to the touch, and turns colder the longer it is held; an incautious smith can easily suffer frostbite when working with this material.

TIER 5 MATERIALS

Bomb Steel: Steel treated with Bomb fragments, infusing it with Fire elemental energy.

Moonsilver: A silver-white metal that seems to glow with a light of its own. Scarcity and softness means it is used primarily for crafting mementos.

Pure Silver: Silver ore turned utterly translucent by long-term exposure to magic. Because it retains the strength and malleability of traditional silver, pure silver is highly prized as a substitute for glass in large-scale construction efforts and airships.

White Gold: Rare, magically active kind of gold ore. Smaller fragments quickly lose their golden color, paling to ivory in a matter of minutes.

Wootz Steel: A hard steel alloy used in sword and katana construction, produced by mixing iron ore, charcoal and glass in a crucible. Weapons made of this alloy are renowned for their toughness and cutting power.

TIER 6 MATERIALS

Pure Gold: Gold ore of primal purity. Legend says that the very first Gil was minted of this metal.

Platina: An alloy of mythril and platinum, typically used where platinum is in short supply. Used in both weapons and armor.

Relic Iron: Iron ore formed by melting down ancient weaponry. Typically rich with residual magic left behind by previous enchantments.

TIER 7 MATERIALS

Cermet: An alchemical fusion of ceramic and metallic particles; both hard and extremely heat-resistant.

Materite: A crystalline metal formed by petrifying wood in places of high magical activity. Materite comes in a wide variety of colors and shades, but the most common are red, blue and green.

Platinum: Silvery-white in color, this heavy metal has an unusual resistance to corrosion. Though typically used in jewelry, some arms and armor may also be forged from platinum.

TIER 8 MATERIALS

Adamantite: A tough, greenish-hued metal formed in decomposing Adamantose shells. Adamantite is generally refined into adamant alloys and used for a wide range of high-quality equipment, although some unscrupulous dealers may attempt to pass it off as genuine adamant – buyer beware.

Everburn: A crystalline ore rich with Fire energy, formed in places of high magic concentrations over countless eons.

Mysidia Alloy: Magically potent alloy of adamantite and silver, typically used as a cheaper substitute for orichalcum.

TIER 9 MATERIALS

Crusite: A luminous silver alloy formed from zodiac ore. Though less powerful than the pure ore, it is significantly more pliable.

Electrum: A whitish, naturally occurring alloy of gold and silver, sometimes also referred to as *aurargentium*.

Einherjarium: Metal containing veins of pure cloudstone, making it almost weightless. Used in the production of armor.

Orichalcum: Sometimes called 'white gold.' An unusually radiant metal rich in magical power, a natural affinity that makes it ideal for staves and spell-resistant armor. In its purest form, it gives off a distinctive indigo glow.

Scarletite: A deep red crystalline metal believed to bestow divine protection. In its purest form, scarletite is completely resistant to tempering; only ores of lesser purity can be worked, and even then with great difficulty.

TIER 10 MATERIALS

Adamant: The world's rarest metal – and some speculate it isn't even of this world to begin with, as the few scant seams of the electric-blue material that exist today seem to have been left by meteorites which impacted millennia ago. Even flakes of adamant mixed in with a conventional alloy can drastically improve the power and keenness of a weapon.

Mystletainn: A metal suffused with quantities of Life energy so large that the metal itself grows and moves. Only by tempering it in holy water can a smith make this intractable metal workable.

Zodiac Ore: Named for their appearance – a deep, glassy black shot through with golden specks – these clumps of magically-enriched mineral ore occasionally form in larger metal deposits. Due to the difficulty involved in refining zodiac orestones, many are simply used as lucky charms by miners. Weapons created from pure zodiac ore,

however, are peerless by most reckonings.

Woods

Wood is used to make several kinds of Staves, Rods, and Shields in addition to Bows and Crossbows.

TIER 1 MATERIALS

Arrowwood: Lumber harvested from small, slender, tough trees. As the name implies, arrowwood is generally used in making arrows, yielding too little usable material to be of much use otherwise.

Bamboo: The hollow, jointed stems of the bamboo plant can be used to construct everything from fishing poles to buildings.

Oak: A rough, hard wood widely synonymous with strength and endurance. Novice mages are usually given staves of this material to commemorate their achievements.

Rattan: A tough wood harvested from long palm-stems. Rattan is used primarily in furniture construction and wickerwork, although it can also be made into canes and fishing rods.

Wisteria: Thick, woody climbing vines. Wisteria does not yield enough wood to be useful on its own, and is usually made into small trinkets or used in conjunction with other wood types.

TIER 2 MATERIALS

Cherry: Fine-grained wood ideal for the construction of staves.

Chestnut: A light, coarse wood used for ornamental work and furniture. Weaker wands and staves may be constructed of chestnut; it is also a popular choice for mythril weapons' handles and grips.

TIER 3 MATERIALS

Elm: A hard, tough wood used for implements and furniture. May also be used in the construction of katana and ninja knives.

Holly: A heavy, fine-grained white lumber with a multitude of uses, including shields, furniture and weapon handles.

Willow: A strong, lightweight wood primarily used in the construction of bows.

TIER 4 MATERIALS

Ash: Strong, elastic wood used in furniture construction, as well as handles for a wide variety of tools and weapons. Particularly useful in the crafting of high-quality crossbow bolts.

Maple: Hard and close-grained, maple wood is used for flooring, furniture and tools. It is also a popular choice for axe-handles.

Walnut: A hard wood, dark brown in color. Used for furniture – in particular cabinets -- as well as gunstocks.

Yew: A compact, fine-grained red wood chiefly used in the crafting of bows, whipstocks and scythe handles.

TIER 5 MATERIALS

Cedar: Smooth, barkless wood.

Moonwood: A soft, silver-tinged wood. Although easily carved, its fragility means moonwood use is generally confined to decorative

work.

Rosewood: Hard wood, reddish to dark in coloration. Although mainly used in cabinetwork, some varieties of instrument may be also crafted from rosewood.

TIER 6 MATERIALS

Ebony: A tough, dark wood primarily used in the construction of high-quality staves and ornamental furniture.

Mahogany: This extremely hard wood is typically reddish-brown in color and extensively veined. Its polished sheen has made it a popular choice for decorative furniture, crossbows and guns.

Rowan: This dense wood is capable of storing magical energy in unusually large quantities. As a result, it is a preferred material for staves, wands and rods.

TIER 7 MATERIALS

Stradiwood: Dark, dense wood popular with instrument-makers due to its unique acoustic qualities.

Variwood: This wood ranges in color from white to light caramel. Combined with stradiwood, it creates instruments of incomparable quality.

TIER 8 MATERIALS

Danbukwood: This dark, iron-hard wood is difficult to work, but can be used to make effective blades and armor.

TIER 9 MATERIALS

Divine Wood: Lumber harvested from forests rich in natural Holy energies. White Mages favor divine wood for staves with curative properties.

TIER 10 MATERIALS

Ancient Wood: Also known as *eldest wood*, ancient wood is petrified lumber harvested from the remains of trees whose age stretches into the centuries. Aside from its weathered toughness, ancient wood is also heavily magical in nature, reflecting the elemental energies accumulated over the tree's lifetime.

Spoils

Spoils are the useable by-products of animals and monsters, running the gamut from bones to hides and digestive liquids. Similarly diverse are the potential applications: Malboro tentacles

can be turned into whips and harnesses, slime oil is a valuable alchemical ingredient, dragon scales are useful for creating spell-resistant armor, and so forth. Almost all monsters can produce at least some kind of spoils, though these must first be extracted with the *Scavenge* Skill and then further processed before they can be used for crafting and refining purposes. On average, the Tier of a monster's spoils will be equal to **(Monster's Level / 10)**, though the GM may raise or lower this as they see fit.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Accessory. Enchanted relics used to boost a character's capabilities.

Accessory Slot. Equipment slot used to equip Accessories.

Artifact. A piece of equipment which may not be bought in stores, but can be found multiple times.

Availability Rating. A numerical representation of an item's general rarity.

Availability Roll. A d% roll made to see whether an item is in stock. The target number is the item's Availability Rating.

Body Slot. Equipment slot used to equip Mail, Suits and Robes.

Craft Point. Measure of raw materials. Consumed to create things.

Equipment Ability. Special properties tied to a given piece of equipment.

Equipment Tier. A number from 1 to 10, measuring an item's general rarity.

Equipped. Term used for equipment the character wears or keeps to hand.

Hands Slot. Equipment slot used to equip Armwear and Gauntlets.

Head Slot. Equipment slot used to equip Hats and Helmets.

Inventory Slot. Equipment slot used for potions, throwing weapons, ammunition and other 'loose' items.

Legendary. A piece of equipment that only exists once on any given world.

Shield Slot. Equipment slot used to equip a Shield, second Weapon or two-handed Weapon.

Weapon Slot. Equipment slot used to equip a Weapon.

“Enough expository banter. It's time we fight like men. And ladies. And ladies who dress like men.”

Gilgamesh
FINAL FANTASY V

Given the sheer number of fiendish monsters and evil empires waiting to be vanquished in the name of justice, it shouldn't be surprising that combat is an unavoidable part of day-to-day life in the world of *Final Fantasy*. This section covers these encounters — and more importantly, how to emerge from them alive. The chapter itself is divided into an overview of some fundamental principles not covered in **Chapter 1**, followed by an examination of how the three Phases work in combat. Following this is an overview of some special situations in FFRPG combat.

THE BASICS OF COMBAT

Battles within the FFRPG are structured in a relatively straightforward manner. The following rules are common to every fight, regardless of scale.

Rounds and Turns

To make the flow of combat more manageable, all battles are divided up into a number of **Rounds**, with every Round further broken down into Initiative, Action, and Status Phases. The Action Phase is divided into a number of **turns**; this is the space of time during which individual combatants act. During their turns, combatants may make one or more Actions, depending on their Job, equipment and other circumstances.

Critical Hits and Automatic Misses

In combat, Botches and Critical Successes operate a little differently than they would under normal circumstances. When rolling to hit during an Attack Action, a result of 1 to 10 on a d% is considered to be a **Critical Hit**, doing **+100%** damage and striking with an unusually flamboyant visual effect in the process.

A roll of 95 to 100, on the other hand, is always an **Automatic Miss**, regardless of the character's Weapon Skill Rating and the target's Evasion. Additional penalties for Automatic Misses may be applied at the Gamemaster's discretion. Note that this applies to

Attacks only; Automatic Misses and Critical Successes have no effects on Spells or Abilities.

Targeting

As explained in **Chapter 1**, most Abilities and other attacks have a limited range of effect, defined by its 'Target' type. Of the five possible Targets, two — Self and All — are self-explanatory. The remaining three, however, require a little more definition.

SINGLE TARGETS

A Single target is — as the name implies — a single combatant, friendly or enemy. Such targets may be picked out of a larger formation, or exist simply because the PCs are fighting against one powerful foe.

PARTIES AND GROUPS

The Party simply consists of a combatant and their immediate allies in the area. Generally, this target type is used for beneficial effects which automatically affect allied combatants, such as the White Magic Spell *Vaccine*. For balance reasons, Parties are limited to nine combatants at a time; if there are more allies on the battlefield than this, the combatant must decide which of their comrades are covered by the effect in question.

Groups are formations of combatants up to nine strong, friend or foe. This target type is used for effects that can be turned on allies as well as enemies, inclusive of most offensive Abilities. If more than nine valid opponents — or allies — exist, the combatant using the Ability decides which nine are targeted.

Both Parties and Groups have a 'coherency' which assumes that all members of that respective formation keep roughly within three or four meters of one another, but this does not need to be strictly enforced unless large distances are involved — two monsters separated by nearly 40 meters, for instance, clearly should not count as a single Group for purposes of calculating targets *vis-à-vis* a well-aimed *Thundaga* Spell.

! Dealing With Multiple Groups

The 'Group' designation is purposely limited in numbers to avoid overkill with area effects. Because of this, it is not recommended that these limits be ignored. For larger combats, encounters can be split into multiple Groups, but the amount of book-keeping involved in may bog down the flow of the game. As an alternative, attacks by larger groups of opponents can be played out as "waves" – the first Group of monsters attacks the players; once they have been defeated, the second Group enters combat, and so forth.

This keeps the number of combatants to a manageable range while still simulating the effects of attrition with a large number of opponents.

DECLARING A TARGET

Unless they are Target: All or Self, Attacks and Abilities require the combatant to declare a valid target when using them. In most cases, a valid target is both *active* – in other words, hasn't been reduced to 0 HP or removed from the battle – and visible. Combatants affected by the *Vanish* Status Condition or hiding out of sight or behind cover are not valid targets under normal circumstances. However, they will be affected as normal if the Group or Party they currently belong to is targeted by an effect. Similarly, incapacitated opponents are not considered valid targets for most Actions; the only exceptions are effects that explicitly affect *Unconscious* combatants, such as *Life* or an Item Action using a Phoenix Down.

Choice of target is further restricted by the target type of the effect being used. In case of Single targets, this will be relatively straightforward; the combatant selects one opponent or ally ("*I throw an Elixir at Food the Mage.*") and then resolves the effects of the action. Groups are more complex, but only marginally so. If there between one and nine opponents on the battlefield, a Target: Group effect will hit all of them, or can be turned on a Party of up to nine PCs or NPCs. If there are more than nine opponents on the battlefield, the combatant must select which nine they wish to target, provided they close enough to form a valid Group.

FRIENDLY FIRE

Single and Group effects can be turned on allies and one's own Party respectively, although under most circumstances, players will refrain from baking their team-mates with a *Firaga*. There are exceptions, though. One popular tactic involves casting a Spell on an ally under the *Reflect* Status, resulting in an unblockable attack that can even bypass an opponent's own *Reflect*.

Other situations arise as a result of certain Status Conditions. *Sleep*, *Confuse*, *Heat*, and *Frozen* can all be canceled by inflicting a certain type of damage on the target; rather than wait for the Condition to wear off, the victim's allies may find it more expedient to simply attack them and forcibly cancel it.

SWITCHING SIDES

Combatants affected by the Status Condition *Charm* or the Ability

Control may well end up attacking their own allies or healing their sworn opponents. For purposes of targeting, however, the 'traitor' is part of their original Group or Party. For example, if a monster aims a *Thundara* at a party that includes an opponent it's successfully *Charmed*, that opponent would still be hit – attacks that affect an entire formation always affect everyone within that formation, regardless of which 'side' they are currently fighting for.

RANDOM TARGETS

Certain effects like *Confuse* call for a 'randomly determined' target. In such cases, simply roll a d% for every eligible combatant – the one with the highest roll is the one affected. The definition of 'eligible' will usually be given with the effect in question: a 'randomly determined opponent' means rolling for all opponents on the battlefield; a 'randomly determined ally' means rolling for all allies. If neither is explicitly stated, make a roll for all active combatants.

Ranges

Range is not intended to be a major factor in most FFRPG battles. In the e-games, combat tended to be restricted to areas small enough that characters and monster could stare each other straight in the face, reducing the amount of movement to a bare minimum. FFRPG battles may be more expansive than this, but for the most part, it's easiest to assume that everybody remains within easy movement distance of each other and the only practical difference between Ranged and Melee attacks is the Reactions they trigger.

If range ever becomes an actual factor in or out of combat, use the following guidelines:

MELEE

"Melee" means up close and personal; accordingly, Melee effects can only be used within 1 to 3 meters of a target. If Status Conditions, terrain, or other circumstances make it impossible to close to this range, no Melee effects may be used.

RANGED

Ranged effects can hit from a distance, making them more convenient in situations where Melee effects cannot be used. By default, Ranged effects can affect targets up to 15 meters away; exceptions to the rule will have their maximum effective range given in parentheses. Ranged (30), for example, means that the effect can reach up to 30 meters.

MULTI-TARGET EFFECTS

Both Group and Party effects radiate out over a circular area roughly 10 meters in diameter, affecting any eligible target even partially within its reach. In-game, the size of the area will be a moot point most of the time – because combatants have to be in close proximity to qualify as a Group or Party under the FFRPG rules and the size of either formation is explicitly limited, players should never worry about whether or not they can squeeze everything in the Group into the range of a *Firaga*.

TARGET: ALL

Effects with Target: All radiate out to cover a circular area roughly 50 meters in diameter. Most FFRPG battles are small enough in scale to ensure that they will utterly be consumed by an All effect; in larger conflicts, an All effect will still be cataclysmic, albeit only to a smaller portion of the overall engagement.

Movement

Because the 'typical' Final Fantasy battle takes place in a relatively confined space, most movement in combat is assumed to be too trivial to keep track of. However, on larger battlefields, how fast characters can move from Point A to Point B can start being an issue. In this case, use the following guidelines:

FREE MOVEMENT

During their turns, combatants can move a distance in meters equal to their SPD Attributes without penalty. This distance does not have to be covered all at once, and may be split into separate movements before as well as after an Action has been made.

FULL MOVES

Spending an Action exclusively on movement allows a combatant to move a distance in meters equal to **(Combatant's SPD x 2)**. A character with an SPD of 20, for instance, could move 40 meters with each Action spent on movement.

TERRAIN EFFECTS

The kind of terrain a combatant moves over will affect how far they can move – logically, dashing across flat and solid ground will get you further than trying to do the same in a dense jungle rich with creepers and vines. To make it easier for GMs to decide how terrain affects movement, all battlefield terrain can be broken into one of five categories.

Standard Terrain is exactly that – areas that are assumed to be the norm for combat movement. Standard Terrain has no effect on movement – combatants move across it at the normal rate.

Difficult Terrain slows combatants' movement by smaller but still noticeable amounts. When traversing Difficult Terrain, the total distance a combatant can move is reduced by **25%**. Examples of Difficult Terrain include light snow, shallow water, and unsteady ground.

Adverse Terrain has a significant effect on combatants' movement. When traversing Adverse Terrain, the total distance a combatant can move is reduced by **50%**. Deep snow and ice are both examples of Adverse Terrain.

Impassable Terrain is exactly what the name implies – areas of the battlefield that cannot be crossed under normal circumstances, making them effectively off-limits to combatants without *Float* or *Fly*. In the unlikely event that a combatant ends up thrown into Impassable Terrain, the result is usually *Ejection* or instant death. Bottomless pits, ravines, and lava fields are all examples of

Impassable Terrain.

Water presents a case unique enough to warrant a terrain category of its very own. If the water merely reaches to the combatant's waist, it is considered Adverse Terrain. If the combatant has to actually swim or dive through it, however, it is not only counted as Adverse Terrain, but requires them to devote all of their actions to movement and movement alone for as long as they remain in the water.

Combatants with *Move-Water* or *Swimming* at a rating of 80 or higher may make Actions as normal whilst in water. The same applies to any combatants with technological or magical assistance.

FLOATING AND FLYING COMBATANTS

Being able to defy the clutches of gravity naturally makes one more mobile in battle. Combatants under the effects of *Float* ignore all movement modifiers for terrain, but cannot make Full-Move Actions; Combatants with *Flight* ignore all movement modifiers while flying, and suffer no penalties for doing so.

Doing Damage

The ultimate goal of combat is to inflict enough damage on one's opponents to permanently put them out of commission, or subdue them long enough to make a clean getaway. While simple in principle, the specifics are a little more involved than immediately apparent.

TARGETS AND APPLYING DAMAGE

Unless otherwise noted, damage done by attacks is applied to all combatants targeted by them, then modified by each individual combatant's ARM or M. ARM to determine the actual damage inflicted. If a *Fira* Spell inflicting 60 damage hit three monsters with M. ARM 10, 20 and 30 respectively, for instance, they would lose 50, 40 and 30 HP.

! Single/Group
Spells with the Single/Group designation allow the caster to split the effects over a larger group for reduced effectiveness. Such Spells do 100% of the listed damage to Single combatants and 75% damage to Groups.

CURRENT AND MAXIMUM VALUES

In as well as out of battle, a distinction is made between a combatant's 'current' Hit and Magic Points and their 'maximum' values. The *maximum* value is equal to the Hit and Magic Points generated at character creation, plus any bonuses gained from Levels and equipment. The *current* value is the maximum value, modified by any gains or losses of Hit and Magic Points over the course of the battle. For instance, an uninjured combatant with a maximum HP value of 40 begins the battle with a current HP value of 40. If he loses 10 Hit Points to an attack in the first Round, his current HP value drops to 30, though his maximum value remains unaffected. The current value can never exceed the maximum value;

if a combatant regains more Hit or Magic Points than their maximum value, the excess is lost.

REACHING 0 HP

What happens when a combatant is reduced to 0 or fewer Hit Points depends on who they are. In case of most monsters and other NPCs, it will mean they are disposed of and take no further part in the battle. For more powerful opponents, the results may vary; they may shift to another incarnation, die spectacularly, or merely teleport to safety, vowing to return and take their revenge another day.

When a PC reaches 0 or fewer HP, they are rendered **Unconscious** – not in any immediate danger of death, but in no position to continue fighting. *Unconscious* characters generate no Initiative, and therefore neither move nor act during the course of a Round. All Status Conditions affecting the character – excepting the Condition *Stone* and any Transform-type Conditions – are automatically canceled, regardless of their remaining timers. Auto-Status Conditions resume effect only once the PC is back on his or her feet.

Unconscious PCs cannot regain Hit Points from most Recovery effects. The only things capable of restoring them are Items and Spells that specifically affect an *Unconscious* combatant. Once their Hit Points have been restored to 1 or greater, they are no longer considered *Unconscious*, and may once again generate Initiative. Alternately, PCs may also be revived through recuperation at a GM's discretion – see **Chapter 9** for more details on this.

THE INITIATIVE PHASE

Initiative in combat is generated as outlined in **Chapter 1**, though certain Status Conditions and Abilities may affect the outcome of the Initiative rolls. Once all Initiatives have been generated, the Initiative Phase ends; the Round moves into the Action Phase.

? Initiative in Action (1)

Having escaped their cell, our heroes now make a desperate break for freedom... and encounter trouble along the way.

Rodger (GM): Deathstight's dungeon seems to stretch on into an infinity of dank metallic staircases. Occasionally, steaming vents and rattling chains break up the monotony; strange lights flash in the gloom, indicators for some mysterious device buried deep in the walls. You're just starting to catch your breath at the top of the third set of steps when a blue light illuminates the gloomy stairwell. Then another -- footsteps grow louder, underscored by soft, tinny clinks. You step back instinctively as two of Deathstight's mechanical guards round the corner; tailing them is a grotesque assemblage of gears and steam pipes bent into a vaguely hound-like shape, oil dripping from the crushed metal of its head. The first guard buzzes with surprise as he notices you, then reaches for his sword.

? Initiative in Action (2)

Rob (Hiro): Hiro shakes his head as he unholsters his gun. "No turning back now. Let's get 'em!"

Rodger: Everybody else is following?

Carl (Kumani): The only way back's down to the dungeons again. We've got to keep going.

M (Haze): Sure thing.

Rodger: Roll initiatives.

Rob: (rolling) D'oh. 2. Plus Speed 5 equals 7.

M: (rolling) 6 plus Speed 8 equals 14.

Blair: (rolling) Hey, a 10! ...plus Speed 8 equals 18.

Carl: (rolling) 6. Plus Speed 8 equals... 14.

Rodger rolls in secret, coming up with a 1, 5 and 3. The two Guards have SPD 5, so their Initiatives are 6 and 10; the Oily Fang has SPD 7, coming up with an Initiative of 10.

Rodger: Right. Order of initiative is Mint with 18, Kumani with 14, Haze with 13, Oily Fang with 10, Guard B with 10, Guard A with 8...

For reference's sake, Rodger distinguishes between the Guards by assigning them letter codes. This will help keep down confusion between players in a fight where two of their opponents are of the same enemy type.

Rodger: ...and Hiro with 7.

The Round's timer begins at 18 ticks – Mint's Initiative – with Mint taking the first turn.

Conflicting Initiatives

The above example poses an interesting question – what happens when multiple combatants generate the same Initiative score? While the combatants in question still take their turns on the same tick, the combatant with the highest SPD automatically has the first turn, the combatant with the next-highest SPD the second, and so forth. In the example, both Guard B and the Oily Fang started with an Initiative of 10, yet the Fang acted first, as it had the higher SPD value of the two. If the Fang and the Guard had had identical SPD Attributes, however, they would have been deadlocked. In this case, Rodger would have had to roll a d10 for both to resolve the situation; whoever rolled highest would then act first.

THE ACTION PHASE

The Action Phase makes up the bulk of each Round. During this period of time, combatants can cast spells, use special powers, make attacks, and reposition themselves. Once all movement and Actions have been dealt with, the Round moves into the Status Phase.

Actions

Combat is a complex swirl of activities and maneuvers, ranging from simply striking a pose to cleaving demons in twain with a well-placed sword-stroke. For the sake of keeping things simple, the FFRPG groups these activities into two broad headings.

ZERO ACTIONS

Zero Actions are trivial Actions, and consume less time and effort than a full-blown Action. A character may make up to two Zero Actions each turn. Some examples of Zero Actions include:

Combat Movement. Because combatants can freely attack each other by default, almost all attacks are assumed to include a certain amount of movement. A character making a standard melee attack, for instance, would first need to run up to her target to deliver the blow, then retreat to safety before said target could strike back. This kind of movement is called *Combat Movement*, and treated as a Zero Action. More extensive movement requires an Action as normal.

Communication. Communication is an important part of battle, even if it is used for nothing more than idle boasting and taunts. Proclamations (“*Watch out for its lightning attack!*”) and ten- to thirty-second conversations are both treated as Zero Actions.

Style Moves. Small actions primarily meant to show a character's personality in combat – pausing to adjust one's sleeves, flexing after a successful strike, flipping aside an immaculately-styled length of hair before delivering a finishing blow.

Reactions. The final, and arguably most important, example of a Zero Action. Because a combatant's Reactions rarely occur to their own turn, they don't count towards the limit of two Zero Actions per turn.

STANDARD ACTIONS

More intensive activities – making attacks, casting spells, fiddling with a potion bag in search of a curative – are treated as 'standard' Actions. Unlike Zero Actions, combatants are only allowed one standard Action per turn, though it is possible to gain additional Actions through Abilities like *Fast Pockets* or Spells like *Quick*. Standard Actions are further divided into nine categories, collectively covering the majority of possible battlefield activities: **Full-Move, Attack, Ability, Trigger, Item, Defense, Wait** and **Escape**. Each of these is covered in detail in subsequent sections.

SLOW ACTIONS AND INITIATIVE

As explained in **Chapter 1**, Slow Actions require a certain amount of preparation before they can be used. This 'charging' is represented through a Charge Time (CT) listed in parentheses with the Ability type. Each point of Charge Time is roughly equivalent to one second or tick of charging; an Ability with a Charge Time of 18 would require 18 ticks of uninterrupted concentration before its effects take hold.

When a Slow Action is declared in battle, the Charge Time is subtracted from the combatant's basic Initiative for the Round. The new, adjusted Initiative is when the Action is resolved. For instance, if a combatant with an Initiative of 18 declares they are using an

Action with a CT of 12, the actual Action is resolved at 6 ticks. The character spends the intervening 12 ticks charging.

! Interrupting Slow Actions

Because Slow Actions are not resolved immediately, it is possible that a character may be struck with a Status Condition which prevents them from carrying out the Action – *Berserk, Confuse, Sleep, and Curse* are all obvious examples – or reduced to 0 or fewer HP before the Action is resolved. If either of these occurs, the Action is automatically canceled. A character may also voluntarily abort a Slow Action, nullifying that action.

If CT reduces a character's Initiative to less than 0, the remaining CT 'carries over' and is subtracted from their Initiative in the subsequent Round. The Slow Action is then resolved at the new, modified Initiative in that Round. If a combatant opted to use a Slow Action with a CT of 12 on an Initiative of 8, for instance, the CT would reduce their Initiative to -4. As this is lower than 0, nothing would happen in the Round the Action was declared. In the following Round, the combatant generates Initiative as normal, then subtracts the remaining CT of 4 ticks; the Slow Action is resolved at this reduced Initiative count. Note that any CT that ends up delaying an Action for one or more Rounds results in the combatant's normal turn being 'skipped over;' any Actions they could have made during that time are automatically forfeited.

! Retargeting Slow Actions

If the target of a Slow Action is incapacitated or removed from the battle before the Action's effect takes place, the Action is retargeted, striking a random opponent instead.

EXTREME INITIATIVES

Under most circumstances, combatants only have one turn per Round. However, there are times in which a combatant can surpass the one-turn limitation through sheer speed alone.

Combatants with an Initiative value higher than 35 at the end of the Initiative Phase have **Extreme Initiative**. In game terms, they are eligible for additional turns during the course of the Round. When the combatant's turn comes up, perform an Action as usual; after the Action has been carried out, reduce the combatant's remaining Initiative by 35. If this leaves them with an Initiative greater than 0, they may take another turn at the new Initiative count, subtracting a further 35 from their Initiative after the completion of every subsequent turn until their Initiative is less than or equal to 0. Note that Actions with a Charge Time add their given CT to this 35-tick penalty; the Action is performed on the adjusted Initiative count as normal. For instance, if a Thief with an Initiative of 50 decided to use *Mug* (Slow, CT 10) on an opponent, its effects would go off at 40 ticks, after which the Thief's Initiative count would be reduced by 35 to 5. As this is greater than 0, the Thief takes another turn at 5 ticks.

While there is no penalty for reducing Initiative to a negative value through Fast Actions, a Slow Action that reduces the combatant's

Initiative count to less than zero will carry over into the next Round as normal.

Attack Actions

An Attack Action is a combatant's standard means of offense, and involves striking targets with whatever Weapon is currently equipped. Actions of this type are resolved through the five following steps:

1. Select a Target. With a few notable exceptions, all Attack Actions are Single-target. This means the attacker selects one eligible combatant from all active combatants on the battlefield and declares them as the target.

2. Roll to Hit. The success of an Attack Action is determined in the same manner as a Skill Test – the attacker makes a Percentile Roll to beat a given CoS. In this case, the CoS is equal to **(Attacker's ACC, using the relevant weapon skill), Target's Evasion**, where the Weapon Skill in question is the one required by the equipped Weapon used in the attack: *Staves* for a Staff, *Swords* for a Greatsword or Katana, and so on. If the attacker manages to roll equal to or under the CoS, they succeed in hitting their target and proceed to the next step. Otherwise, they miss and have wasted their Action.

Not every attack needs to be this straightforward – GMs can easily apply Conditional Modifiers to simulate the effects of extreme glare, encumbrance, or nighttime conditions. However, such modifiers should generally only be used in extraordinary circumstances to avoid bogging battles down with small details.

? Sample Attack (1)

With all Initiatives generated, the battle begins in earnest.

Rodger (GM): Mint's turn.

Blair (Mint): Mint draws her Rod of Darkness as the Guards close in, smashing Guard A straight in the face with as much force as she can muster.

Rodger: Roll to hit.

Blair: (rolling) 48. Accuracy with *Cudgels* comes out to 97.

Here Rodger consults his notes. The Guards' Evasion is only 22; Blair's roll comfortably beats the adjusted CoS of 75.

Rodger: Mint's attack connects, slamming into the guard's helmet with a sharp clang. Roll for damage.

3. Generate Damage. Each Weapon has its own 'damage code,' expressed in terms of a **Damage Scale** and a **Damage Die**. A Weapon with a damage code of **(3 x STR) + d10**, for instance, is said to have a Damage Scale of 3 and a Damage Die of d10.

To determine how much damage the attack inflicts, multiply the Damage Scale by the Attribute in question – in this case, Strength – and then roll the Damage Die, adding the result to the total. The final number is the basic damage inflicted by the Attack. For a speedier resolution, it helps to have the damage code precalculated before the battle begins.

Effects such as *[Element] Strike* or the Status Condition *Power Up*

change this raw damage output by a certain percentage. The same applies to Critical Hits, which increase basic damage dealt by a successful Attack Action by **+100%**. Such bonuses should be applied when basic damage is calculated.

? Sample Attack (2)

Mint's Rod of Darkness has a damage code of (2 x STR + d6), ARM. To save time, Mint's player, Blair, has already multiplied her Strength, 8, by the Damage Scale of 2 for a total of 16.

Blair (Mint): (rolling) 5. Plus 16 is 21.

Rodger (GM): All right. Now Armor...

4. Adjust Damage. Once the basic damage has been calculated, subtract either the target's ARM rating if it is Physical damage, or M. ARM if it is Magical damage. The end result is the total damage inflicted on the target – reduce the target's current HP by that amount. Should this take the target to 0 or fewer HP, it will be incapacitated and takes no further part in the battle.

? Sample Attack (3)

As Mint's Rod of Darkness inflicts Physical damage, the attack will be reduced by the Guard's ARM. Rodger consults his notes again, finding the Guard has an ARM of 6. Subtracted from Mint's basic damage of 21, this means the attack inflicts a total 15 HP damage to the hapless mechanoid. Not enough to put him out of commission, but there's always next round...

Rodger (GM): 15 damage. Roll for *Blind*...

5. Resolve Other Effects. If the Weapon has any Equipment Abilities that have not already been applied to the attack, they are brought into play after the target's Hit Points have been adjusted. The player rolls a d% against whatever CoS may apply.

? Sample Attack (4)

The Rod of Darkness has the Equipment Ability Blind Touch, giving Mint a flat CoS of 30 for inflicting Blind on the Guard in addition to the damage she's already done.

Blair (Mint): (rolling) Woo. 14.

Rodger (GM): The Guard staggers back as the light in his visor dims, frantically flailing his sword about. Guard A's got Status Condition *Blind* with a timer of 4.

A few other details regarding Attack Actions also worth noting:

AMMO

Characters attacking with a Weapon that supports the use of ammunition may choose to use one unit of it in the Attack Action. This must be declared when first announcing the attack's target; the effects of the selected ammunition are then applied accordingly. Note that the unit of ammunition is used up regardless of whether the Attack Action is successful or not.

BRAWLING

If a character does not have a Weapon equipped, they may still attack bare-handed. This form of attack is known as **Brawling**. Attack Actions made in this fashion are handled as normal, using the character's *Brawl* rating in place of the usual Weapon Skill. Such attacks have a damage code of **(1 x STR) + d6**.

ATTACKING OFF-HANDED

Most characters wield Weapons exclusively in one hand or the other, a habit further reinforced by their training. If they are ever forced to equip a Weapon in a hand other than their customary one, they suffer a flat **-50** penalty to ACC unless they have the *Two Weapons* Skill; if so, they suffer no penalty, but use *Two Weapons* instead of the normal Weapon Skill when rolling to hit.

ATTACKING WITH TWO WEAPONS

Characters with two Weapons equipped strike two blows with each Attack Action, one per Weapon. For purposes of rolling to hit, damage, and the like, each attack is treated as a separate Attack Action. A character equipped with a Mythril Knife and a Mythril Rod, for instance, would resolve the attack as if they had made one Attack Action with the Mythril Knife and one with the Mythril Rod, rolling to hit for each. If one attack misses, the other still proceeds as normal; if both miss, the Action is wasted.

PULLING BLOWS

Not every attack needs to hit home with life-threatening force. A combatant can declare that they are pulling a blow at the beginning of an Attack Action. In doing so, damage for the subsequent attack is reduced by **-50%**.

IMPROVISED WEAPONS

An Attack Action can also be used to pick up odds and ends capable of being used as offensive items and make an immediate attack with them. Such improvised weapons can take many forms: chairs, paperweights, ornamental swords, and frying pans are all valid fodder for heroes short on armaments but big on imagination.

Attack Actions made with such objects are resolved as normal, using the most appropriate Weapon Skill to calculate rolls to hit. Damage is calculated using the damage code of a standard d6, d8, d10, or d12 weapon with an Equipment Tier half that of the character's normally equipped Weapon. The die type used is left to the GM's discretion, but should take into account the size and 'heft' of the object; the larger the object, the higher the die.

For instance, a character who had previously wielded a Tier 4 Weapon and picks up a laundry pole in a tense brawl would treat it as a Tier 2 Weapon. In this case, the laundry pole's size and length means it would be closest to a Staff, making it a d8 Weapon. For purposes of calculating damage, it would thus be treated as a Tier 2 Staff, doing damage equal to a Crescent Pole, or **(3 x STR) + d8**.

Unlike normal Weapons, improvised Weapons aren't made to last;

most will be destroyed after the first Attack Action, while more durable ones last until end of the battle at best. They also usually lack Equipment Abilities, though some improvised Weapons may inflict Status Conditions **(2)** in addition to or instead of damage, depending on their nature. For example, throwing a handful of chili powder at an opponent would do no damage, but instead have a chance of inflicting *Blind*. Such Status Conditions always have a flat CoS of **30%**; the Status Condition inflicted is chosen by the GM.

Ability Actions

Ability Actions allow combatants to take active advantage of the powers and talents in their Ability Sets. While Attack Actions are relatively straightforward, the wide range of effects found in a character's Ability Set means very few operate in exactly the same manner. A general set of steps for resolving Ability Actions is given below, though not every step will apply to every Ability.

1. Select a Target. Abilities can have a wide variety of Target types, ranging from Self to All. Target: Self, Target: Party and Target: All do not give the combatant much choice in what to target, but Target: Single and Target: Group do — in this case, the combatant must declare an eligible target or group of targets for the Ability to affect.

2. Adjust MP. Certain Abilities require a number of Magic Points to use. If the Ability has an MP cost associated with it, begin by subtracting the effect's MP cost from the combatant's current MP score. The desired effect may only be used if this leaves the character with 0 or more MP; otherwise, the combatant will have to choose another course of action. If no MP cost is given for the effect, proceed to the next step.

3. Adjust Initiative. Slow Abilities deduct a Charge Time from the combatant's Initiative. If the combatant is using a Slow Ability, adjust their Initiative accordingly and continue on to the next applicable step once the effect goes off.

? Sample Ability (1)

Mint has just completed her turn. Now it's Carl's character, Kumani, who acts.

Rodger (GM): Kumani's up.

Carl wants to use a Magic Ability, all of which require MP. A quick glance at his character sheet for Kumani's MP – 21 – confirms he's got enough to use every Blue Magic Spell currently in her arsenal.

Carl (Kumani): Kumani will focus on the Oily Fang, going through the fluid kata for *Leap* before jumping into the air, claws outstretched. 8 MP; leaves her with 13.

Carl makes a note on his character sheet, subtracting the 8 MP from his current score. With no Charge Time, he proceeds straight to the next step.

Rodger: All right. Roll for M. ACC.

4. Roll To Hit. Most Abilities take effect automatically, but some may require a d% roll. If so, the relevant CoS will be noted in its description. Spells used against an opponent always require a successful Percentile Roll to use; in this case, the CoS will be equal to **(Caster's M. ACC + Additional Modifiers), Target's M. Evasion**, where the 'Additional Modifiers' are those listed in the Spell's description. If no modifiers are given, simply subtract the target's M. EVA.

If the attacker manages to roll equal to or under the CoS, they succeed in hitting their target and proceed to the next step. Otherwise, they miss and have wasted their Action, plus any MP and Initiative spent on it.

? Sample Ability (2)

Checking Leap's Spell description, Carl finds no modifiers for basic accuracy. As a result, his base M. ACC of 115 stands.

Carl (Kumani): (rolling) 76, against M. ACC of 115.

Rodger checks his notes for the Oily Fang's M. EVA – 24. 115 minus 24 is 91; Carl's roll of 76 is well under.

Rodger (GM): That's a hit – Kumani lands squarely on the mechanical hound with a hollow thud, knocking several pipes out of alignment. Time to roll for damage...

5. Generate Damage. If the Ability inflicts damage, the damage code will be found in its description. Damage adjustments caused by effects like *[Element] Enhancer*, Status Conditions like *Magic Up*, or Elemental Weaknesses, Resistances, and Immunities will be factored in at this point. Begin by adding together all percentage modifiers with a + or - in front of them, then adding these to **100%**. Apply the final percentage to the damage generated. If no damage code is given in the description, skip ahead to the seventh step.

6. Adjust Damage. Once the basic damage has been calculated, subtract either the target's ARM or M. ARM rating, depending on which of the two is given in the damage code. If neither is given, the damage is not reduced. The end result is the total damage inflicted on the target – reduce the target's current HP by that amount. Should this reduce the target to 0 or fewer HP, it will be incapacitated and takes no further part in the battle.

? Sample Ability (3)

Like Blair, Carl has precalculated damage. Kumani's MAG is 7; factored into Leap's damage code of (4 x MAG) + d8, this means the Spell does 28 + d8 damage.

Carl (Kumani): (rolling) 6. 34 damage.

Rodger consults his notes – the Fang's M. ARM is 8, meaning the attack does 26 damage.

Rodger (GM): Good hit! 26 damage. Roll for *Armor Down*.

7. Resolve Other Effects. Certain Abilities and Spells may inflict one or more Status Condition instead of or in addition to damage. The durations for these will always be given in the Ability's or Spell's description. Status Conditions inflicted by damaging attacks have an additional CoS separate from the main attack, and will require a d%

to determine whether these take effect.

? Sample Ability (4)

Leap also has a (M. ACC - 50), M. Evasion chance of inflicting the Status Condition Armor Down. This reduces Kumani's M. ACC to 65.

Carl (Kumani): (rolling) 14, against a modified M. ACC of 65.

Subtracting the Fang's M. EVA of 24 from the modified M. ACC, Rodger finds Armor Down's CoS is 41. Once again, Carl's roll is comfortably under.

Rodger (GM): The Fang's now suffering from *Armor Down*, duration of four Rounds. Haze, you're up...

Trigger Actions

Trigger Actions cover in-combat activities that require a Task Checks to carry out. Examples of Trigger Actions include lifting up a table and throwing it at a charging opponent with STR, using *Systems* to disable an out-of-control mechanoid, catching a falling sword through AGI, or using *Acrobatics* to execute a triple cartwheel through a group of Imperial soldiers onto an overhanging balcony. A Conditional Modifier is applied by the GM as normal, and should take the combatant's shape and circumstances into account – somebody who's just spent the last six Rounds bashing Stropers is not going to be in much form to lift a one-ton boulder in the seventh. Depending on the complexity of the Trigger Action, the GM may also choose to impose a Charge Time.

A successful Task Check is required before the Action can be carried out. Failure means a combatant has wasted their Action, while consequences for a Botch or Critical Success are left to GM discretion. Trigger Actions can also be used for Actions that do not require a roll or directly target an combatant, but are too 'major' to be treated as Zero Actions – pushing a button, kicking over a torch, or maneuvering a crane into position.

? Sample Trigger Action

Haze's player weighs his next course of action. At this point, the party's survival depends on their ability to stop the guards from alerting their fellows – if either one escapes, the consequences could be dire.

M (Haze): Rodger, I want to make a leap up the stairs, shutting the door and sealing it. Do I have enough clearance on the stairwell to get behind the guards?

Rodger sees this as an Average task; no Conditional Modifiers applied, making the CoS equal to Haze's AGI Attribute Rating,

Rodger (GM): Sure. Give me a roll against your AGI.

M: (rolling) 25, Attribute Rating of 31.

Rodger: Smooth. Haze manages to vault onto the rail and dive behind the second guard before either of the two realizes what's happening, sliding the bolts into place. There's an angry snarl as one guard trains the Fang on you as the second slowly steps down the stairs towards the rest of the party...

Item Actions

Item Actions involve a character's equipment or Inventory. An Item Action may be used to do any of the following:

Use an Item. Any character with a Throwing Weapon, Battle Item, Support Item, or Recovery Item in their Inventory Slot may expend an Item Action to retrieve it and use it on a valid target. Standard targeting rules and restrictions apply.

Equip a Weapon or Shield. If a character does not have a Weapon or Shield equipped but has one in their Inventory Slot or within easy reach, they may expend an Item Action to equip it. This assumes they have the appropriate Slot free.

Replace, Return or Drop a Weapon or Shield. An Item Action may be used to replace a currently-equipped Weapon or Shield with one in the character's Inventory or the general vicinity, or return a Weapon or Shield to the inventory, thereby de-equipping it. The piece of equipment in question may be dropped or discarded instead.

Drop or Discard an Item: One Item Action may be used to drop or permanently remove an Item from a character's Inventory Slot.

? Sample Item Action

Hiro's turn comes last in the Round. Guards A and B have both attacked Mint, and the Oily Fang's taken a healthy chunk out of Hiro. Rob considers his options...

Rodger (GM): Rob? It's Hiro's turn.

Rob (Hiro): Hmm. Blair, how's Mint doing?

Blair (Mint): 17 HP left. One hit from that Fang, and she's a goner. How about a heal?

Rob checks his character sheet – sure enough, he's got two Potions in his Inventory Slot, each capable of restoring 50 HP to a Single combatant.

Rob: Can do. Rodger, I'm chucking a Potion in Mint's direction.

Rodger: Mint recovers 50 Hit Points... and that's the end of the Action Phase. Time to move on to the Status Phase.

Full-Move Actions

As described earlier in the chapter, combatants can devote an Action to nothing but movement in order to cover greater distances. Such Actions are called Full-Move Actions.

Defense Actions

In a Defense Action, a combatant braces for the worst the enemy can throw at them. Defense Actions must be declared at the beginning of the combatant's turn, before any other Actions are made. In doing so, the character automatically forfeits their first Action for that Round. In exchange, all damage they receive until they take their next Action is reduced by **-50%** after adjusting for ARM and M. ARM.

Waiting

If everything else fails, a combatant may choose to simply wait. The

player declares how many ticks they spend waiting, and adjusts Initiative accordingly. For example, a combatant with an initial Initiative of 24 may decide to wait 5 ticks and take their turn at an Initiative of 19 instead. If the combatant does not wish to act at their new, reduced Initiative count, they may continue to wait instead of taking an Action. Should this eventually reduce their Initiative count to 0 or lower, they automatically forfeit all remaining Actions for the Round. Note that any effects with a Charge Time use the combatant's reduced Initiative as a basis.

Escape Actions

Sometimes, it's better to run and fight another day than stand and be slaughtered. If a combatant wishes to attempt to escape the battle, they must declare an Escape Action during the Initiative Phase. When their turn comes up in the Action Phase, they must make an opposed Task Check pitting their SPD against that of all opponents still actively engaged in the battle. Opponents who have been incapacitated do not participate in this Check. If an opponent has no interest in preventing the escape, they likewise waive the roll. The escapee rolls only once, comparing the result to all other rolls. If it is the highest roll, the escape is successful and the combatant is removed from the battle. If not, the Action has been wasted.

As always, Conditional Modifiers can be applied for situations such as attempting to run through difficult or hazardous terrain, or escaping from a monster whose attention is otherwise engaged.

THE STATUS PHASE

In combat, the Status Phase is used to do three things:

1. **Adjusting Timers.** Most Status Conditions only have a limited duration in combat, indicated by a 'timer' of 2, 4, or 6 Rounds. During the Status Phase, reduce the value of each active 'timer' by one. Should this give the timer a value to 0, the Status Condition is canceled

! Tracking Duration

When multiple Status Conditions enter the picture, it may be more convenient to track timers visually. The best way to do so is with a colored d6 displaying the remaining duration. At the end of each Status Phase, adjust the die accordingly so the side facing up shows the current timer. When the timer reaches 0 or the Status Condition is cancelled, simply remove the die.

2. **Resolving Effects.** Certain Status Conditions such as *Poison* and *Regen* affect their targets on a Round-to-Round basis. For instance, *Poison* reduces a victim's HP by 10% of its current value for each Status Phase it remains in effect. These effects are all calculated and applied during the Status Phase.

3. **Refreshing Auto-Status Conditions.** In addition to the Status Conditions inflicted during the course of the Round, combatants may also be affected by Auto-Status Conditions of one sort or another. If

the Status Condition in question has been canceled during the Round, it is automatically re-applied to the combatant during the Status Phase.

Once all active Status Conditions have been addressed, the Round ends, and a new Round begins at the Initiative Phase.

? Sample Status Phase

Now the Action Phase is over. There are two Status Conditions in play as the Round enters the Status Phase; the Rozelle Fang's Armor Down and Guard A's Blind. Armor Down and Blind both have a timer of 4; this is reduced to 3, meaning the Status Conditions will wear off in another three Rounds' time.

Rodger: All right. Initiatives...

Status Condition Descriptions

Combat in the FFRPG isn't limited to damage and healing; Status Conditions play just as great a role in the outcome of a battle. Many are consequences of indirect offensive strategies, but some are designed to defend and enhance combatants' abilities, giving them an important edge in tough battles.

The considerable impact Status Conditions can have on the battlefield makes their removal a prime tactical consideration. Though most expire after a certain period of time, it may be in a combatant's best interests to get rid of them as soon as they arise. Each Condition therefore has its own set of 'cures', any of which will serve to remove – or 'cancel' – it before the timer hits 0. The alternative is to finish the battle as quickly as possible; for Status Conditions with a limited duration, the Condition is automatically cancelled once the battle concludes, regardless of how many Rounds are left on the timer. Conditions with an unlimited duration, however, will endure after battle, and last until healed by items, magic, or recuperation.

The following section deals with both positive and negative Status Conditions, detailing their effects as well as their remedies. The negative Conditions are divided into seven categories based on similarity of effect; positive Conditions are grouped into two.

STATUS IMMUNITIES

Some combatants may have an Immunity (I) to a given Status Condition or category of Status Conditions. When any said Condition – or a Condition belonging to the Status category in question – is used against the combatant, their Immunity automatically reduces its CoS to 0.

FATAL

Any Status Condition with the potential to instantly remove its victim from the fight. For purposes of calculating immunities to effects, the Fatal category also includes several related 'conditions' which are not Status Conditions in their own right, but still are considered Fatal-type effects.

CONDEMNED

Effect: A sinister spectre appears over the combatant, placing a fatal curse upon them before vanishing into thin air. When the combatant is first afflicted with *Condemned*, a four-Round timer starts. Should the timer reach 0 before the battle ends, the combatant's life essences are torn from their body, instantly reducing them to 0 HP, regardless of their current HP, ARM, and M. ARM ratings.

Canceled by: None

DEATH

The catchall category for any Ability that reduces a target to 0 HP, regardless of current Hit Points, ARM or M. ARM ratings. This includes the Equipment Abilities *Death Touch* and *Death Strike*.

EJECT

The catchall category for any Ability that physically removes the target from the battlefield. As they are not actually 'defeated' by doing so, *Ejected* opponents award no Items. Gil and XP gained from an *Ejected* opponent are reduced by **50%**.

FROZEN

Effect: The combatant is frozen solid, caked with a layer of ice thick enough to prevent them from performing any Actions or Zero Actions until *Frozen* expires. If struck by Physical damage whilst in this state, the resulting shock will reduce the *Frozen* combatant to 0 HP, regardless of current Hit Points, ARM, or M. ARM ratings. If necessary, the combatant's body can be carried around by allies until *Frozen* wears off.

Canceled by: Fire Elemental Damage, *Esuna*

GRAVITY

The catchall category for any Ability that does damage based on a percentage of the target's HP or MP, rather than a fixed amount.

HEAT

Effect: A crackling shroud of intense heat surrounds the combatant, leaving them on the verge of collapse. Should the combatant make any Actions or Zero Actions while *Heat* is in effect, the resulting flare-up will reduce the combatant to 0 HP, regardless of current Hit Points, ARM, or M. ARM ratings. The effects of *Heat* are always applied before the results of the Zero Action or Action that triggered it.

Canceled by: Ice Elemental Damage, *Esuna*

NEAR-FATAL

The catchall category for any Ability that reduces a target to 1 HP, regardless of current Hit Points, ARM, or M. ARM ratings.

MYSTIFY

Status Conditions that affect a combatant's mental faculties.

BERSERK

Effect: The combatant is consumed with indescribable fury, abandoning tactics for an outright fighting frenzy. Generate Initiative

as normal; whenever the combatant is eligible to make an Action, they make an immediate Attack Action against the nearest opponent or inanimate object, striking for **+50%** damage. Should multiple eligible targets exist, randomly determine which one is attacked.

Canceled by: Tranquilizer, Remedy, *Wash, Esuna*

CHARM

Effect: The combatant becomes besotted with an opponent, obeying their every command. Generate Initiative as normal; whenever the combatant is eligible to make an Action, the combatant who originally inflicted *Charm* may choose what Action their victim takes, if any. Should the combatant who inflicted *Charm* be killed or otherwise incapacitated before the Status is canceled, their victim will instead make an Attack Action against a random ally every time they are eligible to act. The same applies for situations where an ally – or the combatant themselves – inflicted this Status Condition.

Canceled by: Physical Damage, *Esuna*

CONFUSE

Effect: The combatant's mind becomes clouded, distorting their perception of reality. Generate Initiative as normal; whenever the character is eligible to make an Action, roll a d8 and consult the table below to determine what the character does. With only one exception, all of the effects listed are Target: Random.

d8	Character's Action
1.	Use Spell/Ability against ally. The combatant uses their weakest Ability or one randomly-determined Spell of the lowest available Level, targeting one ally. If neither is an option, re-roll and apply the new result instead.
2.	Recover ally. The combatant uses a Recovery Item or Spell on one randomly-determined ally; this will always be the most expensive Item or MP-intensive Spell at their disposal. If neither is an option, re-roll and apply the new result instead.
3.	Attack random ally. The combatant makes an immediate Attack Action against a randomly-determined ally, using whatever Weapon they currently have equipped. Roll to hit and calculate damage as normal.
4.	Attack self. The combatant makes an immediate Attack Action against themselves, using whatever Weapon they currently have equipped. Roll to hit and calculate damage as normal.
5.	Attack random opponent. The combatant makes an immediate Attack Action against a random opponent, using whatever Weapon they currently have equipped. Roll to hit and calculate damage as normal.
6.	Attack random ally. The combatant makes an immediate Attack Action against a randomly-determined ally, using whatever Weapon they currently have equipped. Roll to hit and calculate damage as normal.
7.	Recover opponent. The victim uses a Recovery Item or Spell on one randomly-determined opponent; this will always be the weakest Item or least MP-intensive Spell at

their disposal. If neither is an option, re-roll and apply the new result instead.

8. **Use Spell/Ability against opponent.** The victim uses either their strongest Ability or one randomly-determined Spell from the highest available Level, targeting one random opponent. If neither is an option, re-roll and apply the new result instead.

Canceled by: Physical Damage, Remedy, *Esuna*

UNAWARE

Effect: The combatant is distracted, leaving themselves open to attack. Until they receive a turn, the next attack that deals Physical damage against them inflicts **+100%** damage. In addition, combatants under the effects of *Unaware* cannot roll to prevent an opponent from making a successful Escape Action. If a combatant is under the effects of *Unaware* when their turn arrives, they take no action. Instead, *Unaware* is canceled

Canceled by: Physical Damage, Action, Alarm Clock

TOXIN

Status Conditions of a toxic nature.

POISON

Effect: The combatant is afflicted with a virulent poison, turning them a sickly shade of purple. For every Status Phase that *Poison* remains untreated for, the combatant loses a number of Hit Points equal to **10%** of their current HP. A combatant with a total of 500 HP would lose 50 HP the first Round, 45 the next, 40 the Round after that, and so on.

Canceled by: Antidote, Remedy, *Poisona, Wash, Esuna*

VENOM

Effect: A fast-acting, lethal poison has entered the combatant's body. For every Status Phase that a combatant afflicted with *Venom* remains untreated for, they lose a number of Hit and Magic Points equal to **10%** of their respective maximum values. A combatant with a total of 500 HP and 250 MP, for instance, would lose 50 HP and 25 MP for each Status Phase *Venom* stays in effect.

Canceled by: Antidote, Remedy, *Poisona, Esuna*

SEAL

Status Conditions that prevent a combatant from making actions in combat, or otherwise impair their ability to use their full arsenal of offensive powers.

BLIND

Effect: A dark haze settles over the combatant, severely impairing their ability to locate opponents. Whilst afflicted with *Blind*, the combatant's ACC is reduced by **50%**. In addition, any Critical Hits scored when making the to-hit roll are ignored. Abilities that take an Attack Action as a basis – or do damage based on the currently equipped Weapon – have a flat CoS of **75%** for as long as *Blind* remains in effect. Similarly, Skill and Attribute Ratings for Task Checks

that require use of sight are reduced by **50%**.
Canceled by: Eye Drops, Remedy, *Wash*, *Esuna*

CURSE

Effect: A sinister black aura forms around the combatant, sealing away their *chi*. A combatant afflicted by *Curse* may make no Slow or Fast Ability Actions until cured of the Status Condition. Magic, Reaction and Support Abilities are unaffected. VIT, SPR, and MAG Attribute Ratings are reduced by **50%** for purposes of making Task Checks for as long as *Curse* is active.

Canceled by: Holy Water, Remedy, *Esuna*, *Aura*

PETRIFY

Effect: The combatant's body begins to harden, flesh slowly turning to stone. When the combatant is first afflicted with *Petrify*, a four-Round timer starts. Should the timer reach 0 before the battle ends, the petrification is complete; the combatant is turned to stone on the spot with the same effects as the *Stone* Status Condition.

Canceled by: Soft, Remedy, *Stona*, *Esuna*

SILENCE

Effect: A zone of absolute silence forms around the combatant; while sound penetrates in a normal fashion, they themselves can't even hear themselves breathe, let alone speak. Until cured, a character afflicted by *Silence* may not use Magic Abilities. All Skill and Attribute Ratings for Task Checks requiring use of speech are reduced by **50%**.

Canceled by: Echo Screen, Remedy, *Esuna*

SLEEP

Effect: The combatant falls asleep on the spot, completely oblivious to the dangers around them. Until this Status Condition is cured, the combatant may make no Actions or Zero Actions during the course of the Round, though they continue to generate Initiative as normal and may take their turn if the Condition is canceled before it comes up. The combatant's EVA is also reduced to 0 for as long as *Sleep* remains in effect. If necessary, the combatant's body can be carried by an ally until *Sleep* wears off.

Canceled by: Physical Damage, Alarm Clock, Remedy, *Wash*, *Esuna*

STONE

Effect: The combatant is turned into solid stone: impervious to all damage and Status Conditions, but unable to make any Actions or Zero Actions until *Stone* has been cured. If necessary, the combatant's body can be carried by an ally until *Stone* wears off.

Canceled by: Soft, Remedy, *Stona*, *Esuna*

TIME

Status Conditions that affect a combatant's place in the flow of time.

DISABLE

Effect: The combatant is afflicted with a sluggish numbness, greatly restricting their ability to act. Until cured, a combatant afflicted with *Disable* may not make any Attack, Item or Defend Actions. STR, AGI,

and SPD Attribute Ratings are reduced by **50%** for purposes of making Task Checks for as long as *Disable* is active.

Canceled by: Bandage, Remedy, *Esuna*

IMMOBILIZE

Effect: The combatant is rooted to the spot, unable to advance or retreat in any fashion. Until cured, a combatant afflicted with *Immobilize* may not make any Full-Move Actions during the course of the Round, and cannot attempt or prevent Escape Actions. Furthermore, their EVA is reduced by **50%**. Task Checks requiring the use of movement automatically fail for as long as *Immobilize* remains active.

Canceled by: Bandage, Remedy, *Esuna*

SAP

Effect: The combatant bleeds life force, gradually moving closer to death. At the beginning of every Status Phase that *Sap* remains untreated for, the combatant loses 5 HP for every 1 point of Initiative they generated in the previous Initiative Phase.

Canceled by: Chronos Tear, Remedy, *Esuna*

SLOW

Effect: The combatant is trapped in a pocket of localized time; reactions are more sluggish than usual, making it virtually impossible for them to gain the initiative over their opponents. Targets affected by *Slow* halve their Initiative scores during the Initiative Phase when determining the order of combat, and have their Skill and Attribute Ratings reduced by **50%** for purposes of Task Checks requiring fast action or movement.

Canceled by: Chronos Tear, Remedy, *Esuna*, *Haste*, *Stop*

STOP

Effect: The combatant becomes frozen in stasis. No time passes for the combatant; they do not generate Initiative, and may make no Actions or Zero Action for as long as *Stop* remains active. Gains or losses for Status Conditions like *Poison*, *Regen* and *Venom* are not calculated while *Stop* remains in effect; Status Condition timers – with the exception of that of *Stop* itself – will not decrease until *Stop* has been removed. This includes the specialized timers used by *Petrify* and *Condemned*. If necessary, the combatant's body can be carried by an ally until *Stop* wears off.

Canceled by: Chronos Tear, *Esuna*

TRANSFORM

Status Conditions that affect a combatant's physical shape.

MINI

Effect: The combatant shrinks to a mere fraction of their former size. While in this state, the combatant's ARM and M. ARM are both reduced by **50%**; all Physical damage dealt by the combatant is reduced to 1 damage, regardless of Strength, equipped Weapon or the target's ARM rating. Other Abilities continue to function as normal, and are not affected by this Status. All Task Checks using the combatant's STR and VIT Attribute Ratings will automatically fail as

long as *Mini* is active. *Stealth* and *Escape* rolls, however, gain a **50%** bonus.

Canceled by: Cornucopia, Remedy, *Esuna*, *Mini*

TOAD

Effect: The combatant is turned into a slimy, croaking toad. While in this state, the combatant's ARM and M. ARM are both reduced by **50%**; all successful Attack Actions made by the combatant inflict 1 damage, regardless of Strength, equipped weapon or the target's ARM rating. The combatant cannot make any Ability Actions while in this form; should they possess the Black Magic Spell *Toad*, however, it may be cast as normal. All Task Checks taken while in *Toad* form – other than those involving *Stealth*, *Swimming*, *Escape*, or related activities – will automatically fail. Rolls against the latter Skills gain a **50%** bonus.

Canceled by: Maiden's Kiss, Remedy, *Esuna*, *Toad*

ZOMBIE

Effect: The combatant is drained of their life force, transforming them into a green-skinned zombie. As they are effectively undead, Recovery effects that would normally restore HP instead inflict an equivalent amount of damage, not modified for ARM or M. ARM. A Hi-Potion, for instance, causes 250 HP damage to a combatant with *Zombie*. Any effect that revives an unconscious combatant or restores Hit Points to maximum instead has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing a *Zombied* combatant to 0 HP, regardless of current Hit Points, ARM, or M. ARM.

Drain attacks are also reversed; all damage inflicted by such an attack on a target affected by *Zombie* is subtracted from the attacker's HP instead, with the combatant regaining an amount of HP equivalent to that lost by its attacker. In addition to this, the combatant gains Immunity to *Death*-type Status Conditions and *Condemned* for as long as *Zombie* remains in effect.

For purposes of resolving Task Checks which use Social Skills, the character's Skill Ratings are decreased by **50%** for as long as *Zombie* remains in effect.

Canceled by: Holy Water, Remedy, *Wash*, *Esuna*

WEAKEN

Status Conditions which diminish a combatant's general fighting ability.

AGILITY BREAK

Effect: The combatant feels sluggish and heavy; all sense of coordination seems to leave them. For as long as *Agility Break* remains in effect, the combatant's EVA and ACC are both decreased by **50%**; The character's initiative score is decreased by 4 when calculated at the start of the round. For purposes of Task Checks, the character's AGI Rating is also decreased by **50%**.

Canceled by: *Esuna*, *Agility Up*, *Agility Down*

AGILITY DOWN

Effect: The combatant's movements become awkward and uncoordinated. For as long as *Agility Down* remains in effect, the

combatant's EVA and ACC are both decreased by **25%**; The character's initiative score is decreased by 2 when calculated at the start of the round. For purposes of Task Checks, the character's AGI Rating is also decreased by **25%**.

Canceled by: *Esuna*, *Agility Up*, *Agility Break*

ARMOR BREAK

Effect: The combatant feels fragile and vulnerable at once; formerly-impervious defenses suddenly seem inadequate at best. The combatant's ARM is reduced by **50%** for as long as *Armor Break* remains in effect.

Canceled by: *Esuna*, *Armor Up*, *Armor Down*

ARMOR DOWN

Effect: The combatant's defenses are weakened, making them more vulnerable to incoming attacks. The combatant's ARM is decreased by **25%** for as long as *Armor Down* remains in effect.

Canceled by: *Esuna*, *Armor Up*, *Armor Break*

ELEMENT WEAK

Effect: The combatant is temporarily left vulnerable to a specific Combat Element. Treat this as if the combatant had a Weakness (W) to the Element in question.

Canceled by: *Esuna*, *Element Resist*, *Element Immune*, *Element Absorb*

LOCK

Effect: A glowing set of crosshairs encloses the combatant, magically guiding incoming attackers. EVA and M. EVA are both reduced by **20** for as long as *Lock* remains in effect.

Canceled by: *Esuna*

MAGIC BREAK

Effect: The combatant's spellcasting powers weaken; fireballs suddenly sizzle rather than scorch and other elemental destruction is a mere shadow of its former self. For as long as *Magic Break* remains in effect, all magical damage inflicted by the combatant is reduced by **-50%**.

Canceled by: Remedy, *Magic Up*, *Magic Down*, *Esuna*

MAGIC DOWN

Effect: The combatant feels their innate mystical energies dulling, compromising their ability to channel magic. For as long as *Magic Down* remains in effect, all magical damage inflicted by the combatant is reduced by **-25%**.

Canceled by: Remedy, *Magic Up*, *Magic Break*, *Esuna*

MELTDOWN

Effect: A hazy, deep-red aura forms around the combatant, rendering all armor useless. The combatant's ARM and M. ARM are both reduced to 0 for as long as *Meltdown* remains in effect. For purposes of Task Checks, the character's VIT Rating is also decreased by **25%**.

Canceled by: Remedy, *Esuna*

MENTAL BREAK

Effect: The combatant's mental defenses fade, leaving them highly vulnerable to hostile magic. The combatant's M. ARM is decreased by **50%** for as long as *Mental Break* remains in effect. For purposes of Task Checks, the character's MAG Rating is also decreased by **50%**.

Canceled by: *Remedy, Mental Up, Mental Down, Esuna*

MENTAL DOWN

Effect: The combatant's innate magical defenses suddenly weaken, diminishing their ability to weather incoming spells. The combatant's M. ARM is decreased by **25%** for as long as *Mental Down* remains in effect. For purposes of Task Checks, the character's MAG Rating is also decreased by **25%**.

Canceled by: *Remedy, Mental Up, Mental Break, Esuna*

POWER BREAK

Effect: The combatant feels all strength deserting them, robbing their blows of any impact they might have once possessed. For as long as *Power Break* remains in effect, all physical damage inflicted by the combatant is reduced by **-50%**; for purposes of Task Checks, the character's STR Rating is also decreased by **50%**.

Canceled by: *Remedy, Power Up, Power Down, Esuna*

POWER DOWN

Effect: The combatant feels strangely weak; where they strike, their attacks cannot muster as much force as usual. For as long as *Power Down* remains in effect, all physical damage inflicted by the combatant is reduced by **-25%**; for purposes of Task Checks, the character's STR Rating is also decreased by **25%**.

Canceled by: *Remedy, Power Up, Power Break, Esuna*

SPIRIT BREAK

Effect: The combatant feels dull-witted and scatter-brained, utterly unable to concentrate for any length of time. For as long as *Spirit Break* remains in effect, the combatant's M. EVA and M. ACC are both reduced by **50%**. For purposes of Task Checks, the character's SPR Rating is also decreased by **50%**.

Canceled by: *Remedy, Spirit Up, Spirit Down, Esuna*

SPIRIT DOWN

Effect: The combatant loses concentration, finding it difficult to focus intently on any one thing. For as long as *Spirit Down* remains in effect, the combatant's M. EVA and M. ACC are both reduced by **25%**; for purposes of Task Checks, the character's SPR Rating is also decreased by **25%**.

Canceled by: *Remedy, Spirit Up, Spirit Down, Esuna*

BARRIER

Status Conditions that create distinctive energy fields around combatants, increasing their defense against certain types of attack.

ELEMENT ABSORB

Effect: The combatant is temporarily steeped in a specific Combat

Element, allowing them to absorb all damage associated with it. Treat this as if the combatant had an Absorbance (A) to the Element in question.

Canceled by: *Dispel, Debarrier, Element Weak*

ELEMENT IMMUNE

Effect: The combatant is temporarily immune to the effects of a specific Combat Element, allowing them to negate all damage associated with it. Treat this as if the combatant had an Immunity (I) to the Element in question.

Canceled by: *Dispel, Debarrier, Element Weak, Element Absorb*

ELEMENT RESIST

Effect: The combatant is temporarily fortified against a specific Combat Element. Treat this as if the combatant had a Resistance (R) to the Element in question.

Canceled by: *Dispel, Debarrier, Element Weak, Element Immune, Element Absorb*

ELEMENT SPIKES

Effect: The combatant is surrounded by a hazy, colored energy field; as opponents draw near, the energy solidifies, turning into wicked spikes of fire, ice or surging thunder. Any successful non-Ranged Attack made against the combatant triggers the *Element Spikes*, inflicting (**2 x MAG**) Elemental damage on the attacker. The Element in question is determined when *Element Spikes* is first applied. Damage inflicted by *Element Spikes* is not reduced by M. ARM, but may be adjusted for Elemental Weaknesses, Immunities and the like.

Canceled by: *Dispel, Debarrier*

PROTECT

Effect: The combatant is encased in a cocoon of power which absorbs the kinetic energy of incoming attacks. Whenever a combatant under the effects of *Protect* is struck by Physical damage or Elemental damage reduced by Armor, that damage is reduced by **50%** after it has been modified for ARM.

Canceled by: *Dispel, Debarrier*

REFLECT

Effect: The combatant is surrounded by a blue aura capable of deflecting magical energies back at their respective sources. Whenever a Spell hits a combatant affected by *Reflect*, there is a chance that the magic will instead bounce off to strike a random opponent. Whether or not this depends on the Spell, and will be given in the Spell's individual description.

Spells that target multiple combatants will reflect once for each combatant with *Reflect* struck. For instance, a *Fira* Spell inflicting 60 Fire Elemental damage before ARM, striking two combatants with *Reflect*, would result in two 60-damage *Fira* Spells bouncing back at random opponents. Any given Spell can only be reflected once, however; *Reflect* has no effect on magic already reflected off another target.

Canceled by: *Dispel, Debarrier*

RESIST

Effect: The combatant is inoculated against all harmful and abnormal conditions. For as long as *Resist* remains in effect, the combatant is considered to have Immunity to all Fatal-type, Mystify-type, Seal-type, Time-type Toxin-type, Transform-type and Weaken-type Status Conditions.

Canceled by: *Dispel*

SHELL

Effect: The combatant is encased in a cocoon of power that saps the energy of incoming spells, substantially reducing their effectiveness in the process. Whenever a combatant under the effects of *Shell* is struck by Magical damage or Elemental damage reduced by M. Armor, that damage is reduced by **50%** after it has been modified for M. ARM.

Canceled by: *Dispel, Debarrier*

SHIELD

Effect: The combatant is fully enclosed by a glittering dome of magical energy, essentially cutting them off from the general melee. For as long as the *Shield* remains active, all damage done to the combatant is automatically reduced to 0. All Status Conditions – positive or negative – and Recovery effects, Items included, are similarly nullified. Any preexisting Status Conditions are also nullified.

Canceled by: n/a

STATUS IMMUNE

Effect: The combatant is temporarily immune to the effects of a specific Status Condition or group of Status Conditions. Treat this as if the combatant had an Immunity (I) to the Condition – or Conditions – in question.

Canceled by: *Dispel*

WALL

Effect: An invisible barrier of impenetrable force surrounds the combatant, nullifying physical attacks. Whenever a combatant under the effects of *Wall* is struck by Physical damage or Elemental damage reduced by Armor, that damage is reduced to 0.

Canceled by: *Dispel, Debarrier*

STRENGTHEN

Status Conditions that increase a combatant's fighting potential and equipment power.

ACCELERATE

Effect: The combatant moves with greater speed, covering ground at a far more rapid pace. While under the effects of *Accelerate*, a combatant's SPD is doubled for purposes of calculating movement rates; for purposes of Task Checks, the character's Speed Rating is increased by **25%**.

Canceled by: *Dispel, Slow*

ACCURACY UP

Effect: The combatant's blows land fast and true, bypassing shields, dodges, and parrying attempts with equal ease. For as long as *Accuracy Up* remains in effect, the combatant's ACC is increased to **255**.

Canceled by: *Dispel*

AGILITY UP

Effect: The combatant becomes more nimble, allowing them to strike and dodge with greater ease. For as long as *Agility Up* remains in effect, the combatant's EVA and ACC are both increased by **25%**. The character's initiative score is increased by 2 when calculated at the start of the round. For purposes of Task Checks, the character's AGI Rating is also increased by **25%**.

Canceled by: *Dispel, Agility Down, Agility Break*

ARMOR UP

Effect: The combatant feels skin and armor harden, enhancing their defensive capabilities. For as long as *Armor Up* remains in effect, the combatant's ARM rating is increased by **25%**.

Canceled by: *Dispel, Armor Down, Armor Break*

AURA

Effect: The combatant is surrounded by an invigorating golden glow. For as long as *Aura* remains in effect, all Charge Times for Ability Actions taken by the combatant are halved.

Canceled by: *Dispel, Curse*

BLINK

Effect: The combatant phases between solid and immaterial states at random intervals, increasing their ability to escape attack. The combatant's EVA is increased by **20** for as long as *Blink* remains in effect.

Canceled by: *Dispel*

CRITICAL UP

Effect: The combatant's blows are drawn towards opponents' weak spots, increasing the likelihood of a lucky hit in the right place. For as long as *Critical Up* remains in effect, the combatant's CoS for landing Critical Hits is at **+100%**. By default, this mean that Critical Hits will occur on a 1 to 20 rather than a 1 to 10, though this effect also stacks with *Critical+*, *Critical++*, and *Signature Weapon*.

Canceled by: *Dispel*

FLIGHT

Effect: The combatant gains the ability to move through air, traveling over hindering environmental features almost effortlessly. While in this state, the combatant can move over hazardous terrain – such as lava flows and spiked floors – with no ill effects, and suffers no movement modifiers for terrain. Combatants under the effects of *Flight* cannot be reached by Melee effects; this Status Condition also protects against certain other attacks, such as *Quake*.

Canceled by: *Dispel, Drag*

FLOAT

Effect: The combatant hovers a half-meter off the ground, seemingly suspended on thin air. While in this state, the combatant can move over hazardous terrain – such as lava flows and spiked floors – with no ill effects, and suffers no movement modifiers for terrain. However, movements become more difficult to control, making it impossible to take Full-Move Actions. *Float* may also protect against certain attacks and Abilities; if so, this will be noted in the relevant description.

Canceled by: *Dispel, Drag*

HASTE

Effect: The combatant is surrounded by a red aura; when they move, it is with such speed that they appear like a blur to the untrained eye. Combatants affected by *Haste* double their Initiative scores during the Initiative Phase when determining the order of combat, and may gain additional Actions as a result of this – see the rules on *Extreme Initiative* on page 4 for more details. If in a Scene where no Initiative is generated, *Haste* bestows two Actions by default. For purposes of Task Checks, the character's SPD Rating is also increased by **50%**.

Canceled by: *Dispel, Slow*

MAGIC UP

Effect: The combatant is imbued with a sudden surge of magical energy, greatly increasing their spellcasting potential. All magical attacks inflict **+25%** damage for as long as *Magic Up* remains in effect.

Canceled by: *Dispel, Magic Down, Magic Break*

MENTAL UP

Effect: The combatant becomes exceptionally strong-willed, granting them superior protection against magic. For as long as *Mental Up* remains in effect, the combatant's M. ARM rating is increased by **25%**. For purposes of Task Checks, the character's MAG Rating is also increased by **25%**.

Canceled by: *Dispel, Mental Down, Mental Break*

MP HALF

Effect: The combatant is fortified with ambient magic, greatly increasing their own mana reserves. For as long as *MP Half* remains in effect, all Magic effects with an MP cost have their costs lowered by **50%**. *Fira*, for instance, would only cost 11, rather than 22 MP to cast for a combatant under the effects of *MP Half*.

Canceled by: *Dispel*

MP QUARTER

Effect: The combatant's ability to channel magic is strengthened, significantly reducing the amount of mana they must sacrifice to cast magic. For as long as *MP Quarter* remains in effect, all Magic effects with an MP cost have their costs lowered by **25%**. *Fira*, for instance, would only cost 17, rather than 22 MP to cast for a combatant under the effects of *MP Quarter*.

Canceled by: *Dispel*

POWER UP

Effect: The combatant is imbued with a sudden surge of physical strength, allowing them to attack with greater force. For as long as *Power Up* remains in effect, the combatant's physical attacks inflict **+25%** damage. For purposes of Task Checks, the character's STR Rating is also increased by **25%**.

Canceled by: *Dispel, Power Down, Power Break*

REGEN

Effect: The combatant is surrounded by a green aura that slowly begins to heal their injuries, regenerating accumulated damage over time. Whilst under the effects of *Regen*, a combatant recovers an amount of HP equivalent to **10%** of their maximum HP score at the beginning of each Status Phase.

Canceled by: *Dispel*

RERAISE

Effect: A golden halo of vital energy hovers over the target. If any attack or other event should ever reduce a combatant under the effects of *Reraise* to 0 or fewer HP, *Reraise* will immediately cast the Spell *Raise* on them. The Status Condition automatically expires once the target has been resurrected.

Canceled by: *Unconscious, Dispel*

RUSE

Effect: The combatant is surrounded by mirror images, confounding and confusing foes in equal measure. The combatant's EVA is increased by **40** for as long as *Ruse* remains in effect.

Canceled by: *Dispel*

SPIRIT UP

Effect: The combatant is gifted with a burst of spiritual energy, infusing their incantations and fortifying their mind against harmful magics. For as long as *Spirit Up* remains in effect, the combatant's M. EVA and M. ACC ratings are both increased by **25%**. For purposes of Task Checks, the character's SPR Rating is also increased by **25%**.

Canceled by: *Dispel, Spirit Down, Spirit Break*

VANISH

Effect: The combatant is turned completely transparent, rendering them invisible for all intents and purposes. Combatants affected by *Vanish* may not be targeted by normal Attacks, Spells or Abilities, though they will still take damage if the Group or Party they belong to is targeted; attacks with the 'All' designation will also affect them. *Stealth* rolls made while under the effects of *Vanish* gain a **50%** bonus; monsters using the Day Vision sense to detecting a target under the effect of *Vanish* do so with a Conditional Modifier of **-70**.

Canceled by: *Dispel, Damage*

THE SPOILS OF BATTLE

If the PCs prevail over their opponents, they will be rewarded for their troubles. This payoff can come in the following three forms:

Gil and XP. Every defeated opponent has a value in Gil and XP. For simplicity's sake, these values are tallied up for all opponents defeated in the course of the battle, taking into account any foes that were *Ejected* from the fight or ran away on their own accord. The total is then divided evenly among all PCs.

“The way I see it, every battle brings you one step closer to your dream.”

Seifer Almasy
FINAL FANTASY VIII

How the reward is claimed is another matter entirely; though finding 300 gold pieces on a dead shark is well and acceptable for a *Final Fantasy* game, some GMs may prefer to adopt a more realistic approach. For this reason, it may be convenient to think of the Gil value as representing the economic value of hides, bones, fangs and other by-products derived from the monster's corpse. Stripping these requires a successful roll against *Scavenge*, with the Gil equivalent being awarded once the party drags their harvested odds and ends to the nearest trader.

Items. Provided they haven't been *Ejected*, some opponents may also drop more concrete rewards: Recovery, Battle or Support Items, pieces of Armor or Weapons, Materials, or other odds and ends whose uses may not be immediately obvious. Again, how the GM chooses to award such equipment is a matter of individual discretion; the rewards can either drop directly from the monster – cheerfully ignoring the logical problems inherent in, say, a high-class suit of mail being pulled off the corpse of a dinosaur – or be ‘processed’ from the monster's remains, requiring a successful *Scavenge* roll and trip into town to redeem.

Unlike Gil and XP, item rewards will rarely come in quantities large enough to make a totally even split possible, meaning PCs must decide amongst themselves who walks away with the loot. More detailed notes on determining rewards and drops for monsters can be found in **Chapter 10** and **Appendix II**.

? Dividing the Spoils (1)

A few short rounds later, the Guards and their charge have been wiped out. Rodger consults his notes...

Rodger (GM): With a feeble croak, the second Guard collapses, armor rattling. You gain 120 XP and 90 Gil apiece from the encounter. In addition... (rolling) You find a Potion and two Tinctures.

Rob (Hiro): I'll take the Potion. I used one up healing Mint earlier, so it's only fair.

M (Haze): What about the Tinctures?

Blair (Mint): Carl's character is the only one who can really use them at the moment. I'd say let him have them.

? Dividing the Spoils (2)

Rob: Fine by me.

Carl (Kumani): All right. I'll take 'em. Now, the next big question is – how do you want to take it from here on?

Blair: We can't be sure that fight didn't attract more trouble just yet. If we just charge ahead, we could get ourselves in some serious hot soup.

Carl: Playing it cautiously might be smarter. We should send our stealthiest party members up through the door to scout out the situation; the rest will follow at a safe distance and be ready to back them up if they run into any trouble.

Rob: Sounds good to me. That'd be... Mint and Haze?

Blair: Yep.

M: Sure. If we can pick off the guards in small numbers and avoid tripping any alarms...

SPECIAL CIRCUMSTANCES

Not every battle is a straightforward face-off. Sometimes, characters will find themselves fighting under unusual circumstances that require them to exercise additional strategy and care.

Ambush and Surprise

The element of surprise has always had its place in *Final Fantasy* battles. In earlier games in the series, combat occurred randomly, meaning that monsters seemed to literally pounce on the heroes from out of nowhere. In the *FFRPG*, however, characters can pick their battles – if they spot a monster before it spots them, they can always elect to turn around, sneak by, or prepare for the fight before it happens. With enough foresight, a party may even turn the tables on its opponents and surprise *them*, throwing the odds in their favor.

An ambush can only take place if the ambushing party is aware of their victims' presence and has managed to conceal their own. Under most circumstances, this requires an Opposed Task Check pitting the ambushers' *Stealth* against their targets' *Awareness*. Each participant rolls separately. Though there are no Conditional Modifiers by default, they can be assigned as needed if circumstances or the difference in average Level between the two groups seem like they would affect the outcome.

If the ambushers managed to beat their victims' rolls across the board, the ambush is successful, and the first Round in the ensuing battle will be a **Preemptive Round**. During this Round, only the ambushing party is allowed to make Actions; roll for Initiative as normal amongst the members of the attacking party, then assign Actions. The victims of the ambush generate no Initiative during this Round, and are afflicted with the Status Condition *Unaware*. After all Actions have been resolved, the battle carries on as usual, with both sides making Actions and rolling for Initiative.

If some members of the ambushed party managed to beat the ambushers' *Stealth* rolls but the majority remained unalerted, run a Preemptive Round as normal. In this instance, any opponent whose *Awareness* beat their ambushers' *Stealth* rolls is exempt from being

Unaware during the Preemptive Round.

If the majority of the ambushed party managed to beat the ambushers' *Stealth* rolls but the ambushers still had enough time to spring a surprise attack before their quarry could react, run a Preemptive Round. All victims of the ambush are exempt from the *Unaware* Condition.

If the ambushing party was completely unable to beat their targets' rolls, battle proceeds as normal. No Preemptive Round is run.

? Ambush in Action (1)

With Hiro and Kumani at their backs, Haze and Mint creep through the dungeon complex, keeping a close ear open for passing patrols.

Rodger (GM): This far up, you're beginning to glimpse the scarcest glimmers of natural light filtering in from grilles in the floor above, throwing little mosaics and patterns on the metal underfoot. You can hear faint voices; the sound of weapons rattling, of footsteps suggesting passing patrols.

M (Haze): As long as they stay above ground...

Rodger: Give me a roll for *Awareness*, both of you.

Blair (Mint): (rolling) 60.

M: (rolling) 42.

Rodger: There's a dull rattle; chains being lowered, hidden machinery in the wall ticking over just up ahead. Sounds like there's an elevator coming down further along the corridor.

Blair: Any chance we can get into position to attack before they know we're coming?

*Rodger checks his notes. The elevator to the dungeon level is closed; realistically speaking, the guards wouldn't know they were walking into an ambush until the doors opened. In this case, the *Stealth* check can be waived in favor of a simple *Opposed Attribute Check*.*

Rodger: You'll have to move fast. Attribute Checks against Speed, please.

M: (rolling) 35.

Blair: (rolling) 18.

Rodger makes separate rolls for the three Guards coming down the lift; Mint and Haze's rolls beat all of them.

Rodger: You manage to reach the elevator cage a half-minute before the heavy brass car slams into position. A mailed hand closes around the wire mesh, pushing it back; the first guard steps out, adjusting his visor—

Blair: We attack!

Rodger: The mechanoid barely has time to react before you close in, weapons drawn. Preemptive Round — roll for Initiatives.

? Ambush in Action (2)

M: (rolling) 3 plus Speed 8 equals 11.

Blair: (rolling) 7. ...comes out to 15.

Rodger: Mint acts first, followed by Haze. Guards A, B and C aren't *Unaware*, but you've got surprise on your side. Blair, what's your action?

Blair: Mint'll jump forward, trying to smack Guard A across the face with her rod before he has a chance to go for his weapon.

Rodger: All right. Roll to hit...

REINFORCEMENTS

Battles aren't an invite-only affair; additional combatants may come in on either side of the engagement during either the Initiative or Action Phases, automatically joining a Party or Group in the process if applicable. Reinforcements that enter during the Action Phase do not generate Initiative, and cannot act until the following Round.

Depending on the circumstances, new arrivals may transform an ongoing battle into a Pincer Attack — see below for more details.

? Reinforcements in Action

Two Rounds later, one Guard is down and another is on his last legs. Suddenly, the elevator car begins to ascend...

Rodger (GM): ...and that's 14 damage to Guard C. Deathstight's crony staggers back, the light in his visor flickering erratically as he tries to steady himself. Mint's about to act when the loud rattle of chains being pulled taut interrupts the proceedings; for a second time, the elevator car has arrived at the dungeon level, searchlights flickering as the cage slides open, revealing four more Guards.

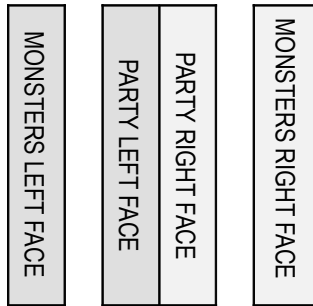
Blair (Mint): They're coming in during the Action Phase? Are they going to act this Round?

Rodger: No.

Blair: In that case, Mint's going to bash the nearest new arrival. Let's see if we can't even those odds a little bit...

PINCER ATTACKS

A **Pincer Attack** occurs when one side completely encircles the other. As a result, the encircled combatants must split their attention between multiple groups of opponents, potentially leaving them open to an attack from behind. In-game, this is represented by dividing the battle into two 'faces' — a Left Face and a Right Face, roughly representing the two major flanks of the attack. The example on the next page shows a party hemmed in by monsters:



Any combatant involved in a Pincer Attack must decide which facing – Left or Right – they have. Switching facing from Left or Right – or vice versa – is a Zero Action, but must be declared at the beginning of a combatant's turn. Combatants in the encircled party may only attack opponents who share their facing, while the encircling side can attack either facing at will. Furthermore, whenever a combatant in the encircling party attacks an opponent who does not share his facing, that opponent is considered to be *Unaware*. To compensate, the opponent may switch facing as a Reaction if they take damage from a foe they are *Unaware* to.

Pincer Attacks last for as long as the encircling side keeps combatants on both the Left and Right Faces. As soon as this stops being the case, the Pincer Attack breaks up; combat proceeds as normal.

? Pincer Attacks in Action

The Initiative Phase of Round 3 sees Haze and Mint trapped by enemy reinforcements. The two prepare for a bitter struggle.

Rodger (GM): With six Guards and just two of you, you're completely surrounded. Give me facings; the six Guards – A, B, C, D, E and F – are split evenly between the two.

M (Haze): I'll face left, Mint will face right. That'll at least give us even odds.

Blair (Mint): Fine.

Rodger: All right. Roll for Initiatives.

M: (rolling) 4 plus Speed 8 equals 12.

Blair: (rolling) 2. ...plus Speed 8 equals 10.

Rodger rolls Initiative for the Guards in secret, coming up with Initiatives of 13, 7, 6, 14, 8 and 9.

Rodger: All right. Initiative order is as follows: Guard D, Guard A, Haze, Mint, Guard F, Guard E, Guard B and Guard C.

Blair: ...yeah, this is gonna hurt. A lot.

Rodger: (rolling) And they're off! Guard D's visor flashes bright as he slashes at Haze's back; our favorite Dark Knight's not facing him, so he's considered *Unaware* and takes double damage.

M: Wonderful. How bad is it?

Rodger: (rolling) Haze takes 9 damage, doubled to 18 for being *Unaware* – do you want to change facing?

M: I'm staying the course here.

? Pincer Attacks in Action (2)

Rodger: (rolling) Good call – the wounded Guard A throws himself at Haze before his comrade has even begun to step back. The impact's as much kinetic energy as surprise, damn near knocking the air out of your lungs. (rolling) 7 damage, but you're sharing his facing, so no mods this time. Haze, you're up.

Blair: May as well finish off Guard A while we've still got the chance.

M: Healing might be a better idea... I'm getting beat up something fierce out here. Kumani and Hiro'd better get a move on.

TIMED BATTLES

Adding a time limit to a battle is a great way to ratchet up the tension. More importantly, reasons for doing can vary dramatically – the heroes may be trying to escape a collapsing palace, engaged in a contest to subdue and defeat as many Ochus as they can in the space of 10 minutes, or only have a scant half-hour before the Empire's Justice Tower takes out rebel headquarters.

When setting up a timed battle, the GM begins by establishing the time limit. This will usually be in minutes, and ideally in increments of 5. Next, that limit is converted into 'ticks' by multiplying it by 60. When a battle takes place, every Round that elapses in combat reduces the total timer by a number of ticks equal to the Round's highest non-Extreme Initiative minus the lowest Initiative for that Round. Intervening time, including travel and other activities between battles, reduce the timer at the GM's discretion. Should the timer hit 0 before the heroes have accomplished their objective, it's game over.

Another way to run timed battles is to give the party a certain amount of time during which they must hold out against attack. For instance, the party may be defending a critical location against opposing forces, and must hold their ground for at least 10 minutes to give reinforcements time to arrive.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Ability Action. Any Action using Slow, Fast, or Magic Abilities, including Spells.

Adverse Terrain. Terrain that reduces movement by 50%.

Attack Action. Attacking an opponent with an equipped Weapon.

Automatic Miss. A Botch in an Attack Action.

Brawling. Attack Actions without a Weapon equipped.

Critical Hit. A Critical Success in an Attack Action.

Combat Movement. Movement undertaken as part of an attack.

Difficult Terrain. Terrain that reduces movement by 25%.

Defense Action. Giving up all Actions and bracing for damage.

Escape Action. Action resulting from a combatant's attempts to withdraw to a safer position.

Extreme Initiative. An Initiative of 35 or higher. Entitles a combatant to additional Actions.

Full-Move Action. An Action spent entirely on movement.
Item Action. Action involving using items or changing equipment in-battle.
Pincer Attack. Battle in which one side complete encircles the other.

Preemptive Round. **Specialized** Round resulting from ambush.
Trigger Action. An Action involving a Task Check.
Unconscious. Condition in which a PC or NPC has been reduced to 0 or fewer HP.
Wait. Delay acting for a certain number of ticks.

"Now, for my next trick, I will make you all... disappear!"

Kefka Palazzo
FINAL FANTASY VI

Magic is a fundamental and natural part of the world, manifest in all things animate and inanimate. The flow of magical energy, or *mana*, in the world as a whole is essential to its well-being; only so long as the power of the elements is unchecked can the wind continue to blow, the earth continue to be fertile, the cycle of life and death go on. All of the world's inhabitants, whether conscious of it or not, have some small part of this force inside them; with training, it can be turned into a weapon more powerful than mere blade or brawn, more devastating than all but the farthest-reaching technologies.

Most worlds contain at least some degree of 'background magic' — enough mana to sustain life on the world itself, but a far cry from the sheer amount of free energy needed to fuel true spellcasting. The existence of Mages depends heavily on the presence of objects that reinforce and amplify this weak level of natural magic to the point where it can be actively shaped.

MAGICITE

Certain kinds of naturally-occurring crystals have been found to be curiously sympathetic to the flow of mana, able to focus, store and even amplify natural elemental forces. Such crystals are known as *magicite*, and can vary widely in both size and power. At its smallest, magicite can be little more than a microscopic powder trapped within larger rock formations, creating unusual phenomena through pent-up mana. A stone charged with a modest amount of Fire energy, for instance, would feel unusually warm to the touch, though its sorcerous uses are next to nil. Conversely, genuinely titanic magicite formations such as the legendary Four Crystals are magical reservoirs without peer, capable of raising and destroying nations with equal ease.

Magicite can be used for any number of purposes, ranging from powering machinery to enriching soil. Most magically-empowered equipment is constructed by binding the rush of energy freed by the destruction of magicite fragments into the item during the creation process; more powerful arms and armor may be made of pure magicite crystals, and are capable of absorbing and channeling significant amounts of magical power.

BATTLE ITEMS

Almost all creatures have some amount of magicite in their bodies,

allowing them to channel mana for their own uses. Upon death, part of the magical energy that has passed through the creature may linger in its magicite; parts of the creature that have particularly high concentrations of magicite can even be harvested to make a Battle Item. Such 'frozen' magic is typically more common in the remains of creatures of arcane origin, such as Bombs; virtually any fragment of their bodies can be used to unleash a small spark of offensive spellcasting in the right hands.

ECOLOGIES OF MAGIC

Even as it sustains life, magic in turn creates its own ecology, ranging in scale from animal-like nature spirits to the primitive elementals, creatures 'birthed' by large masses of elemental energy converging on a single location. At the tip of the proverbial totem pole are the Summons, known by a million and one names throughout the universe; such creatures typically dwell on planes of pure power connected to a world by only the most tenuous of links, drawn into material existence by the persuasive talents of Caller and Summoner alike.

The environment, too, interacts with raw flows of magic, resonating where the elements are most sympathetic. The heat of a volcano, for instance, can tie together many streams of Fire Elemental energy, creating a reservoir of mana favorable to arcane creatures and spellcasters alike. Similarly, a lightning strike during a ferocious thunderstorm attracts Lightning Elemental energy; a torrential rainfall leads to the accumulation of Water Elemental power. For those who rely on the might of the elements, careful consideration of one's surroundings is an important factor in effectively shaping these energies.

SPELLCASTERS

Active wielders of magical power vary wildly in shape and scope. With sufficient training and physical discipline, warriors can channel elemental flows into their techniques; to them, this force is known as *chi* and accounts for much of their power in battle. However, such applications are rigid, depending as much on the warrior's physical prowess as on their awareness of the magical basis underlying them. A true Mage can actively twist and focus raw flows of magic into physical, visible forms; dark mists, freezing gales, howling storms, and scorching waves of fire.

The spellcasting procedure itself depends on the power and experience of the mage in question. Beginners rely heavily on sub-vocalized incantations to focus the power necessary to unleash their Spell of choice; more advanced practitioners can invoke magic with nothing more than a simple hand-gesture. Once prepared, all Spells

can be activated by a spoken word – usually the spell's name, such as 'Cura!' – or a more grandiose command, such as "*Star fire, awaken and deliver your judgment! Firaga!*" However, it should be noted that such pronouncements are usually delivered more for intimidation value than actual practicality; in both cases, the results are the same.

“Faolos cheos de vanda! Zorda ramud feolio... Zomal, Reeve of Time, by oath unto you am I bound. Timeless, cross you now the vastness of Time's gulf. Throw wide Her gates that we may pass!”

Loffrey Wodring
FINAL FANTASY TACTICS

Casting magic also has a visual aspect, as mana drawn by casters from the immediate environment solidifies into motes of light just before entering the caster's body. How noticeable this is depends on both the power of the caster and the amount of mana required by the Spell; particularly adept magicians can disguise these 'mana signatures' to make even high-intensity spellcasting effectively invisible.

THE ELEMENTS OF MAGIC

The classification of magic has occupied scholars for centuries. Even to this day, the finer details of magical taxonomy can be fuel for considerable debate. Certain aspects, however, are considered to be universally agreed on. Among them is the fact that mana is the basic building-block of magic; though further diversified and refined, raw mana can be used to drive a wide variety of helpful and harmful effects. From here, all magic can be broadly broken up into three major groups of forces – *Elemental*, *Cosmic* and *Life*.

The Elemental forces are sometimes also called 'natural forces', deriving that designation from the fact that they are inextricably tied to natural phenomena. The most common of these involve the four basic elements – *Earth*, *Fire*, *Wind* and *Water* – which in turn combine to form the distinctive 'para-elements' of *Lightning* and *Ice*. To these are added *Bio*, *Holy* and *Shadow*. The inclusion of the latter two is problematic for those who see them as supernatural rather than mundane forces. As a result, in some quarters the latter three are not considered elements at all, and simply excised from the reckoning. The collective grouping of these nine – Earth, Fire, Air, Water, Lightning, Ice, Bio, Holy and Shadow – is referred to as the Combat Elements; spells focusing their power are intended for harm and destruction more often than not.

Outside the domain of the elements is the force of *Cosmos*; its components are *Time* and *Gravity*, the distortion of which forms the basis of the Time Mage's curious powers. In many cases, the end result is a roundabout way of accomplishing what elemental magic will easily do in skilled hands; rather than launch a fireball, a Time Mage will twist the forces of Time and pluck a comet shower from distant antiquity just long enough to bombard their opponents into submission.

The final component of the magical spectrum is another overarching force, *Life*, given power by the cycle of birth and death and the migration of souls. Though not inherently a magical thing, its interactions with raw magic have allowed White Mages and other practitioners of healing to use it in the same fashion as its wilder elemental counterparts. As a result, its inclusion remains a point of contention.

SPELL CLASSIFICATIONS

For the sake of clarifying effects and offering an organizational thread to tie various Spells together, each Spell belongs to a distinctive category.

ELEMENTAL MAGIC

Elemental Magic is a term used to describe any Spell that deals damage associated with one of the nine Combat Elements.

ARCANE MAGIC

Any Spell that directly deals damage to an opponent but is not affiliated with a Combat Element belongs to the category of **Arcane Magic**. Arcane Magic can deal either Physical or Magical damage; which of the two is noted in the 'Type' field.

RECOVERY MAGIC

Recovery Magic describes any Spell that recovers HP or MP to a target – usually the caster, or one of the caster's allies – or removes negative Status Conditions. Recovery Magic can have unexpected effects on *Undead* monsters – and combatants afflicted with the Status Condition *Zombie*.

STATUS MAGIC

Any Spell that inflicts one or more Status Conditions as a result of its casting, beneficial or otherwise, is known as **Status Magic**. For the sake of calculating Immunities, these Spells are divided into seven categories – *Mystify*, *Toxin*, *Seal*, *Time*, *Transform*, *Fatal*, and *Weak* – based on the Status Conditions they inflict. There are also two positive Status Categories, *Barrier* and *Strengthen*.

SUPPORT MAGIC

Support Magic covers Spells that do not have a direct effect on either the caster, the caster's allies, or their opponents. The Spell *Sight*, which allows a White Mage to get an overview of an area, is a prime example of this kind of magic.

SPELLBLADE MAGIC

Spellblade Magic is the specialized category of magic used by Magic Knights and their ilk. Rather than directly affecting opponents, such Spells instead use the caster's weapon as a conduit.

Level 3

BLIZZARA 22 MP

Target: Single/Group **Type:** Elemental (Ice) R

The air around the target condenses to freezing point in an instant, encasing it in a towering spire of ice. *Blizzara* inflicts (12 x MAG) + 3d8, M. Armor Ice Elemental damage.

Prerequisite: *Blizzard*

FEAR 30 MP

Target: Single **Type:** Status (Weak) R

A sinister, screaming visage wavers into life above the target, letting loose a bone-chilling howl before fading away. *Fear* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Power Down* (6).

FIRA 22 MP

Target: Single/Group **Type:** Elemental (Fire) R

A furious explosion tears through the air as a column of incandescent fire erupts under the target. *Fira* inflicts (12 x MAG) + 3d8, M. Armor Fire Elemental damage.

Prerequisite: *Fire*

THUNDARA 22 MP

Target: Single/Group **Type:** Elemental (Lightning) R

Electric-blue thunderbolts crash into the ground, creating a deadly array of ball lightning to encircle all targets. *Thundara* inflicts (12 x MAG) + 3d8, M. Armor Lightning Elemental damage.

Prerequisite: *Thunder*

ZOMBIE 30 MP

Target: Single **Type:** Status (Transform) R

The target disappears, swallowed by a wave of miasmic green smoke seeking to steal away its life force. *Zombie* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Zombie* (6).

Level 4

BIO 44 MP

Target: Single/Group **Type:** Elemental (Bio) Status (Toxin) R

Virulent green orbs begin to bubble out of the ground, quickly overwhelming the target with a deadly shower of toxins. *Bio* inflicts (15 x MAG) + 4d8, M. Armor Bio Elemental damage; in addition, *Bio* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Poison* (∞) – roll separately for each eligible combatant.

Prerequisite: *Poison*

DEBARRIER 30 MP

Target: Single **Type:** Support NR

A beam of dazzling blue light strikes the target, blasting away all

protective magics in the blink of an eye. *Debarrier* has a CoS of (M. ACC - 50), M. Evasion of canceling all Barrier-type Status Conditions except *Shield* currently active on the target.

DESPAIR 35 MP

Target: Single **Type:** Status (Weak) R

Columns of red and black smoke dance around the target, wrapping it in choking, fuming spirals. *Despair* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Armor Down* (4) and *Mental Down* (4).

Prerequisite: *Fear*

DRAIN 34 MP

Target: Single **Type:** Recovery NR

Blood-red orbs circle the target, growing larger and more livid as they draw out the very essence of the target's life; once full, the orbs return to the caster, releasing their payload of stolen vitality on contact. *Drain* inflicts (15 x MAG) + 4d8, M. Armor Magical damage; the caster regains a number of Hit Points equal to the amount lost by the target.

OSMOSE 1 MP

Target: Single **Type:** Recovery NR

Orbs of blinding pink energy form around the target, growing larger and more luminous as they draw mana from the target; once full, the orbs return to the caster, transferring the stolen energy upon contact. The target's current MP is reduced by (15 x MAG) + 4d8, M. Armor MP; the caster regains a number of MP equal to the amount lost by the target.

WATERA 38 MP

Target: Single/Group **Type:** Elemental (Water) R

The ground buckles and cracks as a column of water erupts, violently immersing all targets before dispersing again. *Watera* inflicts (15 x MAG) + 4d8, M. Armor Water Elemental damage.

Prerequisite: *Water*

Level 5

BLIZZAGA 60 MP

Target: Single/Group **Type:** Elemental (Ice) R

Particles of frost and snow accelerate towards the target, rapidly sealing it in layer after layer of solid ice before the entire edifice shatters. *Blizzaga* inflicts (18 x MAG) + 5d8, M. Armor Ice Elemental damage.

Prerequisite: *Blizzara*

CURSE 55 MP

Target: Single **Type:** Status (Seal) R

A sinister black circle materializes under the target, streaming multi-colored lights and gases before winking shut. *Curse* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Curse* (4).

Prerequisite: *Despair*

FIRAGA 60 MP
Target: Single/Group Type: Elemental (Fire) R

A colossal sphere of white-hot fire crashes onto the target, sparking a furious explosion that engulfs it in a cloud of ash and cinders. *Firaga* inflicts (18 x MAG) + 5d8, M. Armor Fire Elemental damage.

Prerequisite: *Fira*

SCOURGE 65 MP
Target: Group Type: Elemental (Shadow) R

A long shadow creeps over the ground, darkening the area as wicked spikes of unholy energy burst through to skewer all targets. *Scourge* inflicts (18 x MAG) + 5d8, M. Armor Shadow Elemental damage.

Prerequisite: *Dark*

STONE 65 MP
Target: Single Type: Status (Seal) R

Fingers of stone burst forth from the ground, snatching shut around the target in a shower of flying stones and dirt before shattering. *Stone* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞).

THUNDAGA 60 MP
Target: Single/Group Type: Elemental (Lightning) R

A deafening peal of thunder rolls across the battlefield as lightning bolt after lightning bolt crashes to earth, trapping all targets in a sizzling sphere of electrical energy before dissipating again. *Thundaga* inflicts (18 x MAG) + 5d8, M. Armor Lightning Elemental damage.

Prerequisite: *Thundara*

Level 6

DEATH 80 MP
Target: Single Type: Status (Fatal) R

A decaying, hooded figure emerges from the ground in a cloud of dark smoke, raising a massive scythe to cleave the target's life force in twain before fading away with a blood-curdling laugh. *Death* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

Prerequisite: *Debarrier*

FLARE 86 MP
Target: Single Type: Arcane (Magical) R

Globes of pure magical energy blast into the target in a relentless stream, setting off one chaotic explosion after another before rushing out again. *Flare* inflicts (24 x MAG) + 4d10, M. Armor Magical damage.

QUAKE 70 MP
Target: All Type: Elemental (Earth) NR

A violent tremor tears through the length of the battlefield, breaking up the ground into shuddering, crumbling fragments and yawning crevasses. *Quake* inflicts (21 x MAG) + 5d8, M. Armor Earth Elemental damage; *Floating* and *Flying* targets are immune to its effects.

SYPHON 70 MP
Target: Single Type: Recovery NR

Orbs of golden energy surround the target, growing larger and more brilliant as they sap at its vital and magical forces; once large enough, they return to the caster, dissolving in a shower of pale light. The target suffers (21 x MAG) + 5d8, M. Armor damage, split evenly between HP and MP; the caster regains an amount of HP and MP equal to that lost by the target. If the target has no MP, all damage defaults to the target's HP instead.

WATERGA 78 MP
Target: Group Type: Elemental (Water) R

Winding streams of airborne water race towards all targets, quickly enclosing them in an immense liquid dome before dissolving into a foaming tidal wave. *Waterga* inflicts (21 x MAG) + 5d8, M. Armor Water Elemental damage.

Prerequisite: *Watera*

Level 7

FREEZE 115 MP
Target: Single Type: Elemental (Ice) Status (Fatal) R

Chilly vapors float over the battlefield as fragments of blue ice cascade down on the target, imprisoning it in a jagged, glacial prison. *Freeze* inflicts (27 x MAG) + 4d12, M. Armor Ice Elemental damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Frozen* (2).

Prerequisite: *Blizzaga*

NUKE 115 MP
Target: Single Type: Elemental (Fire) Status (Fatal) R

Spheres of orange flame rush towards the target, engulfing it in an ever-growing explosion with the heat and fury of a newborn star. *Nuke* inflicts (27 x MAG) + 4d12, M. Armor Fire Elemental damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Heat* (2).

Prerequisite: *Firaga*

PAIN 85 MP
Target: Single Type: Status (Special) R

Oily clouds of black and violet smoke engulf the target, obscuring it from view entirely. *Pain* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Blind* (4), *Poison* (∞), and *Silence* (4); roll separately for each Status Condition.

TOAD 75 MP
Target: Single Type: Status (Transform) R

Four columns of orange smoke erupt around the target, spewing forth until the victim is nothing but an indistinct shadow in the vapors. *Toad* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Toad* (4). If the target is already under the effects of *Toad*, a second casting of *Toad* cancels the Status Condition.

VENOM 100 MP
Target: Group Type: Elemental (Bio) Status (Toxin) R

A pool of vile ooze begins to form, steaming toxic gases as bubbles of liquid venom rise up to shower all targets. *Venom* inflicts (24 x MAG) + 4d10, M. Armor Bio Elemental damage. In addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Venom* (4) – roll separately for each eligible combatant.

Prerequisite: *Bio*

Level 8

BREAK 150 MP
Target: Single Type: Elemental (Earth) Status (Special) R

The ground beneath the target explodes in a seismic nightmare of dust, soil and rocky spires. *Break* inflicts (30 x MAG) + 4d12, M. Armor Earth Elemental damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞). If successful, make an additional d% roll; there is a (M. ACC - 50), M. Evasion chance that the violent shaking will have shattered the petrified combatant, reducing the target to 0 HP, regardless of current Hit Points, ARM or M. ARM values.

Prerequisite: *Quake*, *Stone*

SCATHE 175 MP
Target: All Type: Elemental (Shadow) NR

A fiery agglomeration of rock flashes into existence above the battlefield, gathering fragments of onyx and dark energy to it before beginning its descent to earth, crackling with malevolent energy as it crashes down. *Scathe* inflicts (36 x MAG) + 5d12, M. Armor Shadow Elemental damage.

Prerequisite: *Scourge*

DOOMSDAY 175 MP
Target: Group Type: Status (Fatal) R

A wall of dark smoke sweeps across the battlefield, cloaked shadows

and glowing eyes visible through the oily tendrils before the dark scene fades away. *Doomsday* has a CoS of (M. ACC - 50), M. Evasion of reducing all affected targets to 0 HP, regardless of current HP, ARM or M. ARM values. Roll separately for each eligible target.

Prerequisite: *Death*

MELTDOWN 150 MP
Target: Single Type: Arcane (Magical) Status (Weak) NR

A high-speed stream of heat and energy assails the target, immersing it in furious, bone-searing temperatures. *Meltdown* inflicts (33 x MAG) + 5d10, M. Armor Magical damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of adding the Status Condition *Meltdown* (4).

Prerequisite: *Flare*

ULTIMA 250 MP
Target: Group Type: Arcane (Magical) NR

An eerie calm falls over the battlefield as the sky grows dark, shading the combatants in blue and black. Only one sound breaks the silence; a single note, gaining in pitch as a dome of purest blue energy forms underneath the targets, growing outwards in an unstoppable, destructive rush that engulfs the area whole. As the sound reaches ear-splitting frequencies, the dome flashes out of existence, and all becomes still once more. *Ultima* inflicts (42 x MAG) + 5d12 Magical damage; unlike other Black Spells, *Ultima* is not affected by the Damage Cap and may exceed 999 damage.

Prerequisite: *Meltdown*

WHITE MAGIC

The power of White is that of life itself. As a foil to the destructive excesses of Black Magic, White Magic heals where Black injures, protects where Black weakens. White Mages are restricted in terms of direct offense, but their support ability is second to none.

Level 1

AERO 7 MP
Target: Single Type: Elemental (Wind) R

A vicious gust of wind assails the target, tearing into it with razor-sharp debris. *Aero* inflicts (4 x MAG) + d8, M. Armor Wind Elemental damage.

CURE 5 MP
Target: Single Type: Recovery R

An iridescent spark of blue light spirals around the target, trailing glowing specks in its wake. *Cure* restores (4 x MAG) + d8 HP.

ELEMENT GUARD 10 MP
Target: Single Type: Status (Strengthen) R

Strings of luminous violet light encircle the target, trailing long

streaks of mystical energy as they orbit before vanishing. *Element Guard* bestows the status Condition *Element Resist* (6); the caster must specify which Element is affected when casting the Spell. Additional castings of *Element Guard* may add additional Elements; casting *Element Guard* for an Element the target already has a Resistance towards, however, will not produce any additional effect.

POISONA 3 MP
Target: Single **Type:** Recovery R

A slurry of dull purple spheres washes over and through the length of the target, canceling all Toxin-type Status Conditions currently afflicting it.

SCAN 3 MP
Target: Single **Type:** Support R

Ghostly crosshairs settle upon the target, surrounding it in a dance of arcane letters and numbers spelling out its every secret. *Scan* reveals the target's Level, Monster Type (if applicable) current and maximum HP and MP values, Absorbances, Immunities, Resistances, Weaknesses and Status Immunities. At the GM's discretion, it may also give additional information on the target's background, tactics, and behaviors.

SIGHT 3 MP
Target: Self **Type:** Support NR

The caster's surroundings seem to melt away, shrinking in a rush of magical energy until the entire area is visible at bird's eye view. Upon casting *Sight*, the caster 'sees' every detail of the landscape for an area of (1000 x MAG) square meters, centered upon the caster, as if viewing it from the air. This vision overrides the caster's normal senses; they will not be able to see from their 'own' eyes until they voluntarily elect to dispel *Sight*.

Level 2

BERSERK 12 MP
Target: Single **Type:** Status (Mystify) R

Wavering streams of red energy assail the target, driving its primal fighting instincts to critical levels. *Berserk* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6).

BLINK 10 MP
Target: Single **Type:** Status (Strengthen) R

Fluorescent rays of magical energy twist in complicated spirals around the target, distorting vision and light to bestow the Status Condition *Blink* (6).

FADE 18 MP
Target: Single **Type:** Elemental (Holy) R

A blazing pillar of light issues forth from the ground beneath the target, growing skywards until the victim is wholly consumed by its sacred power. *Fade* inflicts (8 x MAG) + 2d8, M. Armor Holy Elemental damage.

FAITH 15 MP
Target: Single **Type:** Status (Strengthen) R

A translucent shield of gold encloses the target, slowly rotating as golden motes dance around it in graceful circles to bestow the Status Conditions *Armor Up* (4) and *Mental Up* (4).

STONA 10 MP
Target: Single **Type:** Recovery R

Needles of rainbow light stab into the target, showering dust as stone cracks and splinters under the onslaught. *Stona* cancels the Status Conditions *Stone* and *Petrify*.

Level 3

AERA 22 MP
Target: Single/Group **Type:** Elemental (Air) R

Howling green winds encircle the target, drawing together in an ever-tightening funnel of air before disappearing. *Aera* inflicts (12 x MAG) + 3d8, M. Armor Wind Elemental damage.

Prerequisite: *Aero*

CURA 20 MP
Target: Single/Group **Type:** Recovery R

Twin specks of glowing green light twine around the target, trailing a dusting of soothing magical energy to restore (12 x MAG) + 3d8 Hit Points.

Prerequisite: *Cure*

BRAVERY 30 MP
Target: Single **Type:** Status (Strengthen) R

Shining globes of golden-blue light streak towards the target, creating a strengthening barrier that suffuses it with fighting spirit, granting the Status Condition *Power Up* (4).

Prerequisite: *Faith*

NULL ELEMENT 30 MP
Target: Party **Type:** Status (Strengthen) R

A shimmering barrier of magical energy rises up to cover the party, glowing in a variety of hues as streaks of elemental energy run over its surface. *Null Element* bestows the status Condition *Element Immune* (6); the caster must specify which Element is affected when casting the Spell. Additional castings of *Null Element* may add additional Elements; casting *Null Element* for an Element the target already has an Immunity towards, however, will not produce any additional effect.

Prerequisite: *Element Guard*

PROTECT 20 MP
Target: Single **Type:** Status (Barrier) R

Four dull-blue crystalline shapes wink into existence around the target in perfect symmetry, glowing as they radiate a barrier of magical energy to bestow the Status Condition *Protect* (6).

SILENCE 22 MP
Target: Single Type: Status (Seal) R

A shining sigil appears under the target amidst a flurry of yellow lights, flashing white before fading away again. *Silence* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Silence* (6).

Level 4

BASUNA 36 MP
Target: Single Type: Recovery R

A gentle mist of green and gold blows over the target, canceling the Status Conditions *Berserk*, *Blind*, *Poison*, *Sleep*, and *Zombie*.

CONFUSE 32 MP
Target: Single Type: Status (Mystify) R

Streams of multicolored notes and wild flashes of prismatic energy assault the target, overwhelming all senses in a thrice. *Confuse* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (6).

DISPEL 43 MP
Target: Single Type: Support NR

A shimmering blue mist engulfs the target, its power tearing away beneficial enchantments in an instant. *Dispel* has a CoS of (M. ACC - 50), M. Evasion of canceling all Strengthen- and Barrier-type Status Conditions, save *Shield*.

RAISE 38 MP
Target: Single Type: Recovery NR

Spirals of twinkling red light encircle the target, showering it with a gentle drift of ghostly, radiant feathers. *Raise* restores any target whose current HP is 0 or lower to 10% of their maximum HP. Undead monsters targeted by *Raise* – as well as combatants affected by the Status Condition *Zombiè* – will not be revived; if their current Hit Points are greater than 0, they have a CoS of (M. ACC - 50), M. Evasion of being instantly reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

RUSE 35 MP
Target: Single Type: Status (Strengthen) R

A six-faceted crystal of pure energy appears around the target, shattering in a brilliant confusion of mirror images to bestow the Status Condition *Ruse* (6).

Prerequisite: *Blink*

SHELL 35 MP
Target: Single Type: Status (Barrier) R

Twelve pearls of softly-glowing light enclose the target in twinned hexagons, adding the Status Condition *Shell* (6).

Level 5

AERAGA 60 MP
Target: Single/Group Type: Elemental (Wind) R

Lashing tendrils of wind wrap around the targets, forming a howling vortex that mercilessly spins and tumbles its captives about before finally relinquishing its grasp. *Aeraga* inflicts (18 x MAG) + 5d8, M. Armor Wind Elemental damage.

Prerequisite: *Aera*

BANISH 65 MP
Target: Group Type: Elemental (Holy) R

Beams of blazing white light saturate the area, touching off a chain of searing explosions which tears through all targets in short succession. *Banish* inflicts (18 x MAG) + 5d8, M. Armor Holy Elemental damage.

Prerequisite: *Fade*

PROTECTGA 50 MP
Target: Party Type: Status (Barrier) R

Gray-blue crystals of magical energy form around the party, raising a protective barrier to grant them the Status Condition *Protect* (6).

Prerequisite: *Protect*

CURAGA 57 MP
Target: Single/Group Type: Recovery R

A brilliant constellation of blue and violet light encircles the target's body, restoring (18 x MAG) + 5d8 HP before fading away.

Prerequisite: *Cura*

MINI 55 MP
Target: Single Type: Status (Transform) R

Circles of white-blue energy mushroom out of the ground, quickly saturating the area; when they finally make contact with the target, a blinding flash obscures the area, engulfing the target in the process. *Mini* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Mini* (4). If the target is already under the effects of *Mini*, a successful second casting of *Mini* will cancel the Condition.

RERAISE 65 MP
Target: Single Type: Status (Strengthen) R

Borne by miniature cherubs, a single spark of golden light drifts down towards the target, glowing softly as it settles on its destination. In a radiant burst of light, spark and cherubim fade away, granting the Status Condition *Reraise* (∞).

Level 6

ABSORB 80 MP
Target: Party Type: Status (Strengthen) R

Thick, muddy bubbles of spell energy splash over the party, glowing in rainbow hues as they swallow a sudden influx of elemental energy.

Absorb confers the Status Condition *Element Absorb* (4); the caster must specify which Element is affected when casting the Spell. Additional castings of *Absorb* may add additional Elements; casting *Absorb* for an Element the target already has an Absorbance towards, however, will not produce any additional effect.

Prerequisite: *Null Element*

AURA 75 MP
Target: Single **Type:** Status (Strengthen) R

The target glows with a magnificent golden light as it is blessed with the Status Condition *Aura* (4).

Prerequisite: *Bravery*

CHARM 77 MP
Target: Single **Type:** Status (Mystify) R

A cluster of shocking pink hearts surrounds the target, circling in a slow, hypnotic orbit as an alluring melody wafts through the air. *Charm* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Charm* (4).

Prerequisite: *Confuse*

ESUNA 67 MP
Target: Single **Type:** Recovery R

Beams of warm violet light emerge from the ground around the target, cleansing away all debilitating magics and malicious enchantments. *Esuna* cures any negative Status Conditions, except those explicitly stated to be immune to its effects.

SHELLGA 65 MP
Target: Party **Type:** Status (Barrier) R

A chain of ghostly pearls twines around the party; a moment later, thin links of magical energy join them together in a series of elaborate hexagons, granting the Status Condition *Shell* (6).

Prerequisite: *Shell*

VANISH 77 MP
Target: Single **Type:** Status (Strengthen) R

Four ghostly mirrors with surfaces like mercury flash into existence around the target, rapidly spinning until they – and the target – disappear, granting the Status Condition *Vanish* (4).

Prerequisite: *Ruse*

Level 7

ARISE 100 MP
Target: Single **Type:** Recovery NR

Glowing particles of light shower down on the target, raising up a beam of golden-red life force to revive it in a shower of fathers. *Arise* restores any target whose current HP is 0 or lower to 100% of their maximum HP. Undead monsters targeted by *Arise* and combatants affected by the Status Condition *Zombie* will not be revived; if their current Hit Points are greater than 0, they have a

CoS of (M. ACC - 50), M. Evasion of being instantly reduced to 0 HP, regardless of Armor or M. Armor.

Prerequisite: *Raise*

REFLECT 85 MP
Target: Single **Type:** Status (Barrier) R

A shower of green light splashes over the target, solidifying into layer after layer of shimmering magical protection to grant the Status Condition *Reflect* (4).

Prerequisite: *Shellga*

RENEW 110 MP
Target: Single **Type:** Recovery R

Brilliant blue lights descend onto the target, releasing a burst of radiant golden energy upon contact to restore the target's HP to its maximum value. Undead monsters targeted by *Renew* and combatants affected by the Status Condition *Zombie* will not regain HP; if their current Hit Points are greater than 0, they have a CoS of (M. ACC - 50), M. Evasion of being instantly reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

Prerequisite: *Curaga*

RESIST 85 MP
Target: Single **Type:** Status (Strengthen) R

Multi-colored bubbles of magical energy surround the target, granting it the Status Condition *Resist* (2).

WALL 85 MP
Target: Single **Type:** Status (Barrier) R

Columns of radiant red light emerge from the ground around the target, rotating slowly as they wrap it in a shell of protective magic before disappearing, granting the Status Condition *Wall* (4).

Prerequisite: *Protectga*

WEAKEN 120 MP
Target: Single **Type:** Status (Weak) R

A wavering beam of colorful elemental energy slams into the target, broadening as more power pours into it until all defenses have been overwhelmed. *Weaken* inflicts the Status Condition *Element Weak* (4); the caster must specify which Element is affected when casting the Spell. Additional castings of *Weaken* may add additional Elements; casting *Weaken* for an Element the target already has a Weakness towards, however, will not produce any additional effect.

Prerequisite: *Null Element*

Level 8

HOLY 150 MP
Target: Single **Type:** Elemental (Holy) R

Motes of brilliant blue light begin to circle the target, moving in a deceptively lazy fashion as they gain in intensity; as the light reaches

blinding levels, beams of holy energy erupt from the ground, blasting the target in a series of powerful explosions. *Holy* inflicts **(36 x MAG) + 5d12, M. Armor** Holy Elemental damage; unlike other White Spells, *Holy* is not affected by the Damage Cap and may exceed 999 damage.

Prerequisite: *Banish*

REBIRTH 175 MP
Target: Group **Type:** Recovery **NR**

A golden, cloudy sunset hovers over the battlefield as rays of light strike the dead and wounded, gentle drifts of feathers falling in each beam's wake. *Rebirth* restores all eligible targets whose current HP is 0 or lower to **50%** of their maximum HP. Undead monsters targeted by *Rebirth* – as well as combatants affected by the Status Condition *Zombie* – will not be revived; if their current Hit Points are greater than 0, they have a CoS of **(M. ACC - 50)**, **M. Evasion** of being instantly reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

Prerequisite: *Arise*

SHIELD 200 MP
Target: Single **Type:** Status (Barrier) **NR**

Glowing fragments of golden energy converge on the target, forming the outlines of a shield over its body before disappearing in a flash of light to grant it the Status Condition *Shield* (2).

Prerequisite: *Reflect, Wall*

WHIRLWIND 150 MP
Target: All **Type:** Elemental (Wind) **NR**

A distant rumble is heard as the sky darkens and fierce winds begin to whip around the caster. As the gale picks up strength, a violent twister erupts from the sky, tearing through the immediate area without mercy. *Whirlwind* inflicts **(33 x MAG) + 5d10, M. Armor** Wind Elemental damage on all eligible targets.

Prerequisite: *Aeraga*

VACCINE 115 MP
Target: Party **Type:** Status (Strengthen) **R**

A varicolored veil of magical bubbles swirls around the caster and their allies, granting the Status Condition *Resist* (2).

Prerequisite: *Resist*

TIME MAGIC

Sometimes referred to as 'Cosmic Magic' or 'Effect Magic', Time Magic derives its power from the manipulation and distortion of both space and time.

Level 1

BURN RAY 7 MP
Target: Single **Type:** Arcane (Magical) **R**

The air around the target condenses, compressing into a tight ball until it explodes. *Burn Ray* inflicts **(4 x MAG) + d8, M. Armor** Magical damage.

HOLD 7 MP
Target: Single **Type:** Status (Time) **R**

At the caster's command, a globe of dull gray energy encloses the target, freezing it in time for a split-second. *Hold* has a **(M. ACC - 50)**, **M. Evasion** chance of reducing the target's Initiative by **50%**.

SPRINT 5 MP
Target: Single **Type:** Status (Strengthen) **NR**

A series of red rings materialize around the target's legs or equivalent anatomy, glowing with suffused power before fading away again, bestowing the Status Condition *Accelerate* (6).

ESCAPE 8 MP
Target: Self **Type:** Support **NR**

The caster winks out of existence, rematerializing a short distance away a split-second later. *Escape* allows the caster to immediately move **(MAG x 2)** meters in any direction of their choosing, passing through any solid objects – such as walls – without ill effects. However, the *Escape* will fail if the caster's destination is inside a solid structure or occupied by another person or object; in this case, MP and time are still spent as normal. If used in combat, a successful casting of *Escape* has effects equal to a successful Escape Action.

TRACTOR 10 MP
Target: Single **Type:** Support **NR**

Ruby rings of gravitational force shower down on the target, dragging it back down to earth. *Tractor* cancels the Status Conditions *Float* and *Flight* where applicable; they also cancel out natural *Float* and *Flight* for a limited period of time (6).

YAWN 6 MP
Target: Single **Type:** Status (Weak) **R**

A series of gray circles spiral around the target's legs or equivalent anatomy, briefly flaring up before disappearing once again. *Yawn* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Agility Down* (6).

Level 2

FLOAT 15 MP

Target: Party **Type:** Status (Strengthen) R

Shining motes sparkle around the caster's allies as they are buoyed into the air on golden rings of anti-gravitational energy, bestowing the Status Condition *Float* (6).

GRAVITY 25 MP

Target: Single **Type:** Status (Fatal) NR

The caster launches a dark bubble of energy, wholly enclosing the target before subjecting it to a brief burst of crushing gravitational force. *Gravity* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 75% of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap.

METEORITE 18 MP

Target: Single **Type:** Arcane (Magical) NR

The caster tears a small meteorite free from the cosmos to crash into the target. *Meteorite* inflicts (8 x MAG) + 2d8 Magical damage.

SLOW 12 MP

Target: Single **Type:** Status (Time) R

A ghostly clock appears behind the target, hands counting time as normal before suddenly slowing down. *Slow* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Slow* (6).

SPEED 13 MP

Target: Single **Type:** Status (Strengthen) R

Expanding circles of glowing red energy surround the target, speeding reaction time and impulses to grant the Status Condition *Agility Up* (6).

Level 3

IMMOBILIZE 20 MP

Target: Single **Type:** Status (Time) R

The target is encased in a bubble of reddish-orange light, freezing time for the target's legs or equivalent anatomy. *Immobilize* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Immobilize* (6).

RAY BOMB 22 MP

Target: Single/Group **Type:** Arcane (Magical) R

Brilliant spheres of energy appear before the caster, joining together into a single searing burst of destruction. *Ray Bomb* inflicts (12 x MAG) + 3d8, M. Armor Magical damage.

Prerequisite: *Burn Ray*

REGEN 25 MP

Target: Single **Type:** Status (Strengthen) R

Green motes shower down on the target, speeding up its natural

healing processes to grant the Status Condition *Regen* (6).

RESET 30 MP

Target: Single **Type:** Support NR

A glittering globe of barely-suppressed temporal energy appears over the target, capturing a few precious seconds of time ready to be released at the caster's beckoning. Until the end of the battle, the target's player may re-roll any one die roll *once*, keeping the more favorable result of the two rolls. After this has been done, *Reset*'s effects expire. The effects also expire if no reroll is made before the end of combat, or if the combatant is targeted by *Dispel* or *Temporal Shirt*. If cast on an opponent, the caster may choose which roll to 'reset'. Multiple castings of *Reset* do not increase the number of rerolls available; the Spell will only have an effect if the target is not already eligible for a reroll.

TELEPORT 10 MP

Target: Party **Type:** Support NR

The air ripples, beginning to glow as the party dematerializes, reappearing a distance away just seconds later. Targets affected by *Teleport* immediately move (MAG x 5) meters in a direction of the caster's choosing, passing through any solid objects – such as walls – without ill effects. However, the *Teleport* will fail if the caster's destination is inside a solid structure or occupied by another person or object; in this case, MP and time are still spent as normal. If cast in a multi-level or -story structure, *Teleport* will automatically move the Party one level up or down; if used in combat, a successful casting of *Teleport* has effects equal to a successful Escape Action for all Party members.

Prerequisite: *Escape*

Level 4

COMET 44 MP

Target: Special **Type:** Arcane (Magical) R

The caster reaches towards the heavens, pulling a comet out of time to crash down in a shower of fire and molten rock. When casting *Comet*, roll a d% for each opponent on the battlefield twice; the combatants with the highest rolls in each instance will be targeted by the Spell. Make standard M. ACC rolls against both opponents' M. EVA scores to determine whether the Spell hits; each successful strike inflicts (8 x MAG) + 2d8 Magical damage. If there is only one eligible target, it will be struck twice for the listed damage.

Prerequisite: *Meteorite*

DEMI 50 MP

Target: Single **Type:** Status (Fatal) NR

An opaque gray sphere encloses the target; seconds later, crushing gravitational forces compress, releasing the target only once the sphere has shrunk to a speck of its former self. *Demi* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 50% of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap.

Prerequisite: *Gravity*

FLIGHT 40 MP
Target: Single Type: Status (Strengthen) NR

A shower of amber lights sparkles around the target, revealing the faint outline of an angelic pair of wings before disappearing again, bestowing the Status Condition *Flight* (6).

Prerequisite: *Float*

HASTE 35 MP
Target: Single Type: Status (Strengthen) R

The ground beneath the target glows with brilliant light as the outline of a ghostly red clock materializes around them, hands accelerating before the magic fades away, bestowing the Status Condition *Haste* (4).

Prerequisite: *Speed*

SLOWGA 50 MP
Target: Group Type: Status (Time) R

A giant, hazy silver clock appears over the battlefield, spinning lazily as it slows down by the second. *Slowga* has a CoS of (M. ACC - 50), M. Evasion of afflicting all eligible targets with the Status Condition *Slow* (6).

Prerequisite: *Slow*

Level 5

DISABLE 50 MP
Target: Single Type: Status (Time) R

The target is encased in a bubble of turquoise light, freezing time for the target's arms or equivalent anatomy. *Disable* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Disable* (6).

EXIT 55 MP
Target: Party Type: Support NR

A wave of yellow light engulfs the party, dematerializing them to reappear a distance away just seconds later. Targets affected by *Exit* immediately move (MAG x 20) meters in a direction of the caster's choosing, passing through any solid objects – such as walls – without ill effects. However, the *Exit* will fail if the caster's destination is inside a solid structure or occupied by another person or object; in this case, MP and time are still spent as normal. If cast in a dungeon or other large enclosed structure, *Exit* will automatically move the Party to its entrance; if used in combat, a successful casting of *Exit* has effects equal to a successful Escape Action for all Party members.

Prerequisite: *Teleport*

FLARE STAR 65 MP
Target: Group Type: Arcane (Magical) R

Drawing on the forces of the cosmos, the caster bathes the battlefield in the light of a dying star, searing all opponents with pure stellar energy. *Flare Star* inflicts (18 x MAG + 5d8), M. Armor

Magical damage on all targets.

Prerequisite: *Ray Bomb*

REMOVE 50 MP
Target: Single Type: Status (Fatal) NR

The fabric of reality ripples and twists around the target, trying to tear them free of time and space entirely. *Remove* has a CoS of (M. ACC - 50), M. Evasion of instantly *Ejecting* the target from the battle.

TIME SLIP 45 MP
Target: Single Type: Status (Time) R

Hazy lights encircle the target as wavers and fades, body suddenly out of synch with time around it. *Time Slip* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Sap* (6).

Level 6

HASTE GA 80 MP
Target: Party Type: Status (Strengthen) R

A glowing red clock materializes below the caster's allies, hands spinning at normal speed but increasing by the second before it fades in a flash, bestowing the Status Condition *Haste* on all targets (4).

Prerequisite: *Haste*

QUARTER 75 MP
Target: Group Type: Status (Fatal) NR

Spheres of black and violet surge out to enclose all opponents, crackling with audible force as the gravity inside the bubbles increases a hundredfold. *Quarter* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 25% of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap.

Prerequisite: *Demi*

QUASAR 82 MP
Target: Group Type: Arcane (Magical) NR

The skies part, drawing down a searing shower of celestial debris and radiation to bombard the battlefield. When casting *Quasar*, roll a d% for each opponent on the battlefield four times; the combatants with the highest rolls in each instance will be targeted by the Spell. Make standard M. ACC rolls against all affected opponents' M. EVA scores to determine whether the Spell hits; each successful strike inflicts (8 x MAG) + 2d8 Magical damage. If there is only one eligible target, it will be struck four times for the listed damage.

Prerequisite: *Comet*

STOP 67 MP
Target: Single Type: Status (Time) R

A ghostly metallic clock shimmers into existence over the target, enveloping it in a dull pink glow as its hands slow, then stop completely, shattering the clock. *Stop* has a CoS of (M. ACC - 50), M.

Evasion of inflicting the Status Condition *Stop* (4).

Prerequisite: *Slowga*

TEMPORAL SHIFT 75 MP

Target: All **Type:** Support **NR**

In an instant, the caster is surrounded by ring after ring of translucent clocks, circling in a slow pattern before speeding up and shattering. The glittering debris hovers in mid-air for a moment, drawing the lines of an ethereal clock face before winking out of existence. *Temporal Shift* cancels all Time-type Status Conditions currently active on the battlefield, negative or otherwise.

Level 7

WARP 100 MP

Target: Party **Type:** Support **NR**

Energy ripples around the caster and their allies as they wink out of existence, reappearing an instant later many miles away. *Warp* must be cast twice in order to be effective; the first time it is cast, an arcane circle of energy forms around the caster, marking the immediate area before fading away – this is the Time Mage's Home Point, whose location should be noted at the time the Spell is cast. The second time *Warp* is cast, the caster – and all allies in the immediate area – are teleported back to the Home Point, regardless of how much distance separates their current location with the Home Point. If this effect is used in combat, it has effects equal to a successful Escape Action for all Party members. Once the Party arrives back at the Home Point, the arcane circle winks out of existence; to set a new Home Point, *Warp* must be cast again.

Prerequisite: *Exit*

QUICKEN 103 MP

Target: Single **Type:** Support **NR**

The target blurs as it slides sideways in time, seeing the battlefield frozen in its tracks for a brief moment. *Quicker's* target may make an Action as soon as the Spell is cast, even if they have already used their allotment of Actions for the Round or are currently resolving an Action with a Charge Time. Taking this Action will not count towards their limit of Actions for the Round; if the chosen Action has a Charge Time, resolve it immediately and subtract the Charge Time from the combatant's current Initiative count.

RETURN 85 MP

Target: Party **Type:** Support **NR**

The battlefield seems to fold up as time is compressed and enclosed in a glowing globe that continually replays captured moments on its rippling surface. Until the end of combat, the caster and all allies on the battlefield may each re-roll any one die roll they make, keeping the more favorable of the two; after this has been done, *Return's* effects expire for them. The effects also expire if no reroll is made before end of the battle, or if a combatant under the effects of *Return* is targeted by *Temporal Shift* or *Dispel*.

Prerequisite: *Reset*

SHOCKWAVE PULSAR 100 MP

Target: Group **Type:** Magical **R**

Gravity suddenly ceases to function as a glowing sphere of stellar energy and gases materializes above the battlefield, drawing the targets into its embrace before exploding in a violent burst of light and heat. *Shockwave Pulsar* inflicts (27 x MAG) + 4d12, M. Armor Magical damage on all targets.

Prerequisite: *Flare Star*

X-ZONE 125 MP

Target: Group **Type:** Status (Fatal) **NR**

The fabric of reality splits open in a flash of white light, revealing the alien stars beyond for brief instant. *X-Zone* has a CoS of (M. ACC - 50), M. Evasion of *Ejecting* all eligible targets into the Cleft of Dimensions, a space outside the realm of human comprehension; roll separately for each target. Anything targeted by the Spell may voluntarily choose to travel to the Cleft; if so, no roll is necessary.

Prerequisite: *Remove*

Level 8

BLACK HOLE 150 MP

Target: Single **Type:** Status (Fatal) **NR**

A spinning vortex of gravitational energy forms above the battlefield, crackling as it begins to direct crushing pressure on the target. *Black Hole* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 10% of its current HP. This damage is not modified for ARM or M. ARM, and may exceed the Damage Cap.

Prerequisite: *Quarter*

CELESTIAL STASIS 125 MP

Target: Group **Type:** Status (Time) **R**

A hazy clock face shimmers into existence across the battlefield, hands shuddering as they begin to slow, eventually stopping dead. For a moment, the second hand wavers, almost seeming to move backwards before the clock explodes in a shower of fragments. *Celestial Stasis* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stop* upon all targets (4).

Prerequisite: *Stop*

METEOR 200 MP

Target: Group **Type:** Arcane (Magical) **NR**

With a single motion, the caster splits the skies above the battlefield to reveal the stars and planets beyond – and a single fiery meteor hurtling towards the battlefield below, crashing down in a shower of rock and flame. When casting *Meteor*, roll a d% for each opponent on the battlefield six times; the combatants with the highest rolls in each instance will be targeted by the Spell. Make standard M. ACC rolls against all affected opponents' M. EVA scores to determine whether the Spell hits; each successful strike inflicts (8 x MAG) + 2d8 Magical damage. If there is only one eligible target, it will be struck six times for the listed damage.

Prerequisite: *Quasar*

OLD

Target: Single **Type:** Status (Weak)

100 MP
R

A current of time swirls around the target, stirring up dust and decay as it pushes the unfortunate forward into old age and disability. *Old* has a CoS of (M. ACC - 50), M. Evasion of inflicting the conditions *Agility Break* (4), *Armor Break* (4), *Magic Break* (4), *Mental Break* (4), *Power Break* (4) and *Spirit Break* (4).

Prerequisite: *Time Slip*

QUICK

Target: Self **Type:** Support

200 MP
NR

A translucent clock encases the caster, creating a pocket of localized time for a few precious seconds before shattering. *Quick* allows the caster to make two Actions as soon as the Spell is cast; if the Actions have a Charge Time, it is ignored. In addition, casting *Quick* a second time while under the influence of *Quick* brings the caster back into normal time, canceling the effects of both Spells. After the second Action has been taken, the caster's Initiative drops to 0, regardless of whether or not the caster would normally be eligible to make additional Actions.

Prerequisite: *Hastega*

RED MAGIC

A utilitarian blending of various schools of magic, Red Magic picks a wide variety of spells from Black, White, and Time Magic for unparalleled flexibility on the battlefield.

Table 8-1: Red Magic

Red Magic Spells by Level

Level 1: *Aero, Blind, Blizzard, Cure, Fire, Poison, Poisons, Scan, Sleep, Thunder*

Level 2: *Berserk, Blink, Element Spikes, Float, Lock, Rasp, Slow, Stona, Water*

Level 3: *Aera, Blizzara, Cura, Fira, Immobilize, Protect, Regen, Silence, Thundara, Zombie*

Level 4: *Basuna, Bio, Confuse, Dispel, Drain, Haste, Osmose, Raise, Ruse, Shell, Slowga, Watera*

Level 5: *Aeraga, Blizzaga, Curaga, Disable, Firaga, Mini, Protectga, Stone, Thundaga, Time Slip*

Level 6: *Charm, Esuna, Flare, Hastega, Quake, Syphon, Shellga, Stop, Waterga, Vanish*

Level 7: *Arise, Freeze, Nuke, Pain, Reflect, Renew, Toad, Wall, Venom*

Level 8: *Break, Meltdown, Meteor, Old, Shield, Whirlwind*

Note that the Red Magic version of *Meteor* and *Haste* do not have *Quasar* or *Speed* as a prerequisite, as those spells are not on the Red Magic list. All other spell prerequisites must be met as normal when picking Red Magic spells.

BLUE MAGIC

Not all magic in the world originates from human hands. Monsters and other creatures of magical origin practice their own unique brand of innate spellcraft, unleashing devastating magical energies almost as a reflex.

GOBLIN PUNCH

Target: Single **Type:** Arcane (Physical)

1 MP
NR

The caster launches themselves at an opponent with unusual speed and suddenness, weapon at the ready. Make a standard Attack Action with whatever Weapon the caster has equipped when *Goblin Punch* is cast; calculate damage as normal unless the caster and the target are of equal Level; in this case, the attack inflicts **400%** Physical damage. Equipment Abilities are not factored into this attack. If the caster has two Weapons equipped, choose which of the two to attack with.

TRANSFUSION

Target: Single **Type:** Recovery

1 MP
R

The caster transfers their life force into the target in the form of a glorious golden beam. *Transfusion* restores a single target to its maximum HP value; after the effects of *Transfusion* have been resolved, the caster is automatically reduced to 0 HP, regardless of their current HP score, ARM, or M. ARM.

REFLECT-NULL

Target: Single **Type:** Status (Special)

1 MP
NR

An iridescent ball of orange light speeds towards the target, knocking down all barriers and protective fields as it homes in. When used against a target with the *Reflect* Status Condition, *Reflect-Null* has a CoS of (M. ACC - 50), M. Evasion of inflicting a random Status Condition on the target; roll 2d6 and consult the table below to determine the nature of the inflicted ailment.

Roll	Status Condition
2	<i>Petrify</i> (4)
3	<i>Immobilize</i> (6)
4	<i>Toad</i> (6)
5	<i>Blind</i> (6)
6	<i>Silence</i> (6)
7	<i>Poison</i> (∞)
8	<i>Sleep</i> (6)
9	<i>Slow</i> (6)
10	<i>Mini</i> (6)
11	<i>Disable</i> (6)
12	<i>Stop</i> (6)

SELF-DESTRUCT

Target: Single **Type:** Arcane (Physical)

1 MP
NR

The caster instantly converts their life force into explosive energy, creating a cataclysmic blast that reduces the target's current Hit

Points by (Caster's Current Hit Points). *Self-Destruct* cannot exceed 999 damage, regardless of the casters current HP. After damage has been resolved, the caster is automatically reduced to 0 HP, regardless of the caster's current HP, ARM or M. ARM values, or the Damage Cap.

LASER EYES 4 MP
Target: Single Type: Arcane (Magical) R

Brilliant beams of energy pulse from the caster's eyes, slashing into the target for (3 x MAG) + d8, M. Armor Magical damage.

CHOCO BALL 6 MP
Target: Single Type: Arcane (Magical) R

A crackling sphere of yellow energy forms around the caster, growing in size until it is launched at the target, inflicting (4 x MAG) + d8, M. Armor Magical damage. Aerial-type monsters take 150% damage from *Choco Ball*.

RED FEAST 6 MP
Target: Single Type: Recovery NR

A series of blood-colored orbs shoot out from the tip of the caster's weapon, latching onto the target to drain its vital essences. Make a standard Attack Action with whatever Weapon the caster has equipped when *Red Feast* is cast, calculating damage as normal but ignoring the Weapon's Equipment Abilities; all damage inflicted after modifying for Armor also restores the caster's HP, up to its maximum value. Any additional HP recovered beyond that is lost. If the caster has two Weapons equipped, choose which of the two to attack with.

LEAP 8 MP
Target: Single Type: Arcane (Magical) R
Status (Weak)

The caster makes a powerful jump, disappearing into the clouds before screaming downwards a split-second later. The resulting impact inflicts (4 x MAG) + d8, M. Armor Magical damage, and has an additional (M. ACC - 50), M. Evasion CoS for inflicting the Status Condition *Armor Down* (4).

HASTEBREAK 10 MP
Target: Single Type: Status (Time) R

A white glow surrounds the target, flaring up with enough force to rip a hole into space and time for one instant. *Hastebreak* has a CoS of (M. ACC - 50), M. Evasion; its actual effects depend on the status of the target. If it possesses the Status Conditions *Haste* or *Agility Up*, they will be canceled by *Hastebreak*. If it has the Status Condition *Slow*, but not the Status Conditions *Agility Down* or *Agility Break*, it will be afflicted with *Agility Down* (4). If it has *Agility Down* or *Agility Break* it will be afflicted with *Slow* (4); the same applies if it does not possess any Time-type Status Conditions, *Haste* or *Agility Up*.

NIGHT 13 MP
Target: All Type: Status (Seal) R

The caster summons up a tiny patch of night sky to hover above the area as soothing sounds lull the targets into a peaceful slumber. *Night* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Sleep* (6); roll separately for each target affected.

FLAME THROWER 15 MP
Target: Single Type: Elemental (Fire) R

The caster releases a blistering stream of fire from their fingers, scorching their intended target for (8 x MAG) + 2d8, M. Armor Fire Elemental damage.

FLASH 15 MP
Target: Group Type: Arcane (Magical) NR
Status (Seal)

The caster directs a searing pulse of phosphorescent light at their opponents, inflicting (4 x MAG) + d8, M. Armor Magical damage. In addition, *Flash* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Blind* (4); roll separately for each target affected.

POISON GAS 16 MP
Target: Group Type: Status (Toxin) R

A morass of multicolored toxins explodes from the caster's body. *Poison Gas* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Poison* (∞); roll separately for each target affected.

BLASTER 17 MP
Target: Group Type: Arcane (Magical) NR
Status (Time)

A spinning circle of small vortices surrounds the caster's head, turning into globes of force as they accelerate, then release, slamming into all targets for (4 x MAG) + d8, M. Armor Magical Damage. In addition, *Blaster* has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Condition *Immobilize* (4); roll separately for each target affected.

ULTRA WAVES 19 MP
Target: Group Type: Arcane (Magical) NR
Status (Mystify)

Purple waves of ultrasonic energy ripple from the caster's body, inflicting (8 x MAG) + 2d8, M. Armor Magical damage on all targets. In addition, *Ultra Waves* has a CoS (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6); roll separately for each target affected.

DEATH FORCE 20 MP
Target: Single Type: Status (Barrier) R

A dazzling crystalline globe inscribed with the outlines of a screaming skull materializes around the target, bestowing the Status Condition *Status Immune (Fatal)* (6).

DRAGON FORCE 20 MP
Target: Single **Type:** Status (Barrier) R

A shimmering crystalline globe etched with intertwining dragons appears around the target, bestowing the Status Conditions *Element Immune (Fire)* (6), *Element Immune (Ice)* (6) and *Element Immune (Lightning)* (6).

1000 NEEDLES 24 MP
Target: Single **Type:** Arcane (Physical) NR

One thousand stinging cactus thorns are shot from the caster's body at the target in rapid succession. *1000 Needles* automatically inflicts 100 Physical damage on the target; M. ARM and ARM have no effect on this damage.

MAGIC HAMMER 25 MP
Target: Single **Type:** Arcane (Magical) R

A solid-looking iron mallet materializes into existence above the enemy, dropping onto the selected target's head with a brain-splitting crack and removing **(Target's Current MP / 10)** MP from each in the progress. Regardless of how much MP the target currently possesses, *Magic Hammer* will never take away more than 999. The caster regains a number of Magic Points equal to the damage inflicted by *Magic Hammer* after modifying for M. ARM.

DRILL SHOT 27 MP
Target: Single **Type:** Arcane (Physical) NR

The caster jabs at the target, creating a stream of multi-colored spheres that rush out towards it and explode on impact. Make a standard Attack Action with whatever Weapon the caster has equipped when *Drill Shot* is cast, ignoring the Weapon's Equipment Abilities; when calculating damage, ignore the target's ARM and — where applicable — the Status Condition *Protect*. If the caster has two Weapons equipped, choose which of the two to attack with.

FORCE FIELD 27 MP
Target: Party **Type:** Status (Barrier) NR

The caster is enveloped by a prismatic glow, creating a rapidly-expanding field which summons a sudden flash of white light to engulf them, gradually spreading out to cover their allies before fading. *Force Field* bestows the Status Condition *Element Immune* to all allies (6); immediately roll a d8 and consult the table below to find out which Element is affected.

Roll	Immunity
1	Earth
2	Fire
3	Water
4	Wind
5	Lightning
6	Ice
7	Holy
8	Shadow

REVENGE BLAST 30 MP
Target: Single **Type:** Arcane (Magical) NR

A wave of invisible force crashes into the target, inflicting **(Caster's Maximum HP - Caster's Current HP)** Magical Damage in the process.

ROULETTE 30 MP
Target: All **Type:** Status (Fatal) NR

All natural light suddenly ceases as a single spotlight begins to spin across the battlefield, drawing in tighter and tighter circles around the combatants until it stops on a single target, killing it stone dead. In order to determine the 'lucky winner' of this grisly fate, all combatants, active or otherwise, should make an immediate Percentile Roll once *Roulette* is cast. The highest-rolling combatant is immediately reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

LIMIT GLOBE 32 MP
Target: Single **Type:** Arcane (Physical) NR

A sinister globe of magical energy emerges from the caster's body, drifting towards the target at a leisurely pace before disappearing into its body with a muted sucking sound. Make a standard Attack Action with whatever Weapon the caster has equipped when *Limit Globe* is cast; calculate damage as normal unless the caster is currently at 25% or fewer of their maximum HP; in this case, the attack inflicts 400% Physical damage. Equipment Abilities are not factored into this attack. If the caster has two Weapons equipped, choose which of the two to attack with.

HOMING LASER 33 MP
Target: Single **Type:** Arcane (Magical) NR

A salvo of searing laser beams arcs out of the caster's body and blasts the target in a spectacular series of explosions. *Homing Laser* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting **(Target's Current HP / 2)** Magical damage; regardless of how much HP the target currently possesses, *Homing Laser* will never take away more than 999 HP.

SEED CANNON 34 MP
Target: Single **Type:** Arcane (Physical) NR

The caster tenses up before firing a heavy seed pod, pummeling the target. *Seed Cannon* inflicts **(15 x STR) + 4d8, Armor** Physical damage.

CONDEMNED 35 MP
Target: Single **Type:** Status (Fatal) R

A cackling red skull appears over the target before slowly fading away. *Condemned* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Condemned* on the target (4).

FROST 36 MP
Target: Single **Type:** Status (Fatal) R

The caster aims a stream of cold air at the target, dropping the temperature surrounding the target close to freezing point. *Frost*

has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Frozen* on the target (2).

MATRA MAGIC 36 MP
Target: Single **Type:** Arcane (Magical) R

A volley of tiny guided missiles burst from the caster's body, seeking out the enemy before consuming them in a powerful explosion. *Matra Magic* inflicts **(15 x MAG) + 4d8, M. Armor** Magical damage.

STARE 36 MP
Target: Group **Type:** Arcane (Magical) NR
Status (Mystify)

The caster's eyes flare red, weaving hypnotic suggestions at all unlucky enough to be caught up in the gaze. *Stare* inflicts **(8 x MAG) + 2d8, M. Armor** Magical damage; in addition, it has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Confuse* (6). Roll separately for each target.

THRUST KICK 37 MP
Target: Single **Type:** Arcane (Physical) NR
Status (Fatal)

The caster launches into an athletic flying kick, surrounded by a faint nimbus of energy as they slam into their target with a sound barrier-breaking crash. *Thrust Kick* has a CoS of **(M. ACC - 50)**, **M. Evasion** to instantly *Eject* the target from the battlefield; should the target not be displaced, they are instead struck by the full force of the Blue Mage's blow, taking **(18 x MAG) + 5d8, Armor** Physical damage in the process.

ACID 38 MP
Target: Single **Type:** Arcane (Magical) NR
Status (Weak)

A spray of corrosive slime splashes over the target, eating away at its Evasions and inflicting **(15 x MAG) + 4d8, M. Armor** Magical Damage. In addition, *Acid* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Meltdown* (2).

MUSTARD BOMB 39 MP
Target: Single **Type:** Status (Fatal) NR

The caster creates an explosive blast of fire and hot gases, igniting the area around the target to infernal temperatures. *Mustard Bomb* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Heat* on the target (2).

LILLIPUTIAN LYRIC 40 MP
Target: Single **Type:** Status (Special) R

The caster emits a blast of discordant notes, engulfing their intended victim in a puff of sweet-smelling orange smoke. *Lilliputian Lyric* has a CoS of **(M. ACC - 50)**, **M. Evasion** of afflicting the target with the Status Conditions *Mini* (6) and *Sleep* (6); make a separate Percentile Roll for each Condition.

LEVEL 4 HOLY 41 MP
Target: Group **Type:** Elemental (Holy) NR

Spectacular blasts of white energy assault the targets, encircling them with pearl-like starbursts. *Level 4 Holy* only affects targets whose Level is a multiple of 4, and inflicts **(21 x MAG) + 5d8, M. Armor** Holy Elemental damage.

AQUA BREATH 42 MP
Target: Group **Type:** Elemental (Water) NR

Torrential winds assault the enemy, buffeting them about as exploding water bubbles shower the area, hitting all targets for **(18 x MAG) + 5d8, M. Armor** Water Elemental Damage.

ELECTROCUTE 42 MP
Target: Group **Type:** Elemental (Lightning) NR

The caster hovers in mid-air, conducting sparks of energy as green bolts of electrical energy blast through the air at random intervals to devastating effect. All targets caught in the blast are struck for **(18 x MAG) + 5d8, M. Armor** Lightning Elemental damage.

FIRE BREATH 42 MP
Target: Group **Type:** Elemental (Fire) NR

The caster begins to glow in a distressing shade of orange as they open their mouth to release a single solid ball of fire which bursts into a swirling cloud of flames amidst the targets, burning them for **(18 x MAG) + 5d8, M. Armor** Fire Elemental damage.

LEVEL 3 CONFUSE 43 MP
Target: Group **Type:** Status (Mystify) NR

Small meteorites appear above each target's head, dropping down with a comical 'plunk' to release a riot of colored stars. *Level 3 Confuse* only affects targets whose Level is a multiple of 3, and has a CoS of **(M. ACC - 50)**, **M. Evasion** of adding the Status Condition *Confuse* (6). Roll separately for each eligible target.

WHITE WIND 45 MP
Target: Party **Type:** Recovery NR

A dazzling constellation of pearls hovers around the caster, radiating waves of bright light to restore **(Caster's Current HP)** HP to all allies.

LEVEL 3 DEF-LESS 48 MP
Target: Group **Type:** Status (Weak) NR

The caster sends out a swarm of pale pink globes towards the enemy, briefly encasing them in a field of rosy energy. *Level 3 Def-Less* only affects targets whose Level is a multiple of 3, and has a CoS of **(M. ACC - 50)**, **M. Evasion** of adding the Status Conditions *Armor Break* (6) and *Mental Break* (6).

DISCHORD 50 MP
Target: Single **Type:** Status (Weak) R

The target is surrounded by a coruscating aura of rainbow-colored

light, rippling along the length of its body several times before fading. *Dischord* has a CoS of **(M. ACC - 50)**, **M. Evasion** of severely weakening the target, adding the Status Conditions *Agility Down* (4), *Armor Down* (4), *Magic Down* (4), *Mental Down* (4), *Power Down* (4) and *Spirit Down* (4).

POND'S CHORUS 50 MP
Target: Single **Type:** Status (Special) NR

The caster emits a blast of discordant notes, obscuring the target in sickly green vapors. *Pond's Chorus* has a CoS of **(M. ACC - 50)**, **M. Evasion** of afflicting the target with the Status Conditions *Toad* (4) and *Sleep* (6); make a separate Percentile Roll for each Condition.

LEVEL 4 FLARE 50 MP
Target: Group **Type:** Arcane (Magical) NR

A series of volatile particles zero in on the enemy, accompanied by a high-pitched whine. *Level 4 Flare* only affects targets whose Level is a multiple of 4, and inflicts **(24 x MAG) + 4d10**, **M. Armor** Magical damage.

DEGENERATOR 57 MP
Target: Single **Type:** Status (Fatal) NR

The caster emits a single burst of black energy that all but rips the life energy of out its target. *Degenerator* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

EARTH SHAKE 59 MP
Target: Group **Type:** Elemental (Earth) NR

Heavy tremors burst through the area, flying rocks and hot gases blasting the paralyzed targets for **(21 x MAG) + 4d12**, **M. Armor** Earth Elemental damage. *Earth Shake* will not affect *Floating* or *Flying* combatants.

ANGEL'S SNACK 60 MP
Target: Party **Type:** Recovery NR

A cascade of sparkling blue stars showers down on the caster and their allies, negating all magic in the area. *Angel's Snack* cancels out all Status Conditions – beneficial or otherwise – currently afflicting all affected targets.

TWISTER 62 MP
Target: Group **Type:** Elemental (Wind) NR

The caster summons a roaring tornado to sweep through the area, taking everything in its path for a spin. All targets in the affected area are hit for **(21 x MAG) + 5d8**, **M. Armor** Wind Elemental damage.

BAD BREATH 63 MP
Target: Group **Type:** Status (Special) NR

The mage exhales a stream of dark, billowing toxic smoke over his enemies, fumes quickly moving out to engulf the entire area. *Bad Breath* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting multiple

Status Conditions on all active combatants in the targeted Group. Roll once for each eligible target to determine whether Status Conditions are inflicted; if successful, roll a d6 and consult the table below to determine which Status Conditions are added to the target.

Roll	Status Effects
1	<i>Curse</i> (6), <i>Immobilize</i> (6), <i>Poison</i> (∞), <i>Silence</i> (6)
2	<i>Blind</i> (6), <i>Disable</i> (6), <i>Poison</i> (∞), <i>Slow</i> (6)
3	<i>Berserk</i> (6), <i>Condemned</i> (4), <i>Mini</i> (4), <i>Sleep</i> (6)
4	<i>Confuse</i> (6), <i>Slow</i> (6), <i>Sap</i> (6), <i>Toad</i> (4)
5	<i>Confuse</i> (6), <i>Petrify</i> (4), <i>Slow</i> (6), <i>Venom</i> (4)
6	<i>Berserk</i> (6), <i>Blind</i> (6), <i>Poison</i> (∞), <i>Zombie</i> (6)

RIPPLER 65 MP
Target: Single **Type:** Status (Special) NR

Hazy spheres of blue energy surround the caster and their target, gently rotating as the ground between the two begins to take on the appearance of a mercury lake. At once the orbs swap, in the process exchanging all Status Conditions possessed by the caster and target, beneficial or otherwise. For example, a *Blind* caster using *Rippler* on a target with *Haste* and *Silence* would end up with *Silence* and *Haste* while the target themselves would be rendered *Blind*. Status timers will transfer along with their Status. Note that 'permanent' Statuses such as those granted by the Equipment Ability *Auto-[Status]* or Job Abilities cannot be transferred in this fashion.

CRY IN THE NIGHT 67 MP
Target: Single **Type:** Arcane (Magical) NR
 Status (Special)

A dark shadow creeps across the battlefield, emitting tendrils of glowing pink energy that drift among the combatants. A ball of blood red energy rises from the midst of the targets, drawing in the pink tendrils and absorbing their energy. The ball grows for a few moments, becoming surrounded by a haze of red energy, and then explodes. Wave after wave of explosive energy slam the targets for **(21 x MAG) + 5d8**, **M. Armor** Magical damage. The explosion is accompanied by a strange howling noise, a chilling sound with a **(M. ACC - 50)**, **M. Evasion** CoS of inflicting the Status Conditions *Curse* (6) and *Silence* (6). Roll separately for each Condition.

GATLING GUN 68 MP
Target: Single **Type:** Arcane (Physical) NR

The caster sends a rapid barrage of explosive shells at one target, peppering it repeatedly for grievous damage. *Gatling Gun* inflicts **(24 x STR) + 4d10**, **Armor** Physical damage.

WALL CHANGE 75 MP
Target: Single **Type:** Status (Special) NR

A shimmering globe of energy encloses the target, cycling through a series of colors and hues before vanishing. *Wall Change* adds the Status Condition *Element Resist* for all Elements save one; roll a d8 and consult the table below to determine which one. The combatant will be afflicted with the Status Condition *Element Weak* for the rolled element; roll again during every subsequent Status Phase,

rearranging the Status Conditions accordingly (6).

Roll	Element
1	Earth
2	Fire
3	Water
4	Wind
5	Ice
6	Lightning
7	Holy
8	Shadow

LEVEL 5 DOOM 80 MP

Target: Group **Type:** Status (Fatal) R

Ghostly, fog-colored skulls materialize above the enemy, letting out a haunting laugh before fading out. *Level 5 Doom* only affects targets whose Level is a multiple of 5, and has a (M. ACC - 50), M. Evasion CoS of instantly reducing any eligible target to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

LEVEL 2 OLD 84 MP

Target: Group **Type:** Status (Weak) NR

Grey clocks fade into existence over the battlefield, chiming twelve times before disappearing again. *Level 2 Old* only affects targets whose Level is a multiple of 2, and has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Conditions *Agility Break* (4), *Armor Break* (4), *Magic Break* (4), *Mental Break* (4), *Power Break* (4), and *Spirit Break* (4). Roll separately for each target affected.

ANGEL WHISPER 90 MP

Target: Single **Type:** Recovery NR

A beautiful angelic spirit descends from the heavens, hovering above the target to shower it with glowing particles of magical energy before fading away. *Angel Whisper* restores a single target to its maximum HP value, as well as canceling all Status Conditions – save *Zombie* – currently affecting that target. If used against Undead monsters or combatants afflicted with the Status Condition *Zombie*, *Angel Whisper* has a (M. ACC - 50), M. Evasion CoS of instantly reducing the target to 0 HP, regardless of current Hit Points, ARM, M. ARM or the Damage Cap.

MAGIC BREATH 90 MP

Target: Group **Type:** Elemental (Special) NR

A expanding cloud of iridescent bubbles swamps the area, bursting into hissing spheres of fire, ice and electricity as it makes contact with the enemy. All affected targets are hit three times; once for (8 x MAG) + 2d8 Fire Elemental damage, once for (8 x MAG) + 2d8 Ice Elemental damage, and once for (8 x MAG) + 2d8 Lightning Elemental damage.

LEVEL 4 SUICIDE 91 MP

Target: Group **Type:** Status (Special) NR

Ribbons of red energy surround the targets, wrapping around them

tightly before fading away. *Level 4 Suicide* only affects targets whose Level is a multiple of 4. It has a (M. ACC - 50), M. Evasion CoS of instantly reducing any eligible target's HP to 1, regardless of current HP, ARM or M. ARM values, or the Damage Cap. In addition, *Level 4 Suicide* also has a (M. ACC - 50), M. Evasion CoS of adding the Status Condition *Mini* (4); roll separately for each affected target and effect.

HEAVEN'S CATARACT 94 MP

Target: Group **Type:** Arcane (Magical) NR
Status (Weak)

A watery, translucent blue aura gathers around the caster, hovering in place for a moment before being thrown into the enemy, rapidly expanding as it approaches in an all-encompassing wave of dark smoke. *Heaven's Cataract* inflicts (24 x MAG) + 4d10, M. Armor Magical damage; in addition, it has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Conditions *Armor Break* (6) and *Mental Break* (6); roll separately for each affected target.

STONE BREATH 96 MP

Target: Group **Type:** Status (Seal) NR

The caster exhales a cloud of creeping gray vapors that slowly drift to settle over the target. *Stone Breath* has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Condition *Stone* (∞); roll separately for each target.

SHADOW FLARE 100 MP

Target: Single **Type:** Elemental (Shadow) R

Pure white light floods the area, turning all combatants into stark black shadows; a second later, a swarm of dark particles homes in on the target, blasting it for (27 x MAG) + 4d12, M. Armor Shadow Elemental damage.

MIGHTY GUARD 120 MP

Target: Party **Type:** Status (Barrier) NR

Brilliant green globes of energy form around the caster and their allies, fading into thin air a second later. *Mighty Guard* adds the Status Conditions *Haste* (4), *Protect* (4), and *Shell* (4) to all allies.

ANNIHILATOR 125 MP

Target: Group **Type:** Arcane (Magical) NR

The caster raises their hand, building up a globe of dark energy before casually throwing it into the midst of the enemy. The globe hovers silently for a brief second before exploding in a cataclysm of pink energy, inflicting (30 x MAG) + 4d12 Magical damage.

MORTAR 125 MP

Target: Group **Type:** Arcane (Physical) NR

Raising their arms to the sky, the caster launches a series of ruby-red projectiles at the enemy, engulfing them in bursts of flame and smoke. *Mortar* inflicts (30 x STR) + 4d12 Physical damage.

DEATH CLAW 140 MP
Target: Single **Type:** Status (Fatal) R

A spiral of malignant energy winds around the target in ever-tightening circles, drawing into a constricting bind before disappearing. *Death Claw* has a CoS of (M. ACC - 50), M. Evasion of instantly reducing the target to 1 Hit Point, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

GRAND TRAIN 175 MP
Target: Group **Type:** Arcane (Magical) NR

A black wave of celestial energy assaults the targets as the battlefield explodes in rushing starbursts, inflicting (36 x MAG) + 5d12 Magical damage on all opponents. *Grand Train* is not subject to the Damage Cap, and can inflict damage in excess of 999.

STORM CANNON 200 MP
Target: Group **Type:** Arcane (Magical) NR

The caster points skywards, firing a blinding beam into the heavens. The sky shimmers for a moment before waves of white light come crashing down upon the targets, engulfing them in a haze of thick white smoke that inflicts (15 x Caster's Level) Magical damage. *Storm Cannon* is not subject to the Damage Cap, and can inflict damage in excess of 999.

SPELLBLADE MAGIC

Spellblade Magic is a close cousin to Black Magic, storing Black's destructive powers in a weapon wielded by the caster, to be released upon contact with an opponent. While the use of the weapon as a conduit allows such spells to be cast with relative ease when compared to their 'pure' counterparts, a considerable amount of weapons skill is required to maximize this advantage.

Elemental Tier

The basic effects of Spellblade are also widely seen as the most versatile, channeling basic elemental attack spells into a weapon to systematically exploit opponents' weaknesses.

ENBLIZZARD 5 MP
Target: Self **Available:** Level 1 NR

Cold air swirls around the caster's Weapon as it absorbs the power of Ice. Select a Weapon equipped by the caster to be affected by *Enblizzard*, making a standard Attack Action with that Weapon when *Enblizzard* is cast. The Weapon is treated as inflicting **Ice** Elemental damage for that attack and that attack alone.

ENFIRE 5 MP
Target: Self **Available:** Level 1 NR

Flames crackle along the edge of the caster's Weapon as it absorbs the power of Fire. Select a Weapon equipped by the caster to be affected by *Enfire*, making a standard Attack Action with that Weapon

when *Enfire* is cast. The Weapon is treated as inflicting **Fire** Elemental damage for that attack and that attack alone.

ENHOLY 5 MP
Target: Self **Available:** Level 1 NR

A luminous glow surrounds the caster's Weapon as it absorbs the power of Holy. Select a Weapon equipped by the caster to be affected by *Enholy*, making a standard Attack Action with that Weapon when *Enholy* is cast. The Weapon is treated as inflicting **Holy** Elemental damage for that attack and that attack alone.

ENSTONE 5 MP
Target: Self **Available:** Level 1 NR

The caster's Weapon gains a dusty brownish hue as it absorbs the power of Earth. Select a Weapon equipped by the caster to be affected by *Enstone*, making a standard Attack Action with that Weapon when *Enstone* is cast. The Weapon is treated as inflicting **Earth** Elemental damage for that attack and that attack alone.

ENSHADOW 5 MP
Target: Self **Available:** Level 1 NR

A dark haze surrounds the caster's Weapon as it absorbs the power of Shadow. Select a Weapon equipped by the caster to be affected by *Enshadow*, making a standard Attack Action with that Weapon when *Enshadow* is cast. The Weapon is treated as inflicting **Shadow** Elemental damage for that attack and that attack alone.

ENTHUNDER 5 MP
Target: Self **Available:** Level 1 NR

Electricity crackles through the caster's Weapon as it absorbs the power of Lightning. Select a Weapon equipped by the caster to be affected by *EntThunder*, making a standard Attack Action with that Weapon when *EntThunder* is cast. The Weapon is treated as inflicting **Lightning** Elemental damage for that attack and that attack alone; ignore all other Equipment Abilities.

ENVENOM 5 MP
Target: Self **Available:** Level 1 NR

A noxious green cloud condenses around the caster's Weapon as it absorbs the power of Bio. Select a Weapon equipped by the caster to be affected by *Envenom*, making a standard Attack Action with that Weapon when *Envenom* is cast. The Weapon is treated as inflicting **Bio** Elemental damage for that attack and that attack alone.

ENWATER 5 MP
Target: Self **Available:** Level 1 NR

The caster's Weapon turns to foaming liquid as it absorbs the power of Water. Select a Weapon equipped by the caster to be affected by *Enwater*, making a standard Attack Action with that Weapon when *Enwater* is cast. The Weapon is treated as inflicting **Water** Elemental damage for that attack and that attack alone.

ENWIND 5 MP
Target: Self Available: Level 1 NR

The caster's weapon gains a gusty greenish hue. Select a Weapon equipped by the caster to be affected by *Enwind*, making a standard Attack Action with that Weapon when *Enwind* is cast. The Weapon is treated as inflicting **Wind** Elemental damage for that attack and that attack alone.

Status Tier

Another staple of the Magic Knight's repertoire, Status Strikes add a chance to inflict a Status Condition on an unlucky opponent. For combat situations where a quick finish isn't possible, a properly placed Status Condition can turn the tide in the Magic Knight's favor.

BLIND STRIKE 10 MP
Target: Self Available: Level 1 NR

Dark mists swirl around the caster's Weapon. Select a Weapon equipped by the caster to be affected by *Blind Strike*, making a standard Attack Action with that Weapon when *Blind Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Blind* (6).

POISON STRIKE 10 MP
Target: Self Available: Level 1 NR

Purple venom bubbles around the caster's Weapon. Select a Weapon equipped by the caster to be affected by *Poison Strike*, making a standard Attack Action with that Weapon when *Poison Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Poison* (∞).

SLEEP STRIKE 10 MP
Target: Self Available: Level 1 NR

Soft golden notes play over the caster's Weapon. Select a Weapon equipped by the caster to be affected by *Sleep Strike*, making a standard Attack Action with that Weapon when *Sleep Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Sleep* (6).

BERSERK STRIKE 15 MP
Target: Self Available: Level 8 NR

The caster's weapon is charged with a cherry-red glow. Select a Weapon equipped by the caster to be affected by *Berserk Strike*, making a standard Attack Action with that Weapon when *Berserk Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Berserk* (6).

SLOW STRIKE 15 MP
Target: Self Available: Level 8 NR

The caster's weapon gains a muddy gray shine. Select a Weapon equipped by the caster to be affected by *Slow Strike*, making a standard Attack Action with that Weapon when *Slow Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Slow* (6).

SILENCE STRIKE 15 MP
Target: Self Available: Level 8 NR

The caster's weapon makes no sound as it swipes at the target. Select a Weapon equipped by the caster to be affected by *Silence Strike*, making a standard Attack Action with that Weapon when *Silence Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Silence* (6).

ZOMBIE STRIKE 30 MP
Target: Self Available: Level 15 NR

A mouldering green glow surrounds the caster's weapon. Select a Weapon equipped by the caster to be affected by *Zombie Strike*, making a standard Attack Action with that Weapon when *Zombie Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Zombie* (6).

CONFUSE STRIKE 30 MP
Target: Self Available: Level 15 NR

A riot of colored stars erupts from the caster's weapon. Select a Weapon equipped by the caster to be affected by *Confuse Strike*, making a standard Attack Action with that Weapon when *Confuse Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Confuse* (6).

CURSE STRIKE 30 MP
Target: Self Available: Level 29 NR

The caster's weapon turns as black as the night. Select a Weapon equipped by the caster to be affected by *Curse Strike*, making a standard Attack Action with that Weapon when *Curse Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Curse* (6).

MINI STRIKE 45 MP
Target: Self Available: Level 29 NR

Strange orange smoke begins to billow from the caster's weapon. Select a Weapon equipped by the caster to be affected by *Mini Strike*, making a standard Attack Action with that Weapon when *Mini Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Mini* (6).

STONE STRIKE 60 MP
Target: Self Available: Level 43 NR

Small fragments of rock cascade from the caster's weapon as it takes on a brown glow. Select a Weapon equipped by the caster to be affected by *Stone Strike*, making a standard Attack Action with that Weapon when *Stone Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Stone* (∞).

STOP STRIKE 50 MP
Target: Self Available: Level 43 NR

The caster and their weapon appears to be frozen in time; when the strike finally happens, it is almost instantaneous. Select a Weapon

equipped by the caster to be affected by *Stop Strike*, making a standard Attack Action with that Weapon when *Stop Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Stop* (6).

TOAD STRIKE 70 MP
Target: Self Available: Level 43 NR

A noxious green smoke plays over the caster's weapon. Select a Weapon equipped by the caster to be affected by *Toad Strike*, making a standard Attack Action with that Weapon when *Toad Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Toad* (6).

FROZEN STRIKE 80 MP
Target: Self Available: Level 50 NR

Ice crystals begin to form on the caster's weapon. Select a Weapon equipped by the caster to be affected by *Frozen Strike*, making a standard Attack Action with that Weapon when *Frozen Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Frozen* (2).

HEAT STRIKE 80 MP
Target: Self Available: Level 50 NR

A muggy glow surrounds the caster's weapon, raising ambient air temperatures to an almost unbearable level. Select a Weapon equipped by the caster to be affected by *Heat Strike*, making a standard Attack Action with that Weapon when *Heat Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Heat* (2).

PAIN STRIKE 70 MP
Target: Self Available: Level 50 NR

Three streams of multi-colored energy swirl around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Pain Strike*, making a standard Attack Action with that Weapon when *Pain Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Conditions *Blind* (6), *Silence* (6) and *Poison* (∞).

VENOM STRIKE 70 MP
Target: Self Available: Level 50 NR

Red poison bubbles around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Venom Strike*, making a standard Attack Action with that Weapon when *Venom Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Venom* (4).

Effect Tier

As the Magic Knight hones his skills, he realizes that some situations cannot be handled with a basic Elemental or Status Strike. Effect Strikes were developed to fill these strategic gaps.

DRAIN STRIKE 10 MP
Target: Self Available: Level 22 NR

A trio of blood-red spheres begins to rotate around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Drain Strike*, making a standard Attack Action with that Weapon when *Drain Strike* is cast. The Attack inflicts **100%** damage; restore the caster's HP by an equivalent amount after modifying for ARM.

MELTDOWN STRIKE 30 MP
Target: Self Available: Level 22 NR

An orange-red glow envelops the caster's weapon. Select a Weapon equipped by the caster to be affected by *Meltdown Strike*, making a standard Attack Action with that Weapon when *Meltdown Strike* is cast. The Attack ignores the target's ARM and the *Protect* Status, where applicable.

OSMOSE STRIKE 1 MP
Target: Self Available: Level 22 NR

A trio of sky-blue spheres begins to rotate around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Osmose Strike*, making a standard Attack Action with that Weapon when *Osmose Strike* is cast. The Attack inflicts **50%** damage to the target's MP after adjusting for ARM, but does not reduce the target's HP; restore the caster's MP by an equivalent amount.

DISPEL STRIKE 40 MP
Target: Self Available: Level 29 NR

The caster's weapon glows cobalt-blue for a split second as tendrils of ethereal mist curl around it. Select a Weapon equipped by the caster to be affected by *Dispel Strike*, making a standard Attack Action with that Weapon when *Dispel Strike* is cast. The Attack has a CoS of **60%** of canceling all Strengthen- and Barrier-type Status Conditions save *Shield* currently active on the target.

GRAVITY STRIKE 50 MP
Target: Self Available: Level 29 NR

The caster's weapon moves in an unusually sluggish fashion, as if twice its normal weight. Select a Weapon equipped by the caster to be affected by *Gravity Strike*, making a standard Attack Action with that Weapon for **0%** damage when *Gravity Strike* is cast. The Attack has a CoS of **60%** of reducing the target's HP by **50%** of its current value, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

RASP STRIKE 30 MP
Target: Self Available: Level 29 NR

A trio of pink spheres begins to rotate around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Rasp Strike*, making a standard Attack Action with that Weapon when *Rasp Strike* is cast. The Attack inflicts **100%** damage to the target's MP, but does not reduce the target's HP.

SYPHON STRIKE

Target: Self **Available:** Level 36

55 MP
NR

The caster's weapon becomes reflective, seeming to draw in everything in its vicinity. Select a Weapon equipped by the caster to be affected by *Syphon Strike*, making a standard Attack Action with that Weapon when *Syphon Strike* is cast. Calculate damage as normal; the Attack will inflict **50%** damage to the target's HP and **50%** damage to the target's MP after modifying for ARM. If the target has no MP, *Syphon Strike* will instead inflict **100%** damage to the target's HP. Restore the caster's HP and MP by an equivalent amount.

SIGNET

Target: Self **Available:** Level 43

75 MP
NR

A nearly-translucent crest materializes around the caster's weapon before disappearing. Select a Weapon equipped by the caster to be affected by *Signet*, making a standard Attack Action with that Weapon when *Signet* is cast. Calculate damage as normal, ignoring all other Equipment Abilities possessed by the Weapon; should this reduce the target to 0 or fewer HP, the target is turned into a crystal. Roll a d10 and consult the table below to determine the type of crystal created and its effects; the crystal is treated as an item usable by either the caster or their allies, but must be used immediately after the battle ends.

Roll Crystal Type

- 1-3 *Red Crystal*. The character regains a number of HP equal to **50%** of their maximum value.
- 4-5 *Gold Crystal*. The character's HP and MP are restored to their maximum values.
- 6-8 *Green Crystal*. The character regains a number of MP equal to **25%** of their maximum value.
- 9-10 *Blue Crystal*. The number of XP gained by the character during the battle are increased by **25%**.

DEATH STRIKE

Target: Self **Available:** Level 50

95 MP
NR

A ghostly, almost translucent gray skull materializes around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Death Strike*, making a standard Attack Action with that Weapon when *Death Strike* is cast. The Weapon is treated as having the Equipment Ability *Death Strike* for that attack and that attack alone.

Ultimate Tier

At the highest level of proficiency, Magic Knights can channel the most destructive powers of Black Magic into the confines of their weapons. These ultimate enchantments focus on unleashing such devastating power that none but the toughest opponents could stand against them. Note that attacks made with Ultimate Tier cannot score Critical Hits or Botches.

QUAKE STRIKE

Target: Self **Available:** Level 50

75 MP
NR

Channeling Earth energy into their weapon, the caster strikes the ground, sending a rippling wave of rocks and soil surging in all directions. Select a Weapon equipped by the caster to be affected by *Quake Strike*, making a standard Attack Action with that Weapon when *Quake Strike* is cast. The Weapon is treated as having Target: All and inflicting **Earth** elemental damage for that attack and that attack alone. The Attack will not affect *Floating* or *Flying* combatants.

WHIRLWIND STRIKE

Target: Self **Available:** Level 50

85 MP
NR

Channeling Wind energy into their weapon, the caster swings around, whipping up a furious gale that surges towards the opposition. Select a Weapon equipped by the caster to be affected by *Whirlwind Strike*, making a standard Attack Action with that Weapon when *Whirlwind Strike* is cast. The Weapon is treated as being Ranged and having Target: Group as well as inflicting **Wind** elemental damage for that attack and that attack alone.

BLACK HOLE STRIKE

Target: Self **Available:** Level 57

150 MP
NR

Channeling Gravity energy into their weapon, the caster cleaves the air open, creating a rippling black hole. Select a Weapon equipped by the caster to be affected by *Black Hole Strike*, making a standard Attack Action with that Weapon for **0%** damage when *Black Hole Strike* is cast. The Weapon is treated as having the Equipment Ability *Death Strike* for that attack and that attack alone. Should *Death Strike* fail to affect the target, the *Black Hole Strike* has a CoS of **60%** of reducing the target's HP to 1, regardless of current HP, ARM, M. ARM or the Damage Cap.

FLARE STRIKE

Target: Self **Available:** Level 57

100 MP
NR

Channeling orbs of pure magical energy into their weapon, the caster lunges at the target, creating a ferocious series of explosion as their weapon makes contact. Select a Weapon equipped by the caster to be affected by *Flare Strike*, making a standard Attack Action with that Weapon for **200%** damage when *Flare Strike* is cast. The Attack is not subject to the Damage Cap.

ULTIMA STRIKE

Target: Self **Available:** Level 64

250 MP
NR

Channeling pure magical energy into their weapon, the caster swipes at the air, sending out a way of destructive force to sweep into the enemy. Select a Weapon equipped by the caster to be affected by *Ultima Strike*, making a standard Attack Action with that Weapon for **200%** damage when *Ultima Strike* is cast. The Weapon is considered to have Target: Group for that attack. In addition, the Attack is not subject to the Damage Cap and ignores as the target's ARM and the *Protect* Status, where applicable.

INTUITIVE MAGIC

In *Final Fantasy*, most magic is heavily regimented, divided into set groups of Spells with explicit effects that never change. This does not mean that there is no room for creativity, however – on the contrary, by drawing on their experience, veteran casters can create all manner of cantrips, illusions, and other sorcerous miscellanea. In the *FFRPG*, such magic is known as **Intuitive Magic**.

Basic Rules

Intuitive Magic is subject to several important restrictions. These are:

No Intuitive effect can directly inflict or recover damage and Status Conditions, or mimic the mechanical effects of an existing Spell. This does not mean the effect's ultimate outcome must always be harmless; using Intuitive magic to startle a soldier and send him falling over a parapet will still result in damage, albeit indirectly.

A spellcaster can only create Intuitive magic in line with the Spells he or she would normally be able to cast. A Black Mage, for instance, would not be able to create a blast of air to knock a treasure chest from a high pedestal, nor would a White Mage be able to create a fiery explosion in mid-air. To make this simpler for both the players and the GM, all Jobs with the ability to use Intuitive Magic or comparative powers have a list of keywords in **Chapter 4**. In order to be cast, the desired effect must be in line with one or more of these keywords.

Spells cast through Intuitive magic are still Spells. If the character is unable to cast Spells as a result of Status Conditions or other extraordinary circumstances, Intuitive magic is similarly off-limits.

Intuitive Magic cannot be used more than once per Scene. Creating a new magic effect is often an involved process, and requires a brief 'cooldown' period between Spells.

Creating an Intuitive Effect

Because Intuitive effects are open-ended in nature, the rules to create them are relatively simple – most of the 'heavy lifting' involved in their creation relies on GM and player judgment.

DESCRIBE THE EFFECT

Whenever a player wishes to create an Intuitive effect, they must begin by explaining what exactly they want to achieve. Legitimate examples might include things like *“Reshape the columns into a stairway leading to the next level,”* *“Create a bridge from the surrounding plants and creepers that will carry the party across the chasm,”* *“Transfer enough mana to the Skystone to get the airship off the ground,”* or *“Create a spectacular bang!”* Before approving the effect, the GM should make sure that what the player is trying to achieve can't be readily done with an existing Spell and that the effect is in line with the keywords given for the player's Job. Effects that do not fall into any particular magical domain – as with the last

two examples given above – do not have to conform to a specific keyword.

DETERMINE THE MP COST

The next step is to assign an MP cost to the effect. This will be determined by how large an object or area it affects when cast – the larger the scale, the higher the MP cost. While an effect's MP cost is entirely left to the GM's discretion, the table below gives appropriate ballpark figures for various size grades.

Table 8-2: Sample Intuitive MP Costs

SIZE OF ITEM OR AREA AFFECTED	MP COST
Small rock	2
Average-sized rock	8
Child, Moogle, Tarutaru	15
Human	30
Ogre, Gigas	50
Small house	80
Large house	100
Skyscraper	200
City block	400

DETERMINE THE MODIFIER

Once the effect's cost has been established, the next thing on the list is its difficulty – or to be precise, the Conditional Modifier imposed on the player's M. Accuracy when rolling to see whether the effect succeeds. This is determined by its complexity, or overall sophistication. The more elaborate the intended effect, the lower the ultimate CoS will be. Again, while this is left to the GM's discretion, a number of sample modifiers have been given below.

Table 8-3: Sample Intuitive Modifiers

COMPLEXITY	MODIFIER
Creating a bright flash	-20
Creating a crude illusion	-20
Using telekinesis to move an object	-40
Creating a modest illusion	-60
	-80
Creating a sophisticated illusion	-100
	-120
	-140
Reshaping the immediate environment	-160

MAKING THE ROLL

To complete the effect, the caster must make a Task Check against their Magic Accuracy, subtracting the modifier assigned for the effect's complexity. Depending on the circumstances, the GM may also assign additional modifiers; some examples are given below. If the roll succeeds, the player achieves the desired effect; if the roll fails, the Magic Points have been wasted.

CONDITIONAL MODIFIERS

Effect's scale larger than a human: **-20**
Effect's scale larger than small house: **-40**
Elaborate, hour-long rituals performed beforehand: **+20**
Working against weak enchantments: **0**
Working against competent enchantments: **-20**
Working against elaborate enchantments: **-40**
Working against masterful enchantments: **-80**

CASTING CIRCLES

In magic, as in all other things, two heads are often better than one. Intuitive Magic can benefit from the *Groupwork* rules from **Chapter 5**, provided that all other participants have the appropriate Intuitive Magic ability.

Sample Intuitive Effects

MEDEO

15 MP

Effect: A classic example of stage magic. *Medeo* mimics the effects of the Time Spell *Meteor*, summoning an asteroid fragment to crash into the target with a devastating explosion. Unlike its 'genuine' counterpart, *Medeo* is all sound and fury, doing no damage; the pyrotechnics produced, however, are indistinguishable from the real thing. *Medeo* is cast at a CoS of **(M. ACC - 60)**.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Arcane Magic. Any Spell that deals damage, but is not directly associated with one of the Combat Elements.

Elemental Magic. Any Spell that deals damage associated with one of the Combat Elements.

Intuitive Magic. 'Minor' Spells created on the fly by casters.

NR. Shorthand for 'not reflectable'.

R. Shorthand for 'reflectable'.

Recovery Magic. Spells that restore HP or MP, or remove harmful Status Conditions.

Spellblade Magic. Spells that primarily affect a Weapon rather than a target.

Status Magic. Any Spell which adds harmful or gainful Status Conditions to one or more targets.

Support Magic. Spells which do not directly affect combatants or their opponents, or which bypass magical Evasions by default.

IX

ADVENTURING

冒險談

“No matter how dark the night, morning always comes. And our journey begins anew.”

Lulu
FINAL FANTASY X

Nobody said wandering the world in search of evil was going to be easy. This chapter presents some of the challenges and issues characters encounter in the field as they rise to greatness.

REST AND RECOVERY

Even the most cautious heroes will take a few lumps on the road to glory, and as the battles start coming in thick and fast, the injury tally will rise in turn. This section looks at the aftermath: healing, resting, recuperating, and getting back to fighting fitness.

Resting

Magic and items can patch up injuries on the go, but can drain the party's resources if there's a lot of hurt to go around. The alternative is to let injuries heal up the natural way – with rest.

To rest, characters need just two things: time and space. Time is self-explanatory – the longer the party has to kick back and relax, the more beneficial the rest will be. In order to benefit from a rest period, a character cannot undertake any complex or physically exerting activities during that time period unless they are directly related to the recovery process. In other words, taking the time to make splints and sewing wounds is fine; forging a sword or clearing boulders is not.

Space is a little trickier. The default space requirement for rest is an area where the party can stretch out without fear of being attacked by marauding monsters and the like. In practical terms, this means that long stretches of rest are impossible in the middle of a dungeon thick with enemies unless the party can find some way to keep itself protected during that time. Higher grades of rest demand additional amenities on top of this space, namely shelter, food, and bedding. These 'requirements' are listed with the respective rest grades.

INTENSIVE REST

A full day spent doing nothing but recovering from injuries qualifies as Intensive Rest. At the end of the rest period, all characters – including *Unconscious* ones – will be restored to maximum HP and

MP. In addition, Intensive Rest cancels all Status Conditions currently affecting the Party. Unless there is a significant reason not to, characters automatically undergo Intensive Rest between adventures.

Time Taken: 1 full day

Requirements: Cabin or Average quality room

FULL REST

An uninterrupted night's sleep in comfortable surroundings allows characters to recover all HP and MP and cancels all Status Conditions afflicting the party except *Zombie* and *Stone*. *Unconscious* characters will revive at the end of the rest period with their HP and MP restored to **50%** of their maximum values. Full Rest in a Luxurious room gives the same benefits as Intensive Rest.

Time Taken: 7 to 8 hours

Requirements: Cabin or Average quality room

TRAVEL REST

Travel Rest is typical of the kind of night's sleep a party will get on the road. Assuming the party can rest for a full night without interruptions, they recover **75%** of their maximum HP and MP. All Status Conditions afflicting the party are canceled during this time, with the exceptions of *Unconscious*, *Zombie*, and *Stone*.

Time Taken: 7 to 8 hours

Requirements: Tent or Poor quality room

FITFUL REST

Fitful Rest can be defined as either sleeping fewer than the usual seven or eight hours or being interrupted in the night by a monster attack. At the end of a Fitful Rest period, all party members regain **50%** of their maximum HP and MP values. All Status Conditions afflicting the party are also canceled at the end of this time period, with the exceptions of *Unconscious*, *Zombie*, and *Stone*.

Time Taken: 3 to 4 hours

Requirements: Sleeping Bag or Squalid quality room

BREAK

Taking a Break means taking an hour off to eat, nap, examine injuries, sharpen weapons, and generally improve the party's well-being. At the end of the Break, characters recover **10%** of their maximum HP and MP, while Status Condition timers are reduced by **6**.

Time Taken: 1 hour

Requirements: None

BREATHER

Even taking the time to catch one's breath can make all the difference in a long and brutal dungeon. A Breather is defined as the time taken by the party to bandage wounds and wipe swords — enough time, in short, to recover a little bit of lost life and replenish magical resources. Characters recover **5%** of their maximum HP and MP at the end of a Breather, while Status Condition timers are reduced by **2**.

Time Taken: 10 to 15 minutes

Requirements: None

The Healing Skill

Characters with the *Healing Skill* can use their talents to assist the natural healing process, increasing recovery gains in both the short and long term. During rest periods, characters may make a Task Check against their *Healing* to speed up the healing process. If the Task Check is successful, the party's recovery gains at the end of the rest period will be equal to the next-highest grade of rest — if the characters took a Break, they'll get the benefits of Fitful Rest, if they took Travel Rest, they'll get the benefits of Full Rest, and so forth. The only thing that changes in this case is the actual recovery benefit; no additional time or resources are consumed.

Failure has no consequences, but a Botch means the character's ministrations actually have the *opposite* effect, bumping the effects of resting down to the next-lowest grade. This means that Breathers actually have no impact on the party if a *Healing* roll is Botched.

Conditional Modifiers depend on how much time the character making the roll has to work with — the more drastic the improvement, the harder it will be to squeeze into the resting timeframe.

CONDITIONAL MODIFIERS

Full Rest to Intensive Rest: **+40**

Breather to Break: **+20**

Fitful Rest to Travel Rest: **0**

Travel Rest to Full Rest: **-20**

Break to Fitful Rest: **-40**

Healing Fixtures

Players may also be able to salve their injuries through *healing fixtures*, things in the environment that provide 'free healing' to characters who use them.

RECOVERY SPRINGS

Recovery springs are pools of water suffused with quantities of Life magic large enough to restore anybody who drinks from them. Recovery springs can have one of several effects:

Cure Status Conditions. A spring that cures Status Conditions will remove all non-Barrier and Enhance-type Status Conditions from a character partaking of its power. *Unconscious* characters cannot benefit from this kind of spring.

Restore HP and MP. A spring that restores HP and MP will restore them to their maximum values. *Unconscious* characters cannot benefit from this kind of spring.

Revivify. A spring that revivifies characters will restore an *Unconscious* character to maximum HP and MP. Other characters gain no benefits from drinking from it.

Full Recovery. Some rare springs combine all three of the above effects.

It should be noted that recovery springs are only effective because of the Life magic concentrated in the surrounding area. Bottling a spring's waters for future use will merely leave a character with a bottle of crisp, refreshing, but otherwise utterly ordinary spring water.

SAVE CRYSTALS

Save crystals are large, free-standing crystals that collect and focus surrounding magic. Merely touching a save crystal is enough to restore Hit Points and Magic Points to full and cancel all non-Barrier and Enhance Status Conditions. *Unconscious* characters will also be revived with maximum HP and MP.

OTHER FIXTURES

Depending on the nature of the setting, characters may also encounter other fixtures with similar powers over the course of their travels. Practical examples include automated healing stations, magical spheres, and enchanted gates.

Consecrated Areas

Ordinarily, resting in the middle of a dangerous dungeon is out of the question. But in some cases, the PCs may discover small patches of consecrated ground in otherwise dangerous territory, usually marked by unusual features or simply a noticeable aura of magic energy. Such areas naturally repel monsters and other evil creatures, making it possible to rest there for at least short periods of time.

Recovering Status Conditions

Even if characters aren't taking the time to rest, any Status Conditions still in effect after a battle or Scene ends will naturally tick down between Scenes, eventually expiring if their timer isn't unlimited. Out of combat, a Status Condition's timer will generally decrease by 1 every ten minutes until the Condition expires, although the GM may be more generous with Barrier and Enhance-type Conditions. If the Condition is still active when the character enters combat, reduce the timer by 1 at the start of the battle. If that does not cancel the Status outright, it will tick down at the normal rate of 1 per Round.

Critical Injuries

All characters suffer a few scratches and scrapes during the course of their career, but some injuries can't just be shrugged off with a Potion and a good night's sleep. Things like broken arms, trauma, and severed vocal cords are all examples of these kinds of **Critical Injuries**.

In game terms, characters suffering from a Critical Injury temporarily or permanently acquire Disadvantages to represent them: *Soft Target* for broken ribs or virulent sickness, *Lamed* for damage to the legs, and so forth. Assuming the injuries can be cured, characters who intend to recover from such setbacks must first be diagnosed and treated with a *Healing* roll. Sample Conditional Modifiers for doing so are given in **Chapter 5**; others can be set by evaluating the difficulty of the task based on the nature and extent of the character's injuries. If successful, the character will recover from the injury in about one to six weeks of game time, depending on how long the GM feels like milking the player's plight.

Injuries that cannot be cured become permanent Disadvantages instead. Changing a character in this way does not yield points to spend on Advantages, and must be discussed between GM and player before being put into effect. If using the Traits and Key Points options presented in **Appendix IV**, Disadvantages acquired in this fashion earn the character a number of KP equal to the Disadvantage's normal point cost.

TOWNS

Towns are an important feature of the adventuring life – here, adventurers rest, gather information from locals, acquire equipment, and restock supplies. Though the term 'town' is used as a blanket term for any large settlement in the game world, there are plenty of other possibilities – passing caravans, roadside inns, sales terminals, and wandering merchants can all potentially fulfill the same basic range of functions.

Exploration

Final Fantasy games encourage the players to chat up random strangers, saunter into buildings, and poke their noses into vases, woodpiles, and anything else that might hide valuables. If characters have nothing else to do with their time, they can simply explore the area for a few hours to see what they can turn up.

SEARCHING FOR INFORMATION

If the party is in search of a piece of information or a specific person or location, they may send members out to comb the town for clues. Doing so requires time – a couple of minutes to a couple of hours, depending on the amount of ground that needs to be covered – and a successful Skill Test against *Inquiry* or *Streetwise* from the 'search party.' Depending on the area and the value of the information sought, characters may have to loosen their pursestrings to get the information they need.

Shopping

Shopping is an essential part of the adventuring lifestyle, regardless of whether it's simply to top up the party's Potion reserves or a full-fledged upgrade of weapons and armor. Players begin their shopping excursions by telling the GM what kind of store they are looking for, leaving the GM to decide whether such a store exists and how long it will take to track it down – a process that can take anywhere from a few minutes to several hours, depending on the size of the town and the number of available shops. If the layout of the town is particularly confusing, a *Trade* or *Inquiry* roll may also be required.

STORE TYPES

Towns offer a dizzying array of places where adventurers can spend their hard-earned money. Store types characters may run into over the course of their adventures include:

WEAPON STORES

Weapon Stores stock weapons of all types. A good portion of these stores manufacture their inventory in-house, incorporating separate forges and workshops beneath the premises.

ARMOR STORES

Armor Stores cover Armor of every type, from Mail to Armwear. As with Weapon Stores, it is not uncommon to find skilled metalworkers attached to the store's premises, producing goods for sale.

ARSENALS

Arsenals are large, well-stocked emporiums typically found in major cities, selling Weapons as well as Armor. Aside from stocking locally manufactured weapons, these stores also carry imported items and other exotic equipment.

GENERAL STORES

General Stores service the population at large, selling Recovery, Support, and Battle Items as well as miscellaneous equipment. A General Store may also stock a limited selection of basic Weapons and Armor if no other stores in the area sell them.

RELIC STORES

Relic Stores tend to be rarer fixtures in settlements, as most of their stock comes from items recovered by adventurers and explorers. As the name implies, they deal in curios and unusual items, including Accessories of all shapes and sizes.

POACHER'S DENS

Poachers' Dens specialise in the processing of monster remains into usable items, a grim and onerous trade rife with skinning, tanning hides and boiling venoms and acids. Nonetheless, stores of this kind do a steady business, and will be the first port of call for any serious monster hunter. Aside from taking in monster remains, they may also sell the Recovery, Support and Battle Items processed from them.

AUCTION HOUSES

The preferred haunts of the noble and well-to-do, auction houses allow selected members of the public to bid on a variety of rarities and antiquities. Generally speaking, ordinary equipment and items are unlikely to end up on the auction block – what's up for grabs tends to run the gamut from useless bric-a-brac like model airships and collectible porcelain to dungeon keys and artifacts of mystic significance.

Auction houses are rarely found outside of major cities. Even then, access isn't a given – some houses may only cater to the upper classes, making it difficult for rough-and-tumble adventurers to get in without the right connections.

BAZAARS

Bazaars are stores with a twist – you never know quite what you're going to get. Generally only found in larger cities, bazaars offer a wide range of strange and unusual goods, ranging from genuine rarities and powerful artifacts to the buffed-up junk sold by unscrupulous con men looking to make a quick Gil. As with all shopping, finding a bazaar takes time, though they usually tend to be easier to locate than individual stores.

Unlike normal shops, players don't come to a bazaar with a shopping list – rather, they will get a number of purchase options, each given a description rather than a firm name. A Marduk Bow found in a town bazaar might be described as 'a well-polished ancient crossbow engraved with a storm god's image,' while a Oak Staff may be called 'an iron-shod staff made of durable wood.' There are only two ways to positively identify a good: buy it, or make a successful *Trade* roll with the appropriate modifiers.

So why bother with bazaars? In places where the store selection is limited, bazaars can provide access to higher levels of equipment. Alternatively, bazaar goods can save players some coin, assuming they're careful enough to avoid the scams – that 'bag of ten dusty bottles with illegible labels' retailing for 1000 G could be a budget-priced pack of ten Hi-Potions... or simple colored water.

OTHER PURCHASES

For purchases beyond the scope of **Chapter 6**, the GM can rule for cost and Availability Rating on the spot, depending on the value and rarity of the purchase. To make comparative pricing a little easier, a scale of several sample goods and services and their relative price is given below.

Table 9-1: Miscellaneous Costs

DESCRIPTION	COST
Meal, cheap	10
Sailing ship passage, short distance	30
Map, well-explored location	30
Map, world	50
Meal, specialty	70
High-powered battery, electrical	100
Yellow chocobo, rental, daily	125
Black chocobo, rental, daily	200
Airship passage, short distance	200
Airship passage, medium distance	400
Map, obscure or dangerous location	500
Car, rental, daily	500
Small package, long-distance via airmail	500
Airship passage, long distance	800
Map, off-limits or highly dangerous location	1,500
Vehicle fuel, one week's supply	3,000
Casino, day pass	3,000
Chocobo pen, rental	10,000
Casino, lifetime pass	30,000
Seaside villa, purchase	300,000

Note that these values are only intended as a starting point, rather than as absolute gospel. Any number of factors can affect the final asking price, up to and including simple narrative convenience. If needed, an Availability Rating if needed can be generated via the following table:

Table 9-2: Availability Ranges

GOOD OR SERVICE RARITY	AVAILABILITY
Commonly and openly available	99 - 85
Relatively common	84 - 70
Somewhat uncommon	69 - 50
Uncommon or difficult to source	49 - 30
Rare or exotic	29 - 20
Very rare	19 - 10
Extremely rare	9 - 0

Pubs and Cafes

Pubs – or cafes, for the teetotaling adventurers out there – give the party access to the local rumor mill. In most situations, an hour's time and a Task Check against *Inquiry* at +20 will turn up half a dozen rumors, stories, or current events of varying degrees of accuracy. Some of these may just be things the players already know ("They say the Empire's new Doom Sphere is close to completion.") while others offer potential jumping points for side-quests ("I've heard there's a ghost up at the clocktower that appears on nights when the moon is hidden by the clouds.") and new adventures. Bartenders – who listen into every conversation day-in, day-out – also tend to be fonts of information, and can offer the party odd jobs and leads after a few drinks.

NOTICE BOARDS

Some pubs have notice boards for job offers and wanted posters. If the party is looking for a few spare Gil, a fast-paced chase after a fugitive criminal or a hunting expedition seeking a particularly infamous local monster may be just the ticket.

Crafting

Characters with spare materials and time on their hands may want to take advantage of local workshops to craft items and equipment. Full rules for this are found in **Appendix I**.

Inns and Hotels

After a long day's shopping, players are likely to want to bed down at an inn or hotel. How restful the resulting night's sleep is depends on the quality of the lodgings. All inn rooms fall into one of following four quality ratings:

Squalid rooms are the pits — noisy, dirty, vermin-ridden and prone to belongings disappearing in the night.

Poor rooms are a step up from squalid. Though unlikely to win any major awards for amenities, they are clean enough to assure mostly uninterrupted sleeping.

Average rooms represent the baseline for most inns the party will encounter — well-maintained and comfortable, if not spectacular.

Luxurious rooms are truly a five-star affair, and have a number of other perks included in the price — for example, en suite service and a mini-bar.

The quality of a room affects two things: the kind of rest the party will get there, and the price of the room itself. The table below gives suggested prices per head for room quality, though like all other prices, these can be adjusted as the GM sees fit.

Table 9-3: Accommodation Costs

ROOM QUALITY	PRICE PER NIGHT	REST TYPE
Squalid	10	Fitful
Poor	25	Travel
Average	100	Full
Luxurious	500	Intensive

While the party's available funds and condition can affect what kind of lodgings they ultimately stump for, location also plays a role. Larger cities often sport a number of inns and hotels of varying quality whereas smaller villages have a take-it-or-leave-it approach to accommodations.

Alternately, the party may wind up receiving room and board from allies, sponsors, or a PC with a house in the area. If so, the costs are waived. In the interests of keeping things simple, daily expenses — medical cost, food and drink, other sundries — are simply factored into the price of the night's accommodation.

ON THE ROAD

Once the party clears out of town, they have the great outdoors to contend with. This section covers some of the challenges and activities to be found on the road.

Navigation

If the party shelled out for a map before setting out, they will find that finding their way becomes that much easier. Assuming the map is reliable and of excellent quality, characters with the *Navigation* Skill make Task Checks with a Conditional Modifier of **+80**. For maps of merely good quality, the Modifier drops to **+40**; reasonable maps with some degree of accuracy reduce this to **+20**. Poor or inaccurate maps are of no help whatsoever.

Players with the *Navigation* Skill can also declare that they are keeping their own maps as they travel through a given area. These start off as poor, but will automatically improve in quality as the party spends more and more hours in a given location. Depending on the size of an area, a reasonable map alone can take between 2 and 20 hours; truly excellent maps of an area require significantly more time investment.

Scavenging

Players can use the *Scavenge* Skill to obtain materials from monster carcasses, exposed ore, crystal, and the like. While these materials vary wildly in usefulness and are not as accepted as items or equipment in shops, they are still useful in crafting and manufacturing. These things begin with a certain number of Craft Points' worth of material — normally ranging from 0 to 50 CP — that can be extracted in smaller batches with successful *Scavenge* rolls. To begin, the player must declare an intent to use *Scavenge* before item drops are rolled: any materials gained from *Scavenge* will replace any items that might have dropped from the enemy. The players must then decide how many CP they are attempting to scavenge, from 1 to 10; this number is immediately subtracted from the item's total CP. The player must then make a Task Check with Conditional Modifiers applied depending on the Tier of the material. The player's character should also have the tools to extract the desired material, though in a pinch, they can always use their Weapon. On average, the Tier of CP harvested in this fashion will be equal to **(Parties Average Level / 7)**, though the GM may raise or lower this as they see fit.

CONDITIONAL MODIFIERS

Scavenging Tier 1 material: **+40**
Scavenging Tier 2 material: **+30**
Scavenging Tier 3 material: **+20**
Scavenging Tier 4 material: **+10**
Scavenging Tier 5 material: **0**
Scavenging Tier 6 material: **-10**
Scavenging Tier 7 material: **-20**
Scavenging Tier 8 material: **-30**

A success means that the declared number of CP are immediately added to the character's Inventory. A failure means that some of the material was damaged during the scavenging process – **50%** of the declared number of CP are added to the character's Inventory. A Botch means that the character gains no CP at all, while a Critical Success adds **+25%** of the declared number of CP to the character's Inventory.

The amount of time needed to scavenge material can vary from fifteen minutes to several hours, depending on how difficult it is to reach and extract the essentials. As always, GM discretion applies.

? Scavenging in Action

Having finally escaped from Deathstight's prison ship after a spectacular battle, the party finds itself wandering through the desert. En route to civilisation, they discover the sun-bleached skeleton of a Behemoth.

Rob (Hiro): We should try scavenging some of those bones. There's bound to be some good material in there. Rodger, I'm going to go ahead and attempt to scavenge 10 CP.

Rodger (GM): Getting a good-sized chunk broken off the skeleton will take a bit of elbow grease – about thirty minutes or so.

Rob: We can spare an hour or two, right? I'm good.

Rodger: Then go ahead and roll.

Rodger, has already decided that the skeleton has 40 CP of Tier 7 material, and subtracts 10 for Rob's attempt. Rob's Scavenge Rating is 40, but due to the material's toughness, he will be making his Task Check at -20. His final CoS is 20.

Rob: (rolling) 18!

Rodger: That's a success. You gain 10 CP of Tier 7 bone. **Rob:** Woot. I'm feeling lucky – I'll go in for another 10.

Rodger subtracts another 10, leaving the skeleton with 20 CP.

Rob: (rolling) 50. No good.

Rodger: After a bit of struggling, you leverage free 5 CP.

Rob: Might as well keep going. Another 10.

Rodger subtracts another 10, leaving the skeleton with 10 CP.

Rob: (rolling) Ah, damn. Botch. I'll try one last time. 10 again.

Rodger subtracts another 10. The skeleton has no CP left now.

Rob: (rolling) 10!

Rodger: You harvest another 12 CP of bone from the skeleton. That seems to be the last of the useful material here.

Blair (Mint): Mint huffs. "Come on! We're going to miss teatime if you keep mucking around with those dirty bones!"

Weather

From howling snow to blistering heat, the climates adventurers are likely to find themselves battling are literally endless. But fighting in

less-than-perfect weather means more than just running the risk of developing a case of heatstroke or the sniffles. Strong weather conditions warp and accumulate large concentrations of Elemental energy around them, reducing the effectiveness of affiliated Elemental attacks. And even that may not be the end of the party's problems, as these surges in mana can attract and birth fearsome Elementals.

In addition to altering the power of certain Elemental attacks, some weather conditions may have additional effects. These are described below; the Elemental effects are listed in **Table 9-4** at the end of this section.

GALE

Effect: Strong winds sweep the area. *Flying and Floating* characters and creatures move at **50%** normal speed – in effect, as if they were moving through Adverse Terrain. Ranged Attacks made with Throwing Weapons and Weapons such as Bows, Boomerangs, and Rifles suffer a **-40** Conditional Modifier.

HEATWAVE

Effect: Rising temperatures leave a shimmering haze of heat draped over the area. Characters may exhaust quicker and find actions more strenuous than normal, imposing a **-20** Conditional Modifier on all physical activities.

HEAVY RAIN

Effect: A cloudburst showers the battlefield. Heavy rain imposes a **-40** Conditional Modifier to visibility as well as Ranged attacks.

SANDSTORM

Effect: In desert areas, strong winds can whip up violent sandstorms, cloaking an entire battlefield in grit and dust. Powerful sandstorms can reduce visibility close to zero, imposing a **-60** Conditional Modifier to visibility and Ranged attacks.

HEAVY SNOW

Effect: Torrential snowfall. Drastically affects visibility, imposing a **-60** Conditional Modifier to visibility and Ranged attacks made at medium range or greater. Characters who are not properly insulated against the elements also risk suffering from hypothermia, frostbite, or worse – extended exposure over a period of several hours may inflict the Status Condition *Frozen*.

THUNDERSTORM

Effect: Where skies grow overcast, random lightning can make travel a risky proposition. The GM should roll a d% every fifteen to thirty minutes the party spends in a thunderstorm. On a roll of 15 or lower, a lightning bolt strikes; if the party is not near or under shelter, lightning will strike a random party member. At the beginning of each Round fought in a storm, roll a d%; on a roll of 15 or lower, a random target has been struck by a lightning bolt. The effects of this depend on the size of the thunderstorm; assign a Scale of 1 through 30 as you would with an Environmental Feature, then use the appropriate Spell to calculate damage.

Table 9-4: Weather Effects

WEATHER CONDITION	FIRE	WATER	WIND	EARTH	ICE	LIGHTNING	BIO	HOLY	SHADOW
Fog	---	+10%	---	---	---	---	---	---	---
Gale	---	---	+25%	-25%	---	---	---	---	---
Heatwave	+25%	---	---	---	-25%	---	---	---	---
Heavy Fog	---	+10%	-10%	---	---	---	---	---	---
Heavy Rain	-25	+25%	---	---	---	---	---	---	---
Overcast	---	---	---	---	---	---	---	---	---
Rainy	---	+10%	---	-10%	---	---	---	---	---
Rainy and Windy	-10%	+10%	+10%	-10%	---	---	---	---	---
Sandstorm	---	-25%	---	+25%	---	---	---	---	---
Snow	---	-25%	---	---	+25%	---	---	---	---
Heavy Snow	-10%	-25%	+10%	---	+25%	---	---	---	---
Sunny	---	---	---	---	---	---	---	---	---
Thunderstorm	---	---	---	-25%	---	+25%	---	---	---

Environmental Features

An 'environmental feature' is a conspicuous piece of scenery that affects the party's progress. Examples of environmental features might include a fallen column barring a passage, a set of locked double doors, an unstable bridge, or a mysterious machine connected to an ancient elevator. If necessary, characters can attack environmental features both in and out of combat; they do not generate Initiative, their EVA and M. EVA will always be 0, and for obvious reasons, they are immune to all Status Conditions.

Environmental Features are measured by two Combat Statistics – **Durability** and **Scale**. Durability is an abbreviated combination of Hit Points and Armor, and simply measures how many hits it takes to destroy the Feature. Usually, this has a value ranging from 1 (flimsy wood) to 10 (steel-reinforced concrete).

Scale measures the overall size and damage potential of the Environment Feature for situations where it inflicts damage on others. This is a value ranging from 1 (trashcans, crates) to 30 (large buildings), and is treated as an Attribute. In situations which call for the Feature to do damage, pick an appropriate Spell from the lists in **Chapter 8** and insert the Feature's Scale into the Damage Code. For instance, attacking a fuel tank would eventually make it explode, creating a spectacular fireball that burns everything in the immediate vicinity. Assuming a medium-sized fuel tank, the GM assigns it a Scale of 10, and uses the Damage Code for *Fira* to figure out how much Fire Elemental damage is dealt to everything around it.

MANIPULATING THE ENVIRONMENT

Aside from attacking and destroying environmental features, characters may also use the power of the elements to manipulate them. Possible effects include:

Earth. Earth attacks typically cause tremors that can quickly damage and destroy smaller environmental features, opening up

previously inaccessible sections.

Fire. Setting things on fire with a well-aimed *Fira* is the easiest way to make a battle a little more interesting. Structures and vegetation burn up slowly enough that they'll most probably be ablaze for the rest of the battle; combatants, however, are far less durable. Anyone caught in the middle of a fire will suffer Fire Elemental damage equal to **10%** of their maximum Hit Points for each Round spent in the fire; calculate this damage during the Status Phase. Environmental features set on fire and then rigged to fall on opponents do Fire Elemental rather than Physical damage. Finally, a large enough blaze – or combination of smaller blazes – will make the immediate area subject to *Heatwave* conditions until extinguished.

Ice. Ice Elemental attacks have the ability to freeze bodies of water or ice over soggy ground, turning previously traversable areas into Adverse Terrain. Should the players tire of their giant skating rink, a well-placed Fire Elemental Attack is capable of melting through most ice formations.

Lightning. Attacks that cause Lightning Elemental damage are capable of powering – or overloading – heavy machinery and electronic devices. The exact results of such actions depend on the device in question, but could easily range from destroying a shield generator protecting a major villain to activating an elevator to high ground.

Water. Water can sweep smaller environmental features out of the way and soak into solid ground, turning it into muddy and Difficult Terrain.

Wind. Wind can knock things over or blow smaller objects away – a good way for retrieving things that would normally be beyond the party's reach. It may also disperse fog.

Shelter

When players want to rest in a town, they seek out the nearest inn or hotel room. On the road, characters carry their own accommodations in the form of one-shot 'shelter' items stored in

the Inventory Slot and consumed when the party rests for the day. There are three of these in total:

Sleeping Bags represent the basic comforts for the adventurer on the move, offering a welcome layer of padding between weary bones and hard ground for one person.

A proper **Tent** protects its occupants from wind and weather, making for considerably more restful nights in less-friendly environs for a group of adventurers.

Larger and sturdier than Tents, **Cabins** are reinforced to withstand almost anything short of a hurricane. The increased space translates to an increase in creature comforts for the party, including a proper cooker for preparing meals.

Despite the name, these items simply represent things like food, bedding, and supplies – a Tent isn't literally a tent, but just the material needed to spend a comfortable night *in* a tent. Unlike other equipment purchases, these 'Items' will always be available. Players should note how much of each they are buying – 3 Sleeping Bags, 2

Tents, 5 Cabins – when purchasing supplies.

Table 9-5: Shelter Costs

SHELTER TYPE	COST	REST TYPE
Sleeping Bag	10	Fitful
Tent	25	Travel
Cabin	100	Full

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Critical Injuries. Injuries severe enough to give characters temporary or permanent Status Conditions.

Durability. A measure of how many hits it takes to destroy an environmental feature.

Scale. A measure of large an environmental feature. This value is used to calculate damage inflicted by the feature.

X

GAMEMASTERING

ゲームマスタリング

(Leader? I never asked to be the leader.)

Squall Leonhart
FINAL FANTASY VIII

Storyteller, referee, organizer – a good GM is all three, and more besides. It goes without saying that the Gamemaster's role is the most challenging and rewarding one in the entire **FFRPG**. Where players take on the role of a single heroic character and explore that character in depth, the GM is responsible for literally everything else – allies, villains, supporting cast, monsters, and world design. This chapter covers the game as seen from the other side of the table, from the first adventure to the final battle. Offered along the way are tips, tools, rules, and advice – in short, something for every Gamemaster, regardless of experience.

Of course, this section is not meant to be the alpha and omega of gamemastering advice. Literally hundreds of guides have been written on the subject over the years, and many more are likely to follow in the years to come. More importantly, there is no such thing as a fail-safe guide. Each GM and every group have their own individual needs; inevitably, some are going to slip through the cracks. Many of the suggestions and ideas in this chapter are thus more advice than gospel – in the end, your own experiences will be what guides in you in running the game.

GM BASICS

While the various aspects of running a game seem obvious to veterans, it's a different matter for newcomers. Being a GM is a daunting task, and the pitfalls on the road to a good game or session are many. For this reason, the following section covers responsibilities, habits, and considerations new GMs can benefit from knowing.

The Gamemaster's Role

The GM's responsibilities can be broken down as follows:

Present the world to the players. The GM tells – or show – the PCs what their characters experience and see in the world around them. In an e-game, this is handled by sophisticated video processors and soundtracks; the GM's challenge is to achieve the same effect with voice and props alone. On the other hand, the GM isn't limited to a mere twenty tracks of music or a single TV screen, and can paint rather more expansive vistas as a result.

Determine the feasibility of actions. Using common sense as well as the rules in this book, the GM decides what the heroes can and can't do – and if they can, how easy or challenging those actions are. A human in full armor can't jump a forty-meter-wide ravine in a single leap; a four-meter jump might be possible under the circumstances, but requires the GM to decide just how difficult the resulting roll will be.

Inevitably, there will be situations where the written rules don't clearly explain what to do, or when a PC decides to try something not covered in the rules. In this case, it is left to the GM to decide what happens, and whether a proposed action is possible at all.

Create and roleplay non-player characters. The GM roleplays the villains opposing the PCs, the sidekicks and allies assisting the heroes' efforts, their rivals and comic relief, and the 'bit part' characters – shopkeepers, bartenders, farmers, fishermen, guards, and everything in between. This can be both easy and difficult; while many of the minor NPCs need only a bare minimum of description, juggling a large number of characters – let alone making them memorable – requires a fair amount of effort.

Design encounters and adventures. The GM determines what challenges the PCs face during each session, and creates a narrative to string these challenges together into an adventure. While it is possible to develop encounters and events on the fly, most GMs plan them beforehand, making notes as to how monsters and NPCs are likely to act and thinking of ways the PCs can overcome the obstacles in their path. Pitching the difficulty at just the right level is an important part of this; a good adventure will be challenging enough to make the PCs work to survive, but not so dangerous that they'll be flayed within an inch of their lives two steps in.

Create and play monsters. Arguably the most straightforward of all GM tasks. Coming up with foes for the group is as simple as picking one of the sample monsters in **Appendix II** or creating a new one using the guidelines in that same Appendix. Running them is essentially no different than playing an NPC, and is ultimately a matter of using the opponent's intelligence and background as a yardstick for their actions. GMs should also be familiar with a monster's strength and abilities, and know how they will affect the party before throwing them into battle.

Reward the group. Much of adventuring is about the rewards the players receive along the way – money, equipment, experience, and intangibles. How much the characters receive for their trouble is up to the GM. The important trick here is to strike a balance between over-compensating and short-changing the players; guidelines for handling rewards are presented later in this chapter.

Tell a story. The players are heroes of their own story, but its ebb

and flow is the province of the GM. Developing a coherent narrative with enough twists to keep the players interested is key to a successful long-term game.

Most of these responsibilities will be looked at in greater detail as this chapter goes on.

The Seven Habits

Every group has its own way of doing things, but there are a few ways to make a session better regardless of who's playing or running. The seven most prominent of these are given below.

KNOW THE RULES

Before you begin a game, ensure you've got at least a firm grasp on the ruleset. As GM, your responsibilities will not only include adjudicating the rules, but also explaining them to your players. The better you know the raw material you're working with, the more smoothly the game will run when it's finally time to put it into action.

KNOW YOUR PLAYERS

Being able to run a rewarding and interesting roleplaying game is contingent on knowing *what* your players consider 'rewarding' and 'interesting.' Each player has his or her own motivators, and roleplays for different reasons; to create a satisfying experience, it is essential to find out what they are and plan your games accordingly.

Some players may want a straightforward hack-and-slash game; others like to flex their drama muscles and are drawn to deep, complex plots. In general, your groups will have representatives of one or more of these seven player types:

Gamists are at the table to 'play the game.' They are rarely concerned about factors like character development, and tend to care more about being able to spend time with other people at the table. This lack of engagement can be frustrating if you are trying to build a narrative, but Gamists are easier to keep pleased. Give their characters enough 'cool stuff' to do and ensure the game moves at a fair clip, and you're unlikely to have too many problems with them.

Achievers play games to advance their characters, acquire more powerful items, and see their alter egos grow in power and renown. The easiest way to motivate an Achiever is to keep XP and treasure flowing at a steady rate, though it's important to be careful when rationing out rewards; too much generosity can destroy campaign balance and adversely affect the rest of the party. A good substitute is giving the character a little bit of fame — or infamy — in the game world; sometimes, these intangible rewards carry more weight than yet another sword or high-powered item.

Killers take their satisfaction from defeating powerful foes and the visceral thrills of combat. Like Achievers, Killers are relatively easy to motivate — have enough challenging opponents on tap to ensure they have to use their full range of Abilities and make battles a regular fixture in your sessions. Regular, however, shouldn't translate to 'unrelenting' unless the rest of your group enjoys combat as well. Storytellers in particular may resent having to reach for a sword

every other hour of play.

Explorers want to see the world, explore places and meet people. If you are running with an established setting, players of this type are likely to derive particular enjoyment from seeing familiar faces; strategic encounters with major and minor e-game characters or good use of **Final Fantasy** tropes like airships and Chocobos. The secret lies in spacing out these elements so that they don't come across as over-used. Once you've run into Cloud Strife in a bar for the fourteenth time, it just stops being special.

Storytellers are in it for the roleplay aspects. They gain the most satisfaction from being able to play their characters' quirks and foibles and interact with others, and will quiz your NPCs at greater depth and length than the average player. This means having at least a stock background for all notable characters and the ability to improvise if the players go off script. At the same time, be on the lookout for 'scene diggers' — Storytellers who insist on acting out every little NPC conversation and encounter in full, drawn-out detail. Cut off grandstanding like this at the roots — buying a sword shouldn't involve a five-minute conversation about the current weather and how the shopkeeper's grandmother is doing, especially if the rest of the party is more interested in action than acting.

Party Animals get most of their kicks out of the group dynamic, and enjoy planning and strategizing with others to reach a common goal. When problems loom, the Party Animal is inevitably the first to act, assuming control of the situation and marshaling the rest of the group into developing an elaborate master plan. Throw in a whole-team activity every now and then or encourage situations where strategizing has a notable impact, but keep an eye on just how play time these grand schemes eat up. As much fun as planning is, ultimately the show must go on.

Archetypes enjoy playing one particular character type — young children, Paladins, Mithra — and play it to the hilt, even in situations where that character would normally take a back seat. With Archetypes whose specialized skills see little use in 'regular play' — Thieves designed for breaking and entering, Mediators geared toward information-gathering and persuasion — you can engineer situations where the character can take center stage without affecting the rest of the group. This may involve splitting them off and sending them on a solo excursion — effective in moderation, but best not done too often unless you enjoy being accused of favoritism.

Of course, not everybody falls into a single neat category. Most players lean towards two or more archetypes, giving you combinations like Gamist-Achievers, Achiever-Killers, Storyteller-Party Animals, or Explorer-Gamists. Keep running notes on your players and what or doesn't capture their attention over the course of a session — you'll eventually be in a better position to judge their tastes and preferences and adjust your own adventures accordingly.

WATCH THE CLOCK

In most cases, you'll only have a limited amount of time in which to run your session, so it's important to maximize what time you have. Factors to bear in mind include:

Off-Topic Chatter. Roleplaying is about socializing more than anything. As a result, you have to be prepared for a certain level of chit-chat during the course of a session as players catch up with each other on last week's TV, the latest downloads, and current events in general. While it may be tempting to ride roughshod over the chatter, letting the players get it out of their system before the session starts means they're more focused on the game itself once things kick off.

You can take advantage of this by budgeting a little 'social time' at the beginning and then setting a cut-off point. Depending on the circumstances, you may also want to allot a little period for cooling down at the end of the session and a break near the middle. Of course, having that kind of compromise on the table means the players must respect it, too. If two of your group members suddenly start going off on a tangent about last night's LAN party in the middle of a major fight, politely butt in with a "*Could you guys wait until the break?*"

Dead Air. Of course, ensuring the players don't get sidetracked means ensuring that there's no reason for their attention to start wandering. In tabletop groups, the main cause of this is 'dead air,' a stretch of time in which the player or group has nothing to do. Dead air arises for a number of reasons, but lack of preparation is usually a major contributor; the one thing guaranteed to kill momentum is the GM flipping pages in search of an obscure table or struggling to think up a NPC response while the players sit around tapping their pencils.

In an ideal situation, the truly crucial information needed to run the game will be at your fingertips at any given time. The time it takes to print out cheat sheets of vital formulas or record your monster stats on note cards beforehand will pay off tenfold once you're actually sitting at the table. By the same token, encourage your players to keep all relevant information pertaining to their characters — equipment, Abilities, Spells, stats, and personal details — close to hand for easy reference for when *they* need to start looking things up. Make copies of your characters' sheets if you get the chance; in many situations, having the information to hand yourself can be quicker than asking a player to relay it.

Selective Editing. Keeping a game flowing also means stepping in when the pace starts flagging and getting things moving. Don't waste too much time on scenes that don't advance the plot — roleplaying an *Inquiry* check that takes a character all over town in search of an NPC may yield some interesting moments, but can easily eat up an hour of play with no real gain.

'Selective editing' means deciding what and what not to show; mundane activities like shopping can easily be resolved in the space of a few die rolls, while conversations with important NPCs are best restricted to the information that directly affect the players' choices. On the other hand, if the PCs happen to get involved in a funny or striking conversation, let it play out; as long as the players are having fun and stay invested in action, there's no real rush.

Player Dithering. While dead air tends to be the GM's fault, the players themselves can bring the action to a screeching halt just as easily when they're debating their next course of action. While you

do want the party to strategize, an hour-long argument on equipment purchases or allocation of healing items doesn't make for a better session. Put a little time limit on player discussion and be ready to 'force their hand' if they dither for too long; forty-five minutes of arguing what to do about that Quadav scout the party's Archer spotted over the next ridge can be easily — if messily — resolved by having a full attack force charge the laggards.

Rule Debates. Nothing brings sessions to a screeching halt faster than those dreaded moments when one of your players looks up and says "*I don't think that's how that rule works.*" If you've taken the time to get to grips with the contents of the **Core Rulebook**, you've already got a leg up in this regard; find the relevant section, re-read the disputed rule, and make a judgment. If it's not immediately clear how the rule in question should be interpreted, suggest a compromise that tries to accommodate both sides. If there's a genuine deadlock, offer to settle the matter by having both sides roll a dice or flipping a coin. The ultimate goal of any rules-related debate is to get it resolved and the game going as quickly as possible; if the discussion drags on past the five-minute mark, you're already in danger of compromising the rest of the session.

Unfortunately, you may find that some players will go out of their way to keep a debate going, especially when a certain interpretation of the rules works heavily in their favor. Provided the issue isn't too critical, offer to continue the discussion in one of your scheduled breaks or after the game, then retroactively apply whatever consensus you establish to the game once play resumes.

Ending with a Bang. It's always smarter to end your sessions on a high note than let the action peter out — it keeps players interested, and leaves everybody itching for the next installment. The easiest way to do this is to cap the proceedings with a high-energy fight or a compelling cliffhanger, then end the session while the players are still enthusiastic. The main problem in pulling this off lies in timing. Due to the complexity of the **FFRPG** combat, it's all too easy for events to turn against you, transforming what was supposed to be a quick 30-minute skirmish into a 2-hour behemoth that leaves everybody drained by the end.

Cliffhangers are far easier to deploy, since almost any moment of play can turn dramatic with very little effort. Players exploring the Imperial Palace? Let them barge into the Emperor's throne room to find his cooling body on the throne. Party flying to a meeting with resistance leaders to trade a vital artifact? Warships suddenly appear on the horizon, intent on blowing them out of the skies. Group doing a meet-and-greet with a local contact? Have a flunky come rushing in, crying that soldiers are on the way and armed to the teeth. While it's best to have an ending worked in advance, you can just keep an eye on how the game is running and calculate the most dramatic possible way to cap off whichever Scene happens to be in progress at the time once the energy starts sagging. In a worst-case scenario, wait until the game's narrative flow offers a convenient stopping-place. It's often better to end a little early than a little late.

BE FIRM, BUT FAIR

As GM, you interpret the rules to serve the needs of your game and ensure the game runs under a consistent framework. From character creation to task resolution, your decisions and opinions give you a significant degree of authority at the gaming table. How much authority, though? Be too lenient, and players end up walking all over your carefully-prepared adventures, battling through powerful monsters with barely a shrug. Indulge in your fantasies of godhood and make players' lives miserable, and you could find yourself with an empty table next week.

Being an effective GM means balancing the two extremes, and keeping an open mind while doing it. While your decision is always final, you can still make a bad call or misread a rule on occasion. Don't be afraid to own up to your mistakes, and do try to compensate players if they're seriously affected by them. At the same time, be ready to put your foot down if your players edge your campaign off the rails. If the homebrew Job you approved at the outset is turning into an unending nightmare, take steps to tone it down. If one player's 'wacky' antics are throwing a disrupting play, make your disapproval known. When it comes to running the game, a little sternness can go a surprisingly long way toward making a better experience for all involved.

BE DESCRIPTIVE

A GM is a storyteller first and foremost. Even if your group treats your plots as a disposable excuse to slaughter as many monsters as possible, your descriptions should be detailed enough that your players aren't forced to ask basic questions like "*How large is the room?*" or "*What does he look like?*"

Combat in particular is one area where deploying descriptive detail can make all the difference; even with the most enthusiastic group of players, seven or eight Rounds' worth of "*You hit him with your sword. He takes 8 damage. He hits you back. You take 2 damage*" can really be a drain on the table's energy level. Take the time to embellish special attacks, critical hits, spells and the like; describe the monsters staggering, roaring, bleeding, and shouting curses like their lives depend on it.

The players, too, should be encouraged to get creative with their actions and play off each other. "*Mint attacks!*" is short and to the point, but sometimes it's more fun to see actions like "*Mint twines the whip around the Soldier, sending him spinning like a top before delivering a sharp snap as a follow-up blow.*" By setting a positive example, the GM can greatly increase the amount of creative investment and description the players are willing to put forth.

BE MEMORABLE

Final Fantasy is a game of grand vistas and intriguing characters, world-threatening plots and larger-than-life villains. Keep a steady supply of interesting geographical features, exotic monsters and recognizable characters on hand and design your adventures to showcase them to maximum effect. Most importantly, always keep an eye on what you're doing and get into the habit of asking yourself,

"*How could I make this more interesting?*" Staging a prison break after one of your players has been kidnapped by the Empire? Make the prison a crystalline tower or place it on gigantic tank treads capable of crushing the heroes underfoot. PCs facing an Imperial general in said prison break? Surprise them with a disgraced nobleman whose right arm has been replaced by a sword, or a burly albino with a penchant for chainguns. Let your creativity shine, and don't be afraid to surprise players once in a while. At the end of the day, those efforts are what will keep the group buzzing about your sessions months after the fact.

HAVE FUN!

This is, when all is said and done, the most important thing a GM can do. Roleplaying is a hobby, not a job or competitive sport; the aim of each session is for all participants to have as much fun as possible. Keep an eye on the energy level at the table and don't be afraid to solicit feedback from players after a session wraps up; the things they tell you will ultimately help you build a better game. And if certain rules bother you or are proving to be a drag in actual play, change them. Anything presented in this book can be modified or ignored as necessary, including this chapter. At the end of the day, it's important that you derive as much enjoyment from running your games as your players derive from playing them.

House Rules

House rules are tweaks and changes made to the basic **FFRPG** ruleset for adventures and campaigns. Not every GM uses house rules, but there are times when you'll want to make adjustments or additions to suit your own needs. In most cases, these will probably be dictated by the needs of your setting. If you're creating a unique campaign world, the races given in the **Core Rulebook** probably won't cover all of your needs, or you may want to augment the equipment tables. If you want to increase player survivability, you may rule that instead of rolling for HP, characters automatically get the highest possible number of Hit Points for their Job. If you want to increase the difficulty of combat, characters can be afflicted with various Weaken-type Status Conditions upon being reduced to 10% of their maximum HP. The possibilities are endless.

Players may also come to you with homebrew material to approve, or ideas for Jobs and races they want to play. The latter are easiest to deal with — included in this chapter are a number of rules and systems to help you get started on expanding the core material. For anything beyond the scope of this book, it helps to keep two questions in mind:

Is it already covered in the rules? In many cases, it may be easier to adapt or adjust something that's already in place than writing something new. For instance, an *Impersonation* Skill might seem like a good idea at first, but with a bit of tweaking, the same ground could easily be covered by *Acting* or *Disguise*. Similarly, that Assassin Job one of your players is clamoring for might be just as well doable by throwing together existing Abilities from the *Sneak* and *Ninjutsu* sets.

Is it balanced? Unless everything else is being boosted up to match, any new addition should be on par with the Spells, Abilities, Advantages and Jobs in this rulebook. They provide a useful yardstick for what is and isn't 'balanced'. When compared to other Warrior Jobs, for instance, an Ability that delivers **(52 x SPD) + 15d12** damage to a single target for no Initiative Penalty is clearly overpowered, even at Level 64.

Other additions may be harder to make a snap judgment on. You may find yourself approving something that only reveals the true extent of its power after many weeks of play. If there is no way to compensate for this by normal means – tougher monsters, heavier penalties, out-of-character restrictions on usage – the best way to resolve it is to simply sit down and have a talk with the player about adjusting it retroactively.

Gaming vs. Metagaming

Players always know more than their characters should, especially when you are running in a setting the players are already familiar with. Somebody who has beaten **Final Fantasy VII** four times knows all the ins and outs of the setting, including background, characters, history, politics, and secrets – fine and well until you start a **Final Fantasy VII** campaign and they declare that the party is chartering an airship to the island where the legendary Knights of the Round materia is stashed.

As tempted as the players may be to exploit outside knowledge to help their characters, it is essential to keep a tight leash on 'metagaming.' Unless the character actually has an excuse for knowing a particular piece of information – Traits, *Lores*, background – the response to examples like the above should always be, "*Your character has no way of knowing that. Sorry.*"

Gaming Supplies

GMs also have to shoulder the burden of providing the materials needed to run a session – the bare essentials are at least one copy of the **Core Rulebook**, enough dice for all players, pencils and erasers, and character sheets. While many players bring their own supplies, it is convenient to have spares along in case somebody happens to forget something. Other things worth having at the gaming table might include:

GM aids. For those with printer ink to spare, the **FFRPG** has a number of quick reference sheets and tables that condense the most vital information in the rulebook. Depending on the circumstances, you may also want to supplement these with notes of your own.

A binder. Binders can be convenient for organizing loose leaf papers in an orderly fashion, and are an excellent way to store printouts, sheets, and campaign notes.

Scrap paper. Get in the habit of having at least one or two sheets of paper for every person present. For players, it allows them to make notes about HP loss and gain, Status Conditions and the like without having to constantly erase and re-write their character

sheets. For a GM, it's a good way to keep track of the dozens of small details needed to run the game. In battles in particular, writing out Combat Statistics beforehand means less time spent sorting through sheets and more time focused on the action.

Refreshments. As a gaming session can run for several hours, the GM – or whoever else happens to be hosting – may want to provide drinks and finger food for the participants. Chips, pretzels and anything else easily poured into a convenient bowl in the middle of the gaming table is ideal for this purpose.

Music. Music is one of those like-it-or-leave-it aspects of roleplaying; some GMs swear by it, others find it too much of a hassle to deal with. Picking the right soundtrack presents something of a challenge; ideally, you'll want music that's unobtrusive enough for players to talk over it, but atmospheric enough to add something to play.

Raw material for a soundtrack can come from a few places. The most obvious is to go straight to the source. **Final Fantasy** soundtracks are routinely released on CD in Japan; depending on its popularity, a game may also spawn orchestral or remix albums, giving the original music a significantly more lavish treatment. Several of the more prominent OSTs have seen limited release in the United States; a greater selection is available through import channels, though importing Japanese CDs can often be an expensive proposition for the casual gamer.

For the most cost-conscious GM, movie soundtracks are far easier to obtain, though it is important not to pick anything too recognizable to your players – a blast of *Indiana Jones* or *Star Wars* is more likely to inspire cheap jokes than improve immersion at the table.

Finally, ever since *Final Fantasy VIII* roped in *chanteuse* Faye Wong to perform 'Eyes on Me', it's also become fashionable for Japanese RPGs to include at least one saccharine, cloudbusting orchestral ballad. If your tastes in music happen to run into J-pop or soundtrack-friendly female artists, you may want to round off your campaign soundtrack by selecting one or two vocal tracks to act as your 'official theme song'.

Once you've settled on a final track selection and sorted them into appropriate categories – battle tracks, suspense music, town themes – the next thing to consider is how to bring them to your players. Depending on your available resources, you have three options: take CDs and switch manually between them as needed, set them up in a CD changer, or simply burn your own CD-ROMs with a tracklist you can run more or less continuously as the game goes on. Of course, CDs aren't the only viable medium – converting the music to MP3 format increases the ease with which you can access your soundtrack, but usually requires you to bring additional equipment to the gaming table.

Portable Sound Format (PSF) and **Sound Processing Chip (SPC)** files offer another interesting alternative for increasing your sessions' multimedia quotient. In essence, they use the raw instrumental data used by gaming consoles – in this case, the Playstation and the Super Nintendo, respectively – to replicate in-game music. Unlike MP3s and CDs, these will only run through

programs capable of emulating the sound core of the console in question; to compensate, they offer three key advantages over more traditional music media.

Firstly, the length of a file can be set by the user, allowing you to loop a piece of music for ten or fifteen minutes. This is both more convenient and immersive than constantly skipping from track to track. Secondly, PSF and SPCs are small in size, and can be found for a wide variety of games; thanks to a vibrant ripping scene, it is now possible to obtain soundtracks for titles that never spawned an OST album. Thirdly, many PSF and SPC compilations also include ambient sounds – cricket noises, the gushing of a waterfall, or the sound of a crowd can provide a surprisingly effective backdrop for characters' conversations in-game. Links to major PSF and SPC archives can be found on the RGi website.

Illustrations: As the old cliché goes, a picture can be worth a thousand words. E-game veterans may be intimately familiar with the environments, creatures, and characters of a given setting, but for a newcomer, having a little visual reference material at hand never hurts. While a number of **Final Fantasy** artbooks have seen release in Japan, Western gamers will have better luck turning to the Internet for their needs.

Props: For those who like to add a more hands-on element to their games, there are plenty of possibilities. Those with deep pockets and good connections in the Land of the Rising Sun can find just about *anything*, from jewelry and replica weapons to the official Galbadia Bears jersey. The most useful play aids are probably the various **Final Fantasy** figures and figurines released over the years, though there is a significant difference in scale between the various ranges. When coupled with the difficulty and expense involved in getting hold of merchandise for older games, this rather limits their usefulness.

BUILDING AN ADVENTURE

The adventure is the basic building block of the **FFRPG** – a starting point for GMs and players in getting to grips with the system, and a gateway to running a successful long-term campaign. For this reason, knowing how to structure adventures is an essential skill for any GM. The following section covers how best to tackle adventure design and develop the challenges the players face during the course of their quests.

The Objective

All adventures have one or more objectives for the party to fulfill, though these may not be known at the outset. The first step in adventure design is deciding what these objectives are and how the party can fulfill them, considerations that will shape how the rest of the adventure plays out. The most common types are:

Fetch Quest. Overcome the obstacles to find a specific item or piece of information and bring it back for a reward. The Fetch Quest is the most commonly-encountered adventure in **Final Fantasy** games, and generally is used to 'gate' progress – items or

rewards gained in one adventure are required to get to the next, meaning the story will not progress until the quest has been completed.

Mark Hunt. Find and defeat a monster or opponent in battle to claim a reward. Missions like these tend to work best as 'filler' between more involved sessions.

Sabotage. Put something out of commission – a weapon, a building, an artifact, a vehicle, a plan. Missions of this type usually involve a significant amount of subterfuge and stealth – as good a time as any to break out those *Disguise* rolls and make sure your players put a few points into *Demolitions*.

“If there’s a door, we go in. If there’s anything we can break, we break it! And in the end, we blow this place to smithereens!”

Selphie Tilmitt
FINAL FANTASY VIII

Escort. Get somebody from Point A to Point B in one piece, fending off would-be assassins or kidnappers along the way. Danger can come from many angles during missions like these – the players will have to think on their feet and learn to trust no-one.

Rescue. Somebody important to the party has been captured, and now it's time to bust them out. Like sabotage attempts, rescue bids inevitably involve bombs or disguises, sometimes even at the exact same time.

Kidnapping. The exact reverse of the rescue mission sees the party tasked with abducting someone, avoiding any and all security along the way.

Escape. Break through enemy lines, find a way out of a monster-infested forest, or chart a route back to the land of the living – escapes may sound simple on paper, but tend to be anything but in practice.

Breaking and Entering. The reverse of the escape mission requires the party to find a way into an otherwise impregnable location. This frequently will be combined with another objective.

The Complications

Once the objective has been set, the next thing to think about is what the players have to do to accomplish it. Obstacles can take the form of combat, physical challenges, interactions with NPCs, traps, hazards, and puzzles, each of which is discussed in more detail in the following sections.

Treat every major complication placed in the party's path as its own Scene, regardless of type – the easiest way to populate an adventure is to develop several of these Scenes, then string them together to form a narrative. On average, the crux of a good adventure will revolve around three memorable set-pieces, but due to the unpredictable nature of tabletop play, players may bypass events you originally intended to pave the way to the objective. For

this reason, it tends to be better to map out your Scenes as a loose web rather than a linear path. That way, if the players miss one connection, you can move them to the next logical event instead.

In the examples given over the course of the rulebook, Rodger led the party through a number of Scenes designed to test their skills – a collapsing cave, a prison break, and a high-stakes air battle. However, these were only a few of the potential turns the adventure could have taken. Rodger had also sketched out a raid on the resistance's headquarters, an eavesdropping attempt on covert meeting between the Dark Lord's agents, and a chase scene involving stolen Chocobos racing through the streets of a major metropolis.

The advantage of developing complications in chunks is that anything your players don't get to can be quietly shuffled into the next adventure. Don't be afraid of recycling unused content – if the idea was worth using once, it's definitely worth using again.

Battles

As prevalent as combat is in the **Final Fantasy** series, it's a seriously time-consuming proposition on the tabletop. Running battles with the same frequency players of the e-games are used to leaves room for little else, meaning you'll inevitably have to choose quality over quantity when planning your encounters.

How many battles should your adventure have? The determining factor is how your group feels about giving their sword-arms a workout – some relish the challenges and feel happier sticking a sword in a monster than engaging in long-winded conversations, whilst others prefer to leave their swords sheathed and talk things out. Combat-heavy games can get away with about two encounters per session, while more sedate adventures with one encounter every other session.

BUILDING INTEREST

Even then, you have to plan to sustain your players' interest. The first factor in this is duration – the longer combat drags on, the higher the risk that people will start getting bored with the proceedings. This is doubly true in situations where the heroes are reduced to simply trotting out the same Attacks and Abilities Round after Round. With this in mind, the 'average' battle should last between three and four Rounds, a number you can enforce by keeping an eye on how much damage the heroes are capable of inflicting and tailoring monster strength and composition to fit. Too, not every opponent fights to the death. If the odds are against them and the battle drags on, the monsters could just as easily attempt to flee as carry on.

The second factor is tactics. Avoid staging all-out slugfests – players should be forced to think before they act, rather than just blindly slashing away with their most powerful attacks Round after Round. A few ways to shake things up include:

Mix and Match. Grouping together monsters with drastically different attack forms, weaknesses, and strategies is an easy way to keep the party on its toes – couple physically powerful monsters

with spellcasting ones, direct damage dealers with Status-causers, Ice Worms with Fire Flans.

What's My Weakness? Intelligent use of Elemental Weaknesses and Immunities can turn otherwise straightforward combat into a potentially dangerous guessing game for the party – especially if the party relies on Elemental attacks for most of its damage output. Avoid making a monster's Elemental properties too obvious, however – Water Giants, Fire Lizards, and other creatures may have their counterparts in the games, but don't require a lot of gray matter to vanquish. Keep your players guessing and teach them the importance of *Scan* and *Sensor* in the process.

Counter Tactics. Reactions are a powerful tool for GMs, especially when triggered by a party's more common attacks. Smart use of Reactions not only punishes players who take the obvious approach, but forces the party to figure out *what* triggers a counterattack – and what they can use to avoid or circumvent it.

The Guardians. The players aren't the only ones capable of protecting weaker allies. When battling a mixture of monsters – or a Boss monster with Slave Parts – make your players cut through a number of 'protectors' to get to the opponents they want to target.

The Right Tools for the Right Job. As the game progresses, your players will amass a significant number of ways to hurt specific opponents. Every once in a while, plan an encounter that will let them do exactly that – a few Zombies to sharpen those *Undead Killer* Weapons on, or an Ice Dragon for that new *Firaga*. Giving players the chance to make effective use of specialized equipment can help wallpaper over less inspired battles.

Buff vs. Debuff. Used at the right moment, Barrier and Enhance-type Status Conditions can have a significant impact on the flow of battle. For this reason, their management can make for a few interesting situations in combat. Beginning a fight by having the opponent cast positive Status Conditions forces the party to spend Actions and resources to counter their effects; conversely, a situation where the party's *Protects*, *Hastes*, and *Regens* are constantly being nullified by monster intervention encourages strategic thinking rather than blind reliance.

Unusual Situations. In **Chapter 7**, you'll find a number of ways to spice up any encounters, including terrain effects, weather conditions, and timed battles. Don't be afraid to drop a few of these additional complications into your combats every now and then, especially if there is nothing else distinctive about them.

WORKSHEETS

Even the best-planned battles can fall down in actual play, however. Combat may be the most straightforward task awaiting a GM, but that does not make it simple by a long shot. Running a battle means making many decisions, and keeping track of a significant amount of information on both sides of the table. For this reason, **Appendix V** has several worksheets designed to make the combat process run that much more smoothly. The most notable:

Vitals Sheet. This worksheet collects the most important information needed during combat in one place. ACC, M, ACC, EVA,

and M. EVA can be quickly referenced to determine the success and failure of specific attacks, while having HP, MP, ARM, and M. ARM at the ready allows for faster damage calculations. By the same token, the spaces given for recording SPD decrease the amount of time taken to resolve Initiative and Initiative conflicts. Finally, space is provided for listing character Abilities as well as effects provided by Support Abilities or equipment.

How this sheet is used is a matter of personal preference. One GM might decide to list Ability names and costs only, letting the players tell him what effects the Abilities have. Another GM might choose to write down all of the salient details. A third GM, meanwhile, might just use the Abilities space to list Support Abilities that would affect monsters' attacks, and rely entirely on the players to report the costs of their actions.

Round Tracker. This worksheet allows the GM to keep track of Initiative order in the Round, as well as any Statuses inflicted upon characters and monsters, Item use and other useful details. Changes in Initiative as a result of CT and other factors can also be noted on this sheet.

These two sheets can be supplemented or replaced by personal notes as needed. As far as combat is concerned, the more information a GM has at their fingertips, the better.

Physical Challenges

Anything that requires the players to use Skills and Attributes through Task Checks against inanimate objects can be defined as a 'physical challenge.' Examples include successfully scaling a fortress wall, running across a crumbling bridge before it collapses, or holding onto Ultima Weapon for dear life as it roars through the skies.

As Task Checks are relatively fast and easy to resolve, physical challenges can be introduced without too many problems — a description and a Conditional Modifier, and things are good to go. Because of this, moderation is important — too many rolls for too many trivial tasks, and the players will start feeling put upon. Consolidate Task Checks where possible, and save the rolls for when the results are dramatically interesting or important. It is also essential to make challenges appropriate to the party's composition and strengths. It should be obvious from the get-go that challenging an all-Mage group to clear a landslide of adamantium ore by hand is only going to result in miserable failure.

Due to the speed with which they are resolved and the large number of potential 'safety nets' players have at their disposal in the event of failure, physical challenges should not yield XP or Gil. Rather, they are best treated as obstacles to be overcome on the way to a greater reward.

Social Challenges

A smart group of adventurers doesn't get in a fight with every living thing they meet. Unfortunately, there are times when others block the way forward — uncooperative guards, recalcitrant informants,

enemy spies, and prowling monsters will test the characters' bartering, sneaking, and roleplaying skills to the limit. Unlike physical challenges, social challenges should hinge on what a character says as much as low they can roll. If a PC attempts to use a persuasive Skill like *Seduction* or *Negotiation*, make the player act out the attempt rather than simply have them roll for it — the end results are far more dramatically interesting, and force the player to think about their character's approach. Good performances should net the player a bonus or waive the roll entirely, assuming this is in character; no amount of smooth talking on the player's part can compensate for a 20 in *Negotiation*.

Because many social challenges take the form of Opposed Task Checks, the PCs' opponents must have Skill Ratings of their own. If there is no time to draw up detailed Ratings, decide how proficient the opponent is in the Skill being rolled for, then use the table below to determine what Skill Rating they will be rolling at.

Proficiency Level	Skill Rating
Untrained	10
Novice	20
Intermediate	40
Advanced	60
Expert	80
Master	100

Against monsters, the monster's Intelligence is the most important factor. Creatures with an Intelligence rating of 'None' cannot be bargained or argued with unless the party happens to be dealing with the creature's controller. Otherwise, any rolls for *Negotiation*, *Etiquette*, *Seduction*, or the like will fail automatically. Creatures of Animal Intelligence cannot be bargained with through normal Skills, but can be manipulated with *Animal Training*. In this case, the opposing Skill Rating is equal to the monster's Level. For all other Intelligence grades, use the table below to find the most appropriate Skill Rating.

Proficiency Level	Skill Rating
None	n/a
Animal	Monster's Level
Primitive -	As Animal
Primitive	20
Primitive +	30
Average -	40
Average	50
Average +	60
High -	70
High	80
High +	90
Elder	100

As with physical challenges, overcoming a social challenge rarely yields Gil or XP. The rewards for success here tend to be more intangible, usually taking the form of information or assistance from NPCs. The effects of failure depend on the stakes; attempting — and failing — to intimidate a powerful political figure, for instance, could

well land the entire party in jail indefinitely.

BRIBERY

In some cases, characters may decide to part with a few Gil or an item to sway an NPC's opinion in their favor. If so, make a judgment as to whether the bribe is adequate, generous, or insulting. An adequate bribe offers a +10 bonus to the next relevant Skill roll made against its target; a generous one a +20 bonus. Insulting bribes impose a -10 penalty on top of any Conditional Modifiers already in place. Particularly moral or upstanding characters will be offended at the very idea of bribery, regardless of the amount offered.

PLAYING NPCs

If you are expecting your players to act out their bargaining, questioning, and threatening, you will naturally be expected to provide responses in kind. The main objective in doing so is to coax better performances out of the players – this means creating characters both interesting and memorable for the party to interact with.

But how do you make an NPC memorable? Unless you're shooting for a character you know will be appearing on a regular basis, don't try for subtlety; the most successful approach is to go over the top and play the character as broadly as possible. Focus on a few memorable vocal tics and speaking habits – one character might have a tendency to clear her throat at dramatically important moments, another the unfortunate habit of forgetting the topic of conversation after about three sentences. Outrageous laughter – particularly when using outlandish syllables like “*kyu kyu kyu*” and “*mu mu mu*” – is another useful shorthand for identifying characters, especially evil ones. By assigning every major villain a distinctive ‘sinister laugh’, you can make antagonists almost instantly recognizable.

The same principle applies when giving descriptions of NPCs. Rather than try and shoot for a lot of detail your players won't remember an hour later, boil the NPC's ‘image’ down to a few key attributes – a strange hair color, a certain dress sense, a prominent piece of jewelry or tattoo, scars, or physical deformities. As with vocal mannerisms, going a little over the top is almost recommended, if not essential. The more outrageous the character's appearance, the more likely it is that he or she will stick in the players' minds.

Traps and Hazards

Traps, terrain hazards, and other dangers of the wilderness can give a party plenty of headaches without ever straining their sword arms. For this reason, the next few pages are devoted to a simple but flexible ‘construction system’ capable of generating all three with a minimum of fuss. If overcome, traps and hazards reward the party with Experience Points; for this reason it is essential to keep track of the XP modifiers given for various options during the creation process.

There are a few things to keep in mind when adding traps and hazards to an adventure. First off, challenges like these should be used sparingly during the course of an adventure. With most of a Job's Ability Set geared towards combat, favoring traps over combat encounters removes most of the opportunity to use many Job-defining features. Traps should also be balanced as carefully as any other encounter in terms of damage output – while the party should suffer if they fail to deal with a trap, the entire group shouldn't die from one flubbed d% roll. Finally, characters should generally have some chance to react to or deal with a trap before its effects take place – having fiery death rain on the party from out of nowhere isn't challenging, just outright sadistic.

TRAP CONCEPT AND LEVEL

While monsters roam freely, traps are restricted to a specific location. For this reason, concept is particularly important in the creation process. Begin by considering the type and location of trap – is it a lock designed to shoot poisoned darts? A spiked roller that sweeps along a narrow corridor to crush everything in its path? A hidden spout in a rock face capable of spewing deadly fire? Determining the overall size and general danger level not only helps narrow down where the trap can be placed, but also provides a useful framework for its in-game capabilities.

Next, decide on a the trap's Level. As with PCs and monsters, Level is an overall measure of power and lethality ranging from 1 to 99; the higher the Level, the most of a challenge the trap will be to overcome. Ideally, the trap's Level should be reasonably close to the party's average, though higher- and lower-Level traps can be used as serious challenges and minor nuisances.

EFFECT

All traps have one thing in common – they are designed to harm or inconvenience those who trigger it. Once concept and Level have been settled, the next step is to determine what the trap actually *does*. Every trap must have at least one of the effects listed below; some types may combine multiple effects, though these are rarer.

ALARM

Effect: A trap of this type sounds an alarm that alerts enemies or releases creatures for the PCs to fight, essentially resulting in an encounter which the PCs might have rather avoided. Sometimes the PCs will be able to hear the alarm themselves, realize what they've done, and have time to prepare for the inevitable. In other situations, the PCs remain unaware until they're ambushed – sometimes, of course, the fight will start immediately after the trap is sprung, rendering the issue moot.

Note that an Alarm effect is not the same thing as a trap guarded by monsters. If disarming the trap before it is triggered avoids a fight, the trap has an Alarm effect. Otherwise, the situation is treated as two separate threats rolled up into a single encounter.

EFFECT	XP MODIFIER
Single monster summoned	+7
Two monsters summoned	+9
Item relatively rare or exotic	-20
Monster numbers equal party's	+12
Monster numbers twice party's	+16
Monster Level lower than trap	+10
Monster Level equal to trap's	+18
Monster Level higher than trap	+27
Monsters arrive immediately	+10
Monsters arrive in 1 Round	+7
Monsters arrive in 2 - 4 Rounds	+3
Monsters arrive in 5+ Rounds	+0
Silent Alarm	+6

DAMAGE

Effect: The trap deals Physical, Magical, or Elemental damage to the party when triggered. As traps lack STR or MAG scores, damage done in this fashion is determined entirely by the trap's Level.

DAMAGE	XP MODIFIER
(Trap Level x 4) + [x]d6	+15
(Trap Level x 5) + [x]d6	+18
(Trap Level x 6) + [x]d8	+24
(Trap Level x 8) + [x]d8	+28
(Trap Level x 9) + [x]d10	+35
(Trap Level x 10) + [x]d10	+39
(Trap Level x 11) + [x]d10	+45
(Trap Level x 12) + [x]d12	+50
(Trap Level x 15) + [x]d12	+60

The number of damage dice rolled for a trap effect is determined by the base damage inflicted by the trap .

BASE DAMAGE	DICE ROLLED
1 – 40	1
41 – 90	2
91 – 180	3
181 – 320	4
321+	5

Of course, damage-dealing attacks do not always land automatically. Luck and reflexes can still save characters from harm even if the trap is triggered. Select a CoS from the options below and note down the relevant XP modifier before proceeding.

DAMAGE	XP MODIFIER
(30 + Trap Level x 2), EVA	-10
(50 + Trap Level x 2), EVA	0
(70 + Trap Level x 2), EVA	+12
(90 + Trap Level x 2), EVA	+20
Flat 30%	-5
Flat 60%	+15
Automatic Hit	+28

By default, Trap damage is Physical, and modified by Armor. A trap whose damage ignores Armor should combine a damage effect with a *Meltdown* status effect. Traps can also do Magical damage at no additional XP cost; the only change is that the resulting damage will be reduced by M. ARM and modified by M. EVA. Elemental damage can also be added at no additional cost.

STATUS

Effect: The trap inflicts a Status Condition if triggered. For purposes of calculating XP modifiers, Status Conditions are organized into one of five 'classes':

Class I: *Blind (4), Immobilize (4), Silence (4), Sleep (4), Slow (4)*

Class II: *Berserk (4), Confuse (4), Curse (4), Disable (4), [x] Down (6)*

Class III: *Mini (4), Poison (∞), Toad (4), [x] Break (6), Zombie (∞)*

Class IV: *Condemned (4), Frozen (4), Heat (4), Meltdown (2), Petrify (4), Stop (4)*

Class V: *Eject, Death, Stone (∞)*

More powerful Status Conditions may only be placed on higher-Level traps; the minimum trap Level needed to support a given class of Status Condition is shown below.

STATUS TYPE	MINIMUM LEVEL	XP MODIFIER
Class I	1	+5
Class II	10	+8
Class III	25	+14
Class IV	45	+18
Class V	50	+35

! Deathtraps

A trap that inflicts *Condemned* or *Petrify* will kill or *Stone* the affected characters within the listed number of Rounds unless the PCs can either escape the trap's area of effect or find a way to counteract it – a great way to simulate those crushing stone walls, flooding chambers, and other nasty dungeon deathtraps.

As with damage-dealing traps, Status-causing traps may be avoided even if triggered. Select a CoS from the options below and note down the relevant XP modifier before proceeding.

CoS	XP MODIFIER
(30 + Trap Level x 2), EVA	0
(50 + Trap Level x 2), EVA	+7
(70 + Trap Level x 2), EVA	+18
(90 + Trap Level x 2), EVA	+25
Flat 30%	+3
Flat 60%	+21
Automatic Hit	+36

DURATION

Duration determines how long a trap's effects last. The simplest traps fire a single shot, and then are harmless until rearmed or

reset. More complex ones act multiple times, or even continuously until the PCs are out of reach.

SINGLE SHOT

Effect: The trap's effect only triggers once – after this, the trap is harmless. The XP value of the resulting effect depends on how many targets are affected by it.

TARGETS AFFECTED	XP MODIFIER
1	0
2	+10
3	+20
Entire Party	+32

MULTIPLE SHOT

Effect: Once triggered, the trap's effects are applied once per Round – or roughly once every 30 seconds – until it expires. The XP value of this depends on both the number of targets affected and the number of 'shots' the trap can unleash before expiring.

TARGETS AFFECTED	XP MODIFIER
1	+5 per 'shot'
2	+9 per 'shot'
3	+17 per 'shot'
Party	+27 per 'shot'

CONTINUOUS FIRE

Effect: Once triggered, the trap's effects are applied once per Round – or once every 30 seconds – until the players leave the trap's area of effect. Short of deactivating the trap, this is the only way to stop it from working.

TARGETS AFFECTED	XP MODIFIER
1	+16
2	+25
3	+49
Party	+75

SLOW ACTING

Effect: Some traps don't take effect until the PCs spend a prolonged length of time in the area. This can sometimes be used for elaborate deathtraps (*"My laser will KILL you in precisely one hour unless you escape your bonds!"*) but is more at home with environmental hazards that affect the PCs after a long period of travel. If combined with Multiple Shots or Continuous Fire, the time it normally takes for the trap's effects to take hold becomes the delay between shots.

EFFECTS TAKE HOLD IN	XP MODIFIER
10 minutes	-15
1 hour	-25
3 hours	-40
12 hours	-60

DETECTION

Next, determine how easy it is for PCs to detect the trap. Some traps are obvious, others take a bit more effort, and a rare few can't be seen at all. Select an option from the following list and note down the relevant XP modifiers before moving on to the next step.

AUTOMATIC

Effect: The trap is clearly visible, and cannot be missed.

TYPE	XP MODIFIER
Automatic	-12

CURSORY

Effect: Some attempts have been made to conceal the trap, though a sufficiently observant person will notice it if they scan the area. Make a Task Check using *Awareness* when the PCs enter the vicinity of the trap to see if they notice it. The Conditional Modifier for this Task Check will be determined by how well the trap has been concealed.

CONDITIONAL MODIFIER	XP MODIFIER
+80	-16
+60	-12
+40	-8
+20	-4
0	0
-20	+4
-40	+8
-60	+12
-80	+16

DEDICATED

Effect: The trap is well-hidden enough to be all but invisible unless actively searched for. In order to find the trap, PCs must declare they are searching for traps and make a successful Task Check using *Awareness* – as above, the Conditional Modifier will be determined by how well the trap has been concealed.

CONDITIONAL MODIFIER	XP MODIFIER
+80	-38
+60	-26
+40	-16
+20	-8
0	0
-20	+6
-40	+12
-60	+20
-80	+30

UNDETECTABLE

Effect: The trap cannot be detected by normal means. The only way the PCs will know about the trap is through magic, prior knowledge, or triggering it.

TYPE	XP MODIFIER
Undetectable	+35

AVOIDANCE

Once the PCs know a trap is in place, they may have a chance to avoid it or disarm it. Exactly how difficult this is to accomplish is determined in this step. Select one of the options below and note down the relevant XP modifiers given for that option before proceeding to the next step.

AUTOMATIC

Effect: If the party detects the trap, it can easily be sidestepped, requiring no additional effort to disarm.

TYPE	XP MODIFIER
Automatic	0

DESTRUCTIBLE

Effect: The trap can be destroyed if the PCs do a certain amount of damage to it based on the trap's Level. Note that depending on the nature of the trap and its triggers, attacking it may be enough to set it off if the PCs don't do enough damage to destroy it in one blow.

DAMAGE NEEDED TO DESTROY	XP MODIFIER
Trap Level x 20	0
Trap Level x 30	+3
Trap Level x 50	+7
Trap Level x 75	+10
Trap Level x 100	+14
Trap Level x 150	+20
Trap Level x 250	+32
Trap only damaged by <i>Ranged</i> attacks	+8

DISARMABLE

Effect: The trap can be disarmed with a successful roll against the *Traps* Skill or an equivalent substitute. As stated in the Skill's description, a Botch on the Task Check will always cause the trap to trigger.

CONDITIONAL MODIFIER	XP MODIFIER
+80	-12
+60	-8
+40	-4
+20	0
0	+4
-20	+8
-40	+12
-60	+16
-80	+20
Failed Task Check triggers trap	+14

JOB ABILITY

Effect: A specific Job Ability or set of Abilities can deactivate or

bypass the trap. Decide which Abilities apply when picking this option.

TYPE	XP MODIFIER
Job Ability	+15

STATUS

Effect: A specific Status Condition or set of Status Conditions can deactivate or bypass the trap. Decide which Conditions apply when picking this option.

TYPE	XP MODIFIER
Status	+12

MULTIPLE METHODS

Effect: The trap can be disarmed by several different means. Select two or three options from the following list – Destructible, Disarmable, Job Ability – and average their XP modifiers, then note the result down and proceed to the next step.

TYPE	XP MODIFIER
Multiple	As per option

UNAVOIDABLE

Effect: The trap cannot be disarmed. The only way to avoid its effects is not to trigger it.

TYPE	XP MODIFIER
Unavoidable	+44

COMPLETING THE TRAP

All that remains now is to calculate the final XP value of the trap. Add together all XP modifiers accumulated through the various options selected over the course of creation, then multiply the resulting number by the trap's Level. The resulting number is the number of XP awarded for overcoming the trap, and is divided evenly among all party members. Unlike monsters, traps do not award treasure when destroyed or circumvented, though they may be guarding it. If this is the case, the Gil value of whatever treasure is beyond the trap should be no higher than **25%** of the trap's XP value.

CREATING HAZARDS

The system used to construct traps can also be used to create natural hazards – sandstorms, rockslides, flooding – for the players to tackle. Though the concepts involved may restrict use of certain options, the process is identical, XP costs included. Note that detecting and disarming a trap usually involves the *Awareness* and *Traps** Skills, but natural hazards may involve Skills like *Survival*, *Climb*, and *Swim* in their place.

SAMPLE TRAPS AND HAZARDS

To better illustrate how trap creation works, a number of sample traps and hazards are given below.

PIT TRAP

LEVEL 2

A thin layer of false floor over a relatively steep four-meter drop. Stepping on the floor causes it to collapse, sending anyone and -thing standing on it tumbling down the hole. The pit is large enough to catch up to two characters.

Effects: 16 + d8, ARM Physical Damage / CoS 54, EVA

Duration: Single Shot (2 targets)

Detection: Cursory (-10)

Avoidance: Automatic

Experience Value: 102 XP

FIRE WALL

LEVEL 10

A solid barrier of unending flame spewed from a magical mechanism buried deep in a rock face. The heat is intense enough to cause serious damage to anything attempting to pass the barrier, though only one person can attempt to pass at any one time. Water and Ice Elemental Spells and effects can be used to temporarily stem the flow of fire.

Effects: 60 + 2d8, M. ARM Fire Elemental Damage / Automatic

Duration: Continuous (1 target)

Detection: Automatic

Avoidance: Job Ability (Water, Ice Elemental)

Experience Value: 830 XP

STEN NEEDLE

LEVEL 15

A wickedly sharp man-sized spike hidden in the ground. A magical ward directly above the spot where the sten needle is buried is responsible for triggering it, sending the needle shooting out to brutally impale whoever steps on the ward.

Effects: 135 + 3d10, ARM Physical Damage / Automatic

Duration: Single Shot (1 target)

Detection: Undetectable

Avoidance: Status (*Float, Flight*), Job Ability (*Light Step*)

Experience Value: 1650 XP

POISON SWAMP

LEVEL 25

This diseased, brackish mire leaves those who venture into its murky waters in danger of being subjected to deadly poison.

Effects: *Poison* (∞) / CoS 120, EVA

Duration: Continuous (Party)

Detection: Automatic

Avoidance: Status (*Float, Flight*), Job Ability (*Light Step*)

Experience Value: 2990 XP

LAVA FLOOR

LEVEL 40

An area of hot molten lava capable of scorching anything that sets foot on it.

Effects: 200 + 4d6, M. ARM Fire Elemental Damage / Automatic

Duration: Continuous (Party)

Detection: Automatic

Avoidance: Status (*Float, Flight*), Job Ability (*Light Step*)

Experience Value: 5460 XP

Riddles and Puzzles

Whether it's an unsolved enigma from the dawn of time or a game of wits down at the local pub, riddles and puzzles can offer a welcome change from brutal melee with monsters or hair-raising deathtraps. These challenges can take many forms: trick questions, numerical puzzles, anagrams or cyphers, or object-based conundrums. Just as diverse are the possible payoffs for a successful solution – treasure, information, access to hidden locations, and Experience Points are all viable rewards for quick-witted players.

PUZZLE DESIGN

There are many possible ways to test your characters' intelligence, but the medium you use to run your games will impose hard limits on what you can and can't throw out. Numerical codes, cyphers, or anagrams can be fun and immersive when players are clustered around a tabletop exchanging notes, but fall flat in online chat; visual puzzles work better when you're looking at a screen than when you've got papers, books, dice, and other players competing for your attention. Then there are the players themselves to consider. Not everybody has the skill or patience for puzzles purely built on guesswork and reasoning – even a well-designed brain teaser can create a situation where a few members of the group throw themselves into the problem and the rest twiddle their thumbs on the sidelines.

The easiest – and most series-appropriate – compromise is the 'password puzzle.' Here, the players have to piece together a code or password to gain access to an area from clues scattered around the environment. However, not every clue they find relates to the final password; by using trial and error, elimination, and a bit of old-fashioned logic, they must weed out the bogus leads to solve the puzzle in earnest. An extreme example of this kind of challenge was seen in *Final Fantasy VI*, where the player attempted to gain access to a clock tower in the town of Zozo by setting the tower's clock face to the correct time. Interrogating the townspeople yielded dozens of answers as to what the exact time actually *was* – until it became apparent that everyone in the town was lying, cutting down the number of options by a substantial amount.

The advantage of the password puzzle is that it keeps the characters active traveling from place to place in search of hints and fragments. As the players progress and gather more information, other challenges and problems can be dropped into the proceedings to spice things up – a good opportunity for the players to flex muscle and gray matter at once.

Another possible option is the 'switch puzzle,' used to significant effect in several e-games. Pressure-sensitive switches are dotted around a dungeon, each capable of opening a door or disarming a trap – but need to have weight equivalent to a person's on them in order to be operated. As a result, the party is forced to split up, keeping one person behind to trigger the switch while the rest of the party heads forward, looking for another way for their comrade to get in. As with the password puzzle, the switch puzzle keeps the party active, and allows for some hairy situations if a lone party

member ends up stranded in a dangerous place while the rest of the group hunt around for the next switch.

A third option is to leave players with a locked door or barred passage and a roomful of objects. One or more of the objects will unlock the passage, but the players must first experiment with the room's contents to find the way out. While this leaves the door open for more creative approaches, it is important not to make the solution too obtuse, or require the players to prod every inch of the room in search of the one true answer. Job Abilities and other effects may also be used in this process – for instance, casting Ice magic on a discarded key can create something capable of unlocking that frost-bound door to the north.

If you're fortunate enough to have a group that collectively enjoys solving puzzles, your choices are somewhat broader. Take the time to figure out where your players' individual strengths lie – numbercrunching, wordplay, simple logic – and create the puzzles to allow everybody a chance to contribute.

THINGS TO REMEMBER

There are four important things to remember when putting together a puzzle. The first is that it should be solvable by the *players*, not answered by a GM-run ally or oracle. In order for this to happen, every piece of knowledge needed for a solution should be at their fingertips – if they happened to miss a vital clue earlier, figure out a way to get that information to them another way. In the same vein, a GM should be prepared to offer more clues if the party appears to be genuinely struggling.

The second is that every puzzle should have a clear penalty for failure, even if you believe that the party can solve it. By working with a penalty in mind, you will be less likely to create a puzzle that can derail the adventure if the party happens to be stumped. 'Acceptable' penalties can range from simply missing out on a piece of treasure to actively being placed in the path of danger or triggering an encounter – more dangerous outcomes should be on par with all other hazards, traps, and monsters in the adventure.

The third is that you should consider the amount of time it takes to solve a puzzle, especially in the context of a session as a whole. Unless you are genuinely stalling for time because you are running underprepared, you probably don't want to have the group spending two hours analyzing numbers and throwing theories around the table. Fifteen minutes to half an hour is generally the maximum playtime a brain teaser should consume unless the party has to actively engage in other activities – exploring an area, collecting items for a key – to solve it.

Finally, remember to be flexible and accept creative solutions, even if they aren't exactly what you had in mind. The purpose of a puzzle is to encourage your players to think – if they come up with an answer that's as good or better than the 'right' solution you came up with before the session kicked off, let them get away with it.

Travel

Many adventures require at least some degree of travel, while campaigns make it almost a necessity. At the same time, sessions

can only run for so long and an entire day spent trudging up a dirt road isn't going to make for compelling play unless your party are really, *really* into PC-to-PC conversations. How much do you show, then?

A simple rule of thumb: If the most challenging dilemma you can offer your players en route is the question of whether to go left or right at that fork in the road, keep the entire journey 'off camera' and start your next Scene with the heroes arriving at their destination after a "*long and tiring trip*." If there are genuine challenges to be overcome – collapsed bridges, small farms in dire need of heroic assistance, mysterious cairns and caverns begging for further exploration – start a Scene with your heroes encountering the situation in question and keep on rolling until everything has been resolved, then follow up with a new Scene at the next point of interest or – if everything noteworthy about the journey has already been exhausted – the end of the road.

How long it takes to get to a destination should not be a primary concern; in general, time revolves around the heroes, not vice versa. Should you need to estimate travel time, the table below gives an idea of how many kilometers a party can cover in a day via a given means of travel. Note that these are only rough estimates, and can vary depending on a number of factors – reliability of transportation, problems encountered on the road, weather, terrain. For instance, pouring rain could easily halve the amount of ground the party normally covers in a day's time.

Table 10-1: Travel Time

TRAVELLING BY	KILOMETERS PER DAY
Walking – Normal	25
Walking – Hard March	40
Mount – Normal	280
Mount – Racing or War	320
Wheeled Vehicle – Primitive	300
Wheeled Vehicle – Modern	800
Ship – Sail	170
Ship – Steam	960
Airship – Primitive	1200
Airship – Modern	9000

Towns

Because towns encompass such a broad range of possible activities, a few bear exploring in more detail.

! Shopping in All the Wrong Places

Players are expected to buy new equipment and items on a fairly frequent basis – often enough to make it essential that they have access to a town at least once per adventure. If there is no reasonable way for them to reach a town during the course of an adventure, consider bringing in a travelling merchant. In **Final Fantasy** games, unscrupulous traders could be found anywhere from baking deserts to monster-infested dungeons – as odd as it may sound, having a merchant pop up just before the party kicks down the doors to the boss's lair is perfectly in keeping with the genre.

WANDERING TOWN

If a player chooses to exercise this option, give them a rundown of the rumors, stories, and otherwise inconsequential information (“*Aurora Castle has many guards!*”) they've picked up along the way. At your discretion, you can also have wandering players roll against their *Awareness* with an appropriate Conditional Modifier – if successful, the player's character has found a few Gil or a Recovery Item hidden somewhere in the town. Apart from being genre-appropriate, this also allows GMs to boost players' stocks if the adventure ahead is particularly tough or demanding.

SHOPPING

If players want to shop for equipment at a town or merchant's, the GM must determine exactly what the player can buy there. The easiest way of handling this is to make use of the Availability Ratings given in **Chapter 6** by assigning the store a **Quality Rating** ranging from 100 to 20. This Quality Rating is equal to the Availability Rating of the rarest item sold by the store. A store with a Quality Rating of 40 would therefore offer every piece of equipment with an Availability Rating between 100 and 40, assuming the equipment fits into the store's range of offering – Weapon Stores generally don't carry Hi-Potions.

Quality Ratings range from town to town – your average village or lonely roadside souvenir stand will have a much lower Quality Rating than a major metropolis. Similarly, a location's Quality Rating can change over time as supply shifts and new items become available. However, a store's Quality Rating should be no lower than **92 - (Party's Average Level x 1.25)**. This ensures equipment purchases stay in line with the intended rate of progression for players.

Note also that the prices given in **Chapter 6** are only 'recommended' values. Less scrupulous merchants may increase the price of an item to up to double its value, depending on rarity, demand or old-fashioned greed.

BAZAARS

Bazaars are a good place for characters with high *Trade* ratings to get some use out of their Skills, and may make for some potentially amusing encounters – just don't make the mistake of spending an hour walking the party through every last item on offer. A bazaar can also be used to make specific pieces of equipment available to the players without 'unlocking' a whole Tier or Availability Rating's worth of equipment to purchase.

To keep players on their toes, a bazaar's stock should be a mixture of money-wasting red herrings and genuinely good buys – in general, *legitimate* items sold at a bazaar are **10% to 25%** cheaper than their list price in **Chapter 6**.

AUCTION HOUSES

An item bought from an auction house can easily be the start of a great adventure or change the course of the current one – just make sure the players aren't tossing Gil after stuff that doesn't benefit them in the long run. If they're on the verge of burning

25,000 Gil on a master-crafted dollhouse, have other bidders swoop in and push the price up to levels they simply can't afford.

INNS

Like stores, inns take time to locate, though players should always have access to them. Even tiny villages will have somewhere the players can take a load off at the end of the day and regain those lost HP. If the players are going off on individual jaunts around town, inns are an excellent place to reconvene the party after everybody has had their fill. They also offer a nice venue for player interaction if the adventure could use a little more character development, so don't hesitate to give the group some room to chat and strategize in their rooms.

SEARCHING FOR INFORMATION

Having the party search for information has two major uses. Firstly, it's a way to gently nudge players back on track if they've lost sight of the main storyline or started drifting off-track over the course of their current quest. If your party has been racking up more Gil than you'd originally intended, having players pay for information is also a good and subtle way to reduce their bankroll.

PUBS AND CAFES

As an alternative to aimless wandering, players can head for the local pub or cafe to soak up stories and gossip. While they won't stumble across any Potions, they *can* find barkeepers and notice boards with jobs and side quests that will earn them a few Gil on the side.

Rewards

Rewards are arguably the most essential part of the adventuring experience – without them, parties have no chance of advancing, let alone facing down the fearsome opponents awaiting them at the higher Levels. However, figuring out how to compensate the PCs for their troubles can be a tricky, if not outright counterintuitive. For this reason, the following section covers the many forms of player reward and how to best manage them.

EXPERIENCE REWARDS

Experience Points are the most common reward characters will receive. Nearly every encounter and adventure will net the heroes at least some XP, advancing them in levels and granting them increased power and new abilities. A typical **FFRPG** adventure will provide each participant with enough experience to gain at least one level – a bit less if things go poorly, and slightly more if play goes well.

In battles, the number of XP awarded is determined by the strength of the monsters the PCs face. Add up the XP values of all monsters defeated at the end of combat, divide this total by the number of PCs active in the combat – excluding anybody who finished the battle with *Unconscious* or *Stone* or was *Ejected* before the fight wrapped up – and award the heroes that amount. For example, if a party of four characters defeats three Leaf Bunnies

worth 90 XP apiece and two Wolves worth 330 XP apiece, the total party XP award would be 930 XP, and each character would earn 232 XP. As with all other calculations in the system, XP rewards are always rounded down.

Experience Points can also be used to judge what constitutes a 'fair fight' for the party. Generally, a single combat encounter should grant each PC 100 to 125 XP per character Level. If four Level 1 PCs face off against a group of Leaf Bunnies worth 90 XP apiece, for instance, a group of five Leaf Bunnies would make for a fair fight. Since the five Leaf Bunnies together are worth 450 XP, each of the PCs would earn 112 XP in the event of a victory. A battle against four Leaf Bunnies would only grant 90 XP – a bit low – while six Leaf Bunnies would net the PCs 135 XP each, which is a bit much and indicates an encounter that's possibly too challenging. If the PCs advance to Level 3 and are attacked by Wolves each worth 330 XP, four Wolves would be a fair fight. Since the PCs are Level 3, an encounter should net each character between 300 and 375 XP.

Hazards, traps, noncombat encounters, and puzzles can also offer XP rewards. For hazards and traps, the XP value will be drawn up during the creation process, and is divided by the number of PCs in the same manner as XP gained from monsters. For noncombat encounters and puzzles, an experience award may not be appropriate – only award XP if the characters' actions keep them out of danger. Encounters where the PCs successfully evade a fight with a monster through stealth should net them an XP reward equal to **50%** of what they would have earned through combat, though this shouldn't exceed 100 XP per character Level. This means that a group of Level 10 PCs who successfully sneak past a pack of Behemoths shouldn't receive an XP award based on the Behemoths' combat XP total – 1000 XP apiece is more than enough. In cases where the PCs are dealing with an ally or puzzle, a flat XP award of 50 to 100 XP per character Level is a good guideline.

GIL REWARDS

Gil is used to buy Items, Weapons, Armor, and expendables, and pay for other expenses encountered along the way – bribes, fines, ticket costs, fees. Excluding equipment sales, a party's main source of Gil is from one of three sources: money earned as a result of successfully defeating monsters, treasure obtained during the course of an adventure, and money given to the party by NPCs and other allies in exchange for services and other tasks. The income from these three combined should have the characters making around **(Current Level x 150)** G apiece per adventure, excluding any additional income from sources like the *Gillionaire* Advantage.

Generally, a typical combat encounter will award about one-third as many Gil as XP. The MCS was designed with this level of reward in mind. Noncombat encounters should award Gil at the same overall rate as combat encounters. If more Gil are made available, bear in mind that this means that characters will have access to better equipment and more healing, decreasing the challenge level of future encounters. In games where Gil is scarcer, on the other hand, the dearth of money means the party will be less prepared to face battles. As a result, the difficulty level of the game rises accordingly.

ALTERNATING ADVANCEMENT

The suggested XP and Gil awards given in this book are designed so that each character gains a Level after four or five encounters, or about one Level per session. This is a good rate of growth for a typical campaign – assuming one game session a week, the characters will go from Level 1 novices to Level 65+ champions in a little more than one year.

Depending on game setup and pacing, though, GMs may want character advancement to move faster or slower. The easiest way to do this is to vary the XP awards for encounters. A fast-paced game may award **150%** to **200%** of normal XP, while a more drawn-out campaign may hand out only **75%** to **50%** of the usual awards. Slowing the rate of advancement is also useful for games starting at higher Levels, preventing the players from getting too powerful too soon.

The one thing to note when adjusting awards is that Gil awards can't be changed by the same ratio as XP. **FFRPG** prices are designed around the assumption that characters will spend between one-third to one-fourth of their Gil on Items, Ammunition, and other 'expendables.' Double XP and Gil awards, and suddenly PCs have twice as much money at their disposal while facing the same number of encounters. To make sure Gil and XP are in relative sync, use the table below to balance the two.

Table 10-2: Gil and XP Adjustments

XP REWARD	GIL REWARD	BATTLES PER LEVEL
250%	210%	1 - 2
200%	175%	2 - 3
150%	135%	3 - 4
100%	100%	4 - 5
75%	80%	5 - 7
50%	65%	6 - 9

EQUIPMENT REWARDS

Items and Equipment can be awarded to PCs in addition to or instead of Gil. This is a good option for presenting help from sympathetic NPCs or placing treasure chests in a dungeon – receiving a new Rune Blade or finding a set of Potions is far more memorable than ending up with a plain lump of cash. Specific items such as Weapons and Accessories may also be obtained as a result of slaying tough opponents and Boss monsters.

! Theft and Rewards

Some Advantages and Abilities, most notably the Thief's *Steal*, allow characters to gain Items and Gil beyond those normally awarded to the party. This is compensated for by reducing the Job's combat potential, or – in the case of Advantages like *Gillionaire* – equivalent Disadvantages. If you feel these extra sources of income are in danger of unbalancing the game, however, you can adjust monsters' treasure tables to contain fewer valuable items.

Any items or equipment given out during the course of an

adventure should reduce its Gil award accordingly – **75%** of the price given for the item in question in **Chapter 6** is usually a good figure. For example, a typical adventure for a Level 3 group with four members would normally pay out 1800 G, or 450 G apiece. If the adventure also awards six Potions, however, the total payout decreases by 225 G – **75%** of the value of those six Potions.

One note on placing items and equipment: due to the fact that a character's equipment is a significant factor in their overall power, it is essential not to give the party too much too soon. The following table shows when new equipment should generally become available:

Table 10-3: Equipment Availability

EQUIPMENT TIER	AVAILABLE AT
Tier 1	Level 1
Tier 2	Level 4 – 6
Tier 3	Level 12 – 15
Tier 4	Level 18 – 20
Tier 5	Level 25 – 27
Tier 6	Level 33 – 36
Tier 7	Level 42 – 44
Tier 8	Level 50+
Tier 9	1 at Level 48 - 50 1 every 5 Levels afterwards
Tier 10	1 at Level 60 1 every 5 - 10 Levels afterwards

! Artifact Items

The equipment availability suggested in the table above are best used for Weapons, Armor, and the like. When awarding “artifact items” – one-shot Tier 9 and 10 items – GMs can use one of two methods. The first is to award one piece of equipment and 4 or 5 artifact items every time a character is eligible to receive new Tier 9 or 10 equipment. The other is to award an artifact item as normal when the character is eligible to receive Tier 9 or 10 equipment, but award another item if the original item is used up during the course of a session. This continues until the character becomes eligible for new equipment or four or five artifact items have been used up.

MAGIC REWARDS

Unlike other Mage professions, Blue Mages, Callers, and Summoners earn their magic by questing, making Blue Spells and Summons a reward in their own right. Blue Mages gain their Spells from monsters, meaning the introduction of new Blue Spells is entirely left to the GM's discretion. For best results, Blue Mages should have the opportunity to learn one new Blue Spell every two Levels. A suggested Spell progression has been laid out below.

Table 10-4: Blue Magic Availability

SPELL GAINED AT LEVELS	MAXIMUM MP COST
3, 5, 7	10
9, 11, 13, 15	18
17, 19, 21, 23	27
25, 27, 29, 31	40
33, 35, 37, 39	50
41, 43, 45, 47	119
49, 51, 53, 55	139
57, 59, 61, 63	No Limit

Summoners and Callers expand their powers by earning the trust of Summons, either by performing tasks for them or defeating them in combat. Summoners are expected to eventually acquire an 'arsenal' of 6 Summons, though which Summons they gain and when they get them is up to the GM. A potential progression – with a choice of Summon for each 'slot' – is shown in the table below.

Table 10-5: Summon Availability

SUMMON GAINED AT LEVEL	SUMMON CHOICES
10	Valefor, Lakshmi, Remora, Ifrit, Shiva, Ramuh, Sylph, Siren, Titan, Kirin
22	Cait Sith, Fairy, Atomos, Fenrir, Diabolos, Bismarck, Pandemonium, Syltra
36	Asura, Mist Dragon, Quetzalcoatl, Salamander, Catoblepas, Jormungand, Tritoch, Phantom, Unicorn, Carbuncle, Golem
50	Seraphim, Ark, Doomtrain, Hades, Kjata, Alexander, Anima, Cerberus, Phoenix, Typhon, Leviathan, Lich, Madeen, Odin
65	Bahamut, Crusader, Magus Sisters, Yojimbo

Alongside their White and Black Spells, Callers are expected to acquire 8 Calls over the course of their adventuring careers. As with Summons, the exact Calls gained and the Level at which they are acquired are left up to the GM to decide. A suggested Call progression has been laid out below.

Table 10-6: Call Availability

CALL GAINED AT LEVEL	MAXIMUM MP COST
7	21
13	52
21	77
29	90
35	125
45	139
53	176
57	No Limit

! Learning Alternatives

Because Blue Magic, Calls, and Summons are somewhat awkward to acquire, GMs may wish to look into other ways for PCs to learn them. The easiest way to do so is to replace the traditional learning methods with one-shot items awarded as treasure or drops from monsters. If used, these items automatically teach a character a single Blue Spell, Summon, or Call before crumbling to dust. An Aquamarine, for instance, could be used to learn the *Leviathan* Call; a Bomb Shell the Blue Spell *Self Destruct*.

KEY ITEMS

Occasionally, characters run across items that turn out to be of pivotal importance in the adventure ahead – treasures the party was sent to retrieve and return, ways to unlock barred passages or doors, keys to activating ancient machinery or mechanical devices. In *Final Fantasy*, items like these are called **Key Items**, and are kept separate from the day-to-day consumables. Until they are used, they remain in the party's Inventory, and cannot be dropped or destroyed.

If the party ever comes across a Key Item over the course of play, designate it as such. This ensures the group knows it will be used further down the line and don't accidentally end up throwing it out.

INTANGIBLES

The rewards a party gets for completing a quest or adventure may not always have a material value. In some cases, their rewards could include information, assistance, prestige, or leads to other quests and plot threads. The value of these tends to be more difficult to assess than with other rewards as they are usually a way to move the campaign along, rather than outright increase the PCs' power level.

BUILDING A CAMPAIGN

For a GM, a campaign is the next big step forward once they have a few successful adventures under their belt, a chance to stretch the skills and experience picked up from running quests and give their players a stab at something greater than just the dungeon of the week. Some campaigns evolve naturally out of long-running games – one adventure becomes several, and before long a plot has formed between them, turning a one-off into a long-running chronicle. In other cases, the group decides ahead of time that they're committing to a campaign for the long run, making their plans accordingly.

But as the stakes and challenges rise, the amount of planning and foresight needed increases in turn. This section attempts to take some of the sting out of that process by offering concrete advice on structure and problem-solving during campaign play.

Getting Started

The level of planning required may seem daunting at first, but can be broken down to five simple 'W's: *who, what, where, when, and why*.

WHO: THE PLAYERS

Who are the heroes? The beginning stages of the campaign will involve quizzing players as to what characters they'd like to bring to the table, then using this information to gauge how your group will work as a unit and advise players on Job selection. The ultimate goal in doing so is to keep the final party's composition balanced. While the **FFRPG** supports a wide variety of professions, there are certain combinations that just don't work together – three Gamblers and a Geomancer, or a group composed entirely of Mimics are almost guaranteed to cause headaches. For best results, an **FFRPG** party should have characters who can fill offensive, defensive, and support roles. Who fills which slot should be left for the players to decide.

The character concepts themselves also need to be carefully looked at before they can be approved. In particular, the GM should ask these questions of any and all characters submitted to the campaign:

Is the character appropriate to the setting and campaign?

Probably the first thing you want to check when reviewing background. While originality is all nice and well, a character should fit into the campaign world, not be at odds with it. This includes the world's background as well as its feel – if you are cleaving towards the PG-13 spirit of the original games, the last thing the party needs is a foul-mouthed sadist with a penchant for torturing and killing anybody who looks at him the wrong way.

Does the character bring something fresh to the cast? A group should also try to achieve a good mix of personality and character types, with each member bringing something distinctive to the ensemble. Running a session starring six brooding antiheroes with a grudge against the world at large might score points for novelty, but doesn't offer much opportunity for conflict, character development, or plain old-fashioned fun. By ensuring that PCs aren't straight-up clones of one another, you open the door to more interesting interactions between them.

Can the character work with the rest of the group? Because the group is expected to work together as a team, it is important that the characters – and players – get along. That means no characters whose backgrounds utterly clash with the rest of the group – placing a straight-edged law enforcer in the middle of a gang of gentleman thieves is just asking for trouble. This also rules out characters who are so antagonistic that they will spend more time fighting their comrades than helping them.

WHAT: THE HOOK

What is the party fighting for? In the *Final Fantasy* universe, an adventuring party tends to be an alliance of convenience between wildly diverse characters, brought together by accident and united

by a common goal. Defining that goal early on helps shape where the campaign goes and what kind of adventures the players can look forward to. Are they valiant eco-warriors battling a polluting mega-corporation? Valiant thieves striking a blow for justice against an evil empire? A secret rebel organization fighting to restore liberty? Young military cadets embroiled in a brutal conflict? A small band of warriors on a religious pilgrimage?

From a GM perspective, this 'hook' can develop in a number of ways. Sometimes, it arises naturally out of the mix of Jobs and characters players bring to the table. In most cases, however, the GM decides ahead of time what kind of game she is interested in running and passes that information on to the players, both as a 'preview' to whet their appetites and as a guide to ensure the characters they create will fit into the overall concept.

WHERE: THE PLACE

Where do the adventures take place? The overall setting for a campaign is known as a 'campaign world,' and influences many things — the characters' backgrounds, races, and professions, the plots involved, the political and social bonds, the kinds of technology players are likely to have access to... If the campaign world is based on an existing **Final Fantasy** or other game, the GM merely has to make sure that everybody in the group has played the game in question. If the world is original, on the other hand, the GM has to decide how to familiarize the players with it.

Developing the history, culture, society, religion, and conflicts of an entirely fictitious world can be an overwhelming task, but effectively relaying that information can be twice as hard. The players in particular need to be eased in gradually rather than bludgeoned with detail — restrict setting information to a short paragraph or two at the outset, giving just enough material to attract the players' attention. The game summaries given in the **Introduction** offer several good models for how to approach this, weaving the 'hook' in with important details regarding the game's setting and atmosphere.

Once the players have digested this information, the next step is to prepare a more detailed summary — a 'gazetteer' — giving a short summary of the world's history and a rundown of major nations and powers. A gazetteer should run between one and four pages, leaving enough space for details to be defined as the game progresses. The more 'wiggle room' the GM leaves for future expansion, the less likely it is that the setting will have to be reworked as a result of events in the campaign.

Players can use the gazetteer to develop their characters, but may need additional help during the process. The GM should always be at hand to answer background questions, even if they may seem trivial — *"What kind of jobs would a Black Mage be able to have?"* *"Are Paladins associated with any particular religion?"* *"Which city has the biggest criminal underground?"* This extends to players who wish to adjust the 'flavor' of specific Jobs or Races to better suit their character concepts — any such changes should be closely monitored to ensure that they stay consistent with the setting.

WHEN: THE TIME

When do the adventures take place? Once you've created a rough history for the campaign world, it's time to figure out where the players are in relation to it. Are they coming out of a period of strife and instability and into a tenuous peace that could be shattered at any moment? Is the world in the throes of a grand era of exploration and adventure where undiscovered continents beckon? Has a magical catastrophe recently wiped out civilization, leaving the players as hard-bitten survivors in a ruined wasteland? Settling on a timeframe will help develop potential plots, as well as determine issues like technological availability.

WHY: THE COMMON BONDS

Why are the characters together? In a one-off adventure, things like background and relationships are an optional extra. In a campaign, they're a near necessity. Given the vast disparity in motivations characters can bring to the table, it is important that each player be able to come up for a reason as to *why* their PC bothers to stick with the party once they've joined up. Though not everyone is equally invested in the party's goals, the heroes should work together for logical reasons, not plot contrivance.

Moreover, even if the party fights for a common cause, their reasons for buying into it can differ wildly, and may lead to conflict. How does the young nobleman whose family was killed by the Empire feel about joining forces with a mercenary previously in Imperial pay? One PC may have known or worked with another years prior, others may be in love with or bear a grudge against one of their comrades — let the players throw out their own ideas and suggestions and run with what works. As with all things, moderation is the key here. Not every PC needs to be connected to another player's character, though a good degree of interconnection leaves the door open for many different kinds of roleplaying.

At this point, players can also discuss using the Traits listed in **Appendix IV**. In Rodger's group, Mint's player may have decided that the chirpy Dancer is in fact a dedicated — if thoroughly incompetent — Imperial spy tasked with keeping tabs on her companions' activities; if so, Rodger can use this particular tidbit of background to weave at least one adventure, if not an entire sub-plot.

OTHER CONSIDERATIONS

During the character creation process, some players may have special requirements or requests — you may find yourself dealing with PCs built using optional rules, specialized in unofficial Jobs, or equipped with Skills of the player's own devising. As a GM, it is important to resist the temptation to gloss over these issues. Double-checking material like this for balance ahead of time — and being able to say 'no' to anything grossly unbalanced — can save a great deal of trouble further down the line.

Telling the Story

With the basics in place, the next step is to look at the story the campaign tells. Like all narratives, the success of a campaign on a storytelling level depends on planning, structure, foresight, and knowing what to do with the participants. In some respects, developing a campaign is no different than writing a novel; in others, it's a improvisational free-for-all being tugged in half a dozen directions at once. Knowing which techniques to apply to each situation can well make the difference between success and failure.

PLOT AND METAPLOT

Most adventures have their own plot and follow a rough narrative arc from the time the players are given their objective to the final battle or challenge separating them from success. What makes a campaign different from a disconnected series of adventures is the fact that another, larger plot can be laid on top of these individual 'stories' to create a much grander experience. This second plot is best described a **metaplot** – a story more sweeping than the sum of its parts. The typical **Final Fantasy** game is a perfect example of this, filled with side quests, diversions, and individual plot threads that achieve coherence through the 'big' storyline that overshadows and drives the player's actions.

Creating a metaplot in a tabletop setting requires the GM to create an ultimate outcome to the PCs' adventures and then decide how the players will get there. The defeat of an evil empire might be achieved by leading the party along the path to destroy the empire's power base one city at a time; the revealing of an extra-dimensional menace summoned by a crazed Sage by getting the players involved in the Sage's search for an ancient grimoire; the discovery of a revolutionary ancient energy source capable of driving the world into the next stage of technological development by having the group battle rival forces for control of a thousand-year-old city at the edge of the world.

The events that will eventually result in the climax are then spaced out over the course of the campaign, allowing for a satisfying conclusion while giving the GM an opportunity to expand on the smaller details – how did the empire manage to conquer the world? Who is the Sage, and what drove him mad? Where are the ruins located, and what is needed to find the location?

The important thing to remember is to avoid hitting the players with too much too soon. Metaplots are developed over time, and may not enter play until relatively late in the game, allowing the level of menace to scale with the players. At Level 1, they will be fighting on a local level, protecting small villages from evil forces and battling against rank-and-file soldiers and weak monsters; at Level 65, they determine the fate of entire nations, if not the world itself.

Also, while the meta-plot determines the game's ending and key sections of the narrative, it doesn't have to affect every aspect of the game. If the party's ultimate destiny is to battle Dark Lord and his minion, the Shadow Knight, there will still be times during the campaign when the players dabble in small-town politics, rescue a sickly grandmother's cat from Death Cave, shore up a flagging

merchant company, or become involved in an underground Chocobo racing syndicate. If anything, this variety is key to making the meta-plot work; otherwise, having to deal with the Dark Lord and his henchman in town after town quickly gets tiresome.

Adventures can also be interconnected without being related to the metaplot. The smaller plot 'threads' created by interlinked adventures can be referred to as **arc plots**. For instance, the cat rescue may climax in the revelation that Granny's little kitty is actually a ferocious feline demon summoned by a mysterious sorcerer; the Chocobo racing syndicate could be run by a larger criminal organization that the players eventually must expose and bring crashing down. In both cases, the 'conclusion' leaves plenty of room for further exploration and action. If necessary, you can even use the end of the arc plot to push players back into the main metaplot – in the above example, the cat demon's master could easily turn out to be a sorcerer in the Dark Lord's employ.

STOCK PLOTS

Console RPGs – and **Final Fantasy** games in particular – tend to stick to a few tried-and-true plots in their narratives, mixing and matching elements as needed. GMs can benefit from this by using the genre's cliches and conventions as a starting point for their own stories. Below are a number of 'stock plots' used by **Final Fantasy** titles in the past – use the ones that strike your fancy, and your metaplot is one step closer to being done.

The Megalomaniac. All things told, the world was doing well until now – things were stable, relations between powers were cordial. Then a new figure rose to prominence, bringing along minions, resources, and a desire to topple the status quo. Perhaps they have their own agenda; perhaps they are nothing more than pawns in somebody else's plan.

The Mystery. Strange things are happening. Natural order seems out of balance. Something – or someone – is seeking to change the world, and it may not be for the better. Unless the warnings are heeded and the mystery is unraveled in time, the consequences could be dire indeed.

The Resistance. Evil has already won, and holds the world in its sway. Most have already accepted subjugation, save for the few and proud who refuse to buckle under and will fight to end the tyranny at any price. Can justice prevail when every odd favors the enemy?

The War Story. Conflicts between nations make for strange bedfellows – and desperation for dalliances with powers and weapons best not trifled with. How far will a leader go to win a war? How much are they willing to sacrifice to get their way? And on what side will the players stand on when the first shots are fired?

The Ancient Evil. In a distant land, something ancient slumbers. If awakened, it could very well tear the world apart – and now there are forces seeking its revival at any cost. Can they be stopped before disaster strikes?

The Conspiracy. How do you fight an enemy you never see? In a world in turmoil, deceit lurks around every corner and few things are as they seem. At the center of it all lies a conspiracy of incredible size, controlling the ebb and flow of events and trying its best to

make sure nobody ever puts together enough pieces to learn the truth – whatever it may be.

The Perils of Science. The march of scientific progress has brought many wonderful things to the world, but there's a dark side as well: deadly weapons, strange experiments, perversions of life and nature itself. When bad science gets out of the lab, who will have the strength to put a stop to it?

IN MEDIA RES

Now we are ready to look at the 'opening scene' – that first session where your players enter the world and begin their adventure. Ever since **Final Fantasy II** opened with a desperate battle, most **Final Fantasy** games have started in the thick of the action – good examples of this include the raid on Mysidia in **Final Fantasy IV**, AVALANCHE's attempt to sabotage the Sector 1 Reactor in **Final Fantasy VII**, the kidnapping planning session in **Final Fantasy IX**, Sin's attack on Zanarkand in **Final Fantasy X**, and the infiltration of Nalbina Fortress in **Final Fantasy XII**. In storytelling terms, this narrative device is called *in media res* – 'into the middle of things.'

Beginning the campaign on a dramatic, splashy note like this is a good way to get the players' attention – and almost instantly cuts through the tedious sequence of "so you all meet in a bar..."-style introductions usually needed to get characters up to speed with each other. The big advantage of setting up character relationships and common causes during the campaign creation phase is that there is no need to spend time explaining these when the game kicks off in proper – the characters already know where they stand in relation to each other and why they fight together. With this burden removed, all that's left for the GM to do is come up with a big, spectacular action scene or battle to kick things off. If the players want to spend time getting to know each other, they can do it after the rubble has settled.

BRINGING THE PLAYERS TOGETHER

Only under the rarest of circumstances does a **Final Fantasy** game begin with every character already in the party. In most cases, the party is assembled gradually over the course of many hours and events as the protagonists slowly drift together through a combination of fate and purpose. This device gives GMs a fair bit of leeway in enlarging the party as needed, allowing them to start with as few as one or two players and gradually building up to a full group of six or eight. The challenge lies in making sure that new additions are kept up to speed on campaign events prior to entering the game and that their entrances are handled with a modicum of grace.

Ideally, new arrivals should be planned for at least one session in advance. This allows the session prior to new character's debut to accommodate an ending that sets up the character's arrival. In the next session, the player then officially joins the group, and the adventure moves on without a break in the action.

THE CATALYST

With your campaign plot established and the party assembled and in the game, something – an event, an item, a character – must draw your players into that metaplot. This something is the *catalyst*. As long as it is strong enough to hook the players, it isn't necessary for the catalyst to be directly related to the metaplot; the games themselves have taken both routes over the years, to varying effect. Some examples of catalysts with a direct bearing on the plot include the meteorite strikes in **Final Fantasy V**, Sin's attack in **Final Fantasy X**, or the kidnapping in **Final Fantasy IX** – each of these introduces characters and events that remain relevant later in the game. By contrast, the catalyst of the original **Final Fantasy** – the kidnapping of Princess Sara – is merely an excuse to bring the players into contact with the fallen knight Garland. Once the players have confronted Garland and free the princess, she disappears from the story. In narrative terms, her kidnapping is what the great director Alfred Hitchcock called a 'MacGuffin' – the actual event is irrelevant to the plot, as its main importance lies in introducing the player to the game's antagonist and overarching threat to the world.

When planning a campaign, the catalyst should be an integral part of the process. Ask yourself: What form will the catalyst take? At what point do you introduce it? How will the players be exposed to it? Is it strong enough for the players respond to it? It's the last point that's the arguably the most important – the last thing you want is your group waltzing past the catalyst and ignoring the plot you've spent weeks developing.

The best way to make the catalyst work is to entice the players with something that will directly interest or benefit them. Tangible rewards are the easiest way to get attention – the classic example in fantasy role-playing games is the bartender who accosts the party, telling them that he knows of a place where hidden treasure can be found. The second-easiest is the 'background hook,' where the catalyst is based directly on a character's background – say, a family member begging for help or an old nemesis eager to even the score. In this case, the party – or player – follows because they have a chance to take center stage in the events that follow. Of course, there are other possibilities, and knowing what motivates your players will take a lot of the guesswork out of this step.

SKINNING AN ONION

An important part of making a metaplot work is figuring out how exactly to deliver it to the players. How much should they know about the overarching plot from the outset? How much will they stumble upon as time passes? Many **Final Fantasy** games devote their plots to the gradual unraveling of mysteries as the characters find out how the world really works – and who pulls the strings. For this reason, a lot of weight hinges on that initial 'reveal' when the characters realize they're part of something bigger than they ever could have dreamed of. As characters progress from Level to Level, their knowledge and understanding increases; they become privy to dark plots and hidden secrets, and may find things they once held true are far from it.

For the sake of convenience, it's easiest to envision the various

'reveals' as peeling back the layers of the onion until you reach the center — at this point, the PCs know the whole truth and are ready to act on it. You can use this analogy to develop your reveals by assigning one major revelation to each layer of 'skin'; once one layer is removed, the next comes to light.

In the play examples given throughout the book, Rodger's group is fighting to accumulate the materials to repair the airship *Excelsior* to allow it to be used against the vile Deathstight. At this point, they have already been delving into the metaplot for some time, and have peeled back several layers in the process. The first 'layer' of the metaplot sees the players reaching the Wind Kingdom of Cassia, only to discover that there are double agents scheming to undermine the monarchy. The second 'layer' occurs once the players find that the King's seniormost Dragoon, assigned to assist the players with their investigation, is actually the plot's ringleader.

The third layer reveals that he himself is taking his orders from another — a shadowy figure seemingly bent on subverting the world's nations by replacing their nobility with puppets under his control. The fourth layer reveals the mastermind's identity as Deathstight, and lays out his plan to the players — using relics divided between the members of the world's noble families, he intends to revive the Omega Series, twelve powerful ancient mechanoids. In time, the group will reach the 'core,' discovering Deathstight's ultimate intentions for the Omega Series. Until then, however, many more adventures remain...

CONTINUITY

Continuity — the idea that changes in one session carry over into the next, affecting everything else down the line — is crucial in differentiating a campaign from a simple series of one-off adventures. But continuity means more than just making sure the Red Keep *stays* destroyed after the party nearly met their deaths shutting down that Hellfire Reactor. It also means revisiting characters, locations, and plot threads on a consistent basis, especially if they are important to the party. While most campaigns go through a steady supply of one-off NPCs, key allies and enemies shouldn't just pop up for one session and then disappear indefinitely. Similarly, any important plot issues raised in one session should continue to be developed and addressed until they are resolved.

Running a plot-intensive campaign also means keeping your facts straight. The best way to do this is to get into the habit of keeping a running track of location and character names, of events and key setting details. Expecting your players to take the story and world seriously means putting the same effort into it that you would expect from the rest of the group.

CHARACTER MOMENTS

Most tabletop roleplaying games treat the group as a single entity. **Final Fantasy** games, however, frequently pull the focus onto a single character for portions of the narrative, shifting the spotlight from the group to the individual. These 'character moments' are an integral part of the **Final Fantasy** experience, and offer GMs a way of bringing characters and story closer together without shutting any

one player out.

A character moment is essentially a revolving limelight that moves from character to character over the course of several sessions. Character moments will tend to take up part of or the bulk of a session, and take the form of events, plot twists, and side-quests directly involving one or two related characters. Opponents, locations, and complications for these should be drawn directly from the character's background or Traits, and offer their player a chance to flex their roleplaying muscle and further define who they are playing.

The main trick to pulling this off is to restrict character moments to a single session at most before moving on to the next person, ensuring every character has his or her own day in the sun. Focus too much on a single player's exploits and you alienate the rest of the group, no matter how fascinating their character's backstory may be. On the other hand, having the spotlight rotate on a regular basis can create positive anticipation as players know that it's only a matter of time before they get a chance to step in that limelight again.

GOOD ROLEPLAYING

An entertaining and rewarding campaign requires good performances from the players to work. This may be easier if the GM takes an active interest in rewarding good roleplaying in the group. While each GM will have their own ideas of what makes a performance 'good' enough to merit a reward, it is possible to establish some basic criteria by which to judge your players' performances. Factors to consider include:

Characterization **Characterization** begins with establishing an actual character: a thought-out backstory and rounded personality, supported by an appropriate choice of Advantages, Disadvantages, Skills, and Traits. It should be noted that a character doesn't necessarily have to be deeply flawed or riddled with psychological trauma to be interesting. Even stock characters can be distinguished by small, subtle quirks — an irrational fear of insects, a collection of old war injuries, or an encyclopedic knowledge of ancient languages.

The true challenge lies in bringing these ideas to life in a convincing manner. In many ways, quality roleplaying is nothing so much as the process of turning that concept from 'telling' into 'showing.' The easiest way to assess a player's performance is to compare what's on the character sheet to how that character acts during the course of each session. A self-described gallant knight in armor whose only devotion is to the code of chivalry shouldn't be indulging in petty theft or bullying blameless peasants into surrendering information. While educated scholars with a *Language** rating in the high 90s would be expected to talk — and act — the part.

A GM should also be mindful of excessive metagaming. 'Breaking character' is not just limited to personality and background, but also applies to using out-of-game knowledge and repeated violations of the fourth wall.

Character development. At the same time, no character should remain completely static. Attitudes and personalities that change

convincingly over time are as much part of the roleplaying experience as establishing them in the first place. A Thief who robbed rich and poor without qualms may realize there's more to life than just lining your own pockets. A once-proud Paladin may find his devotion wavering, gradually becoming consumed by self-doubt. The taciturn Fighter whose heart closed off the day his lover died may yet let down his barriers again. The possibilities are nigh-on endless.

Interaction with other characters. No group exists in a vacuum; part of the roleplaying experience means characters interacting with one another, building up strong relationships with both PCs and NPCs – romances, friendships, feuds, and everything in between. Take note of where players work actively to create chemistry between characters; this goes doubly for romantic relationships, which require a great deal of courage and commitment from all parties involved. Players willing to take the plunge and act these out in-game should definitely be eligible for GM recognition.

Memorable lines. Where would the **Final Fantasy** games be without their dialogue? Several of the series' more memorable *bon mots* are sprinkled throughout this rulebook, but there are many others, ranging from the outright banal to the strangely profound. With this in mind, reward those players whose characters can crack inspired one-liners or deliver memorable speeches off the cuff to encourage others to do the same.

Death and Sacrifice

As a narrative element, death can be great – after all, nothing underlines the threat a villain poses quite like an entire village wiped off the map in a single magical cataclysm. But when death strikes the party, the fun quickly evaporates.

In **Final Fantasy** games, protagonists tend to be almost invincible, underlined by the fact that only two main characters have died over the course of the first twelve games. From a storytelling perspective, this makes good sense – after all, it's hard to keep a coherent narrative going if your heroes die an hour into the plot. But GMs cannot control everything their players do, and when the rolls go bad or your Fighter suddenly gets it into his head to charge the Imperial Army single-handedly, you may find yourself with a casualty on your hands. Fortunately, there are several ways for you to work with this.

FUDGE THE DEATH

As GM, you have the power to prevent any death that might disrupt your stories – otherwise murderous rolls can be ignored, bad judgment countered, certain-death experiences can become near-fatal ones instead. In gaming terms, this is known as **fudging**. Fudging can be a good way to prevent 'cheap' deaths, but carries its own risks; use it too often, and you end up taking the sting out of dangerous situations, especially if players become aware that you're going out of your way to prevent fatalities. Once they realize that they're working with a GM-imposed 'safety net,' they may take your challenges less seriously – or deliberately take ludicrous risks to see how far you'll go to save their hides.

REPLACING CHARACTERS

Because there are extensive rules for generating experienced PCs in **Chapter 2**, coming up with an equivalently powerful replacement for a fallen hero isn't impossible, though it may be necessary to tweak Gil, Artifacts, and Legendary equipment to bring him or her up to an equal footing with the rest of the party.

The bigger problem is what to do the web of relationships and contacts the character's predecessor brought to the table, especially if they were heavily involved with the metaplot. The cheap and easy way out is to connect the character's replacement to the original PC in some way. Perhaps she's a family member out to avenge the death of her sibling or father; perhaps she's a former arch-nemesis who feels robbed by the fact that she wasn't the one to kill him, and has decided to join the PCs to make his killer pay for that slight. Either way, this leads to a situation where many of the plot threads and contacts can be picked up with only minimal adjustment.

The alternative is to simply ride with it and let those relationships be severed. Beyond lending the campaign a bit of dramatic punch, a death in the party also opens the door for extensive character development as the survivors cope and move on. Moreover, death doesn't need to be the end for a character – in a **Final Fantasy** game, it's not unheard of for the spirit of a fallen hero to pop up at pivotal moments to encourage former comrades or offer words of wisdom.

SACRIFICE

While most PC deaths are unplanned, players may occasionally want to sacrifice their characters for the good of the party. This sort of dramatic heroism is in the best traditions of **Final Fantasy** heroism, and should be rewarded in kind. For the duration of their final Scene or battle, 'sacrifices' enjoy infinite Hit and Magic Points, and ignore any detrimental Status Conditions that would normally affect them. Once that time period is over, however, they are dead. This death is final, and may not be reversed through the use of Spells, Items or Key Points.

In rarer cases, characters may also sacrifice their lives in an attempt to return another character to life. It should be noted that 'acting as a substitute' has a significant ground in Japanese folklore, but rarely has any success in **Final Fantasy** games. Whether such attempts succeed or not is ultimately up to the GM.

Campaigning Pitfalls

Every GM can make mistakes, but some can easily kill a campaign off in a matter of sessions if not remedied. This section examines some of the most common problems and errors associated with campaign play, and how to circumvent them.

PET CHARACTERS

They're stylish. They're skilled. They're charismatic. They leave enemies broken at their feet and admirers standing in line everywhere they go. They're the toast of royalty and the scourge of

evil. And they're not the players.

A 'pet character' can be defined as any ally that steals the spotlight from the party, taking center stage in roleplaying, combat, or storyline. Left unchecked, they turn the players into glorified catspaws, good only for holding the pet's coat for him while he goes bare-knuckle boxing with Dark Lord or laughing obligingly at his witty humor. This is outright poison to a campaign, and will turn your group against you in record time.

This doesn't mean that the players can't have powerful allies – indeed, the narrative may demand it in places – but they should be there to support the party, not vice versa. Avoid making them a crucial part of the plot and limit their appearances; if the players need the aid of an all-powerful NPC to overcome the monsters and challenges thrown at them on a regular basis, you may need to rethink your challenge level, not step up the level of support you give them.

RAILROADING

'Railroading' occurs when the party's options are deliberately restricted by the GM, usually to ensure that the plot proceeds as the GM has planned it. How this works varies from one game to another, but it ultimately boils down to the GM striking down alternate paths with an elaborate variation of "You can't do that." The second the plot demands that the party explore the nearby cave, the main bridge out of town suddenly collapses, the roadways are populated by high-Level Notorious Monsters, and the townsfolk can't stop talking about the MARSH CAVE to the NORTH. The result is a game on rails – all the players can do follow the path the GM has set out for them.

This is fine in moderation – after all, *Final Fantasy* games are picturebook examples of railroading – but can frustrate players if it becomes too frequent or obvious. For this reason, it is important to keep your options open; instead of developing rigid story structure, use the 'web of events' model set out earlier in the chapter to lay out potential campaign paths and be prepared to improvise if needed.

CHALLENGE FACTOR

There's a fine line between keeping the players on their toes and destroying the party so comprehensively that their toes are about all that's left after the dust settles. Keep current copies of your players' character sheets when designing encounters so you have a reasonable idea of what challenges are suitable for their overall ability level, and pay attention how the group deals with the obstacles you put in their way. If you notice that they are having more problems than expected on a regular basis, don't dismiss it as bad playing and plow forward – adjust the difficulty down to compensate and give them a chance to get their bearings. And if the worst should come to pass and the entire party is wiped out as a result of a badly-designed encounter, apologize and rewrite the fight so the players have a fair shake – otherwise, you may be looking for a new group the week after.

At the same time, it's perfectly possible to be *too* generous with

the difficulty level, showering the party with high-level equipment for defeating cream-puff monsters that crumple after just two hits. Though some may enjoy this kind of campaign, in general it's more satisfying for all involved if they have to sweat a little to gain something in-game. Remember: difficulty adjustments go both ways. There's no shame in quietly raising a monster's HP if it's dying faster than expected, or adding new challenges if existing ones don't seem to be taxing your group.

MARGINALISING PLAYERS

Players select Abilities, Skills, Traits, and special equipment because they believe they will get a chance to use them. As a result, the easiest way to frustrate your players is to either ignore their characters' capabilities or shut them down entirely. If the party has invested heavily in Social Skills, the last thing you want to do is keep them on the road or crawling through monster-infested dungeons for the bulk of the campaign. If your party's resident Black Mage signed on with the expectation of throwing some lightning bolts around, don't have monsters slap *Silence* on him at the start of every battle. If the group is capable of using a lot of Status Conditions, try to avoid giving their opponent blanket immunity to everything the group can throw at them. Your players want to use their toys – let them. If things get too out of hand, there are still plenty of ways you can cut them down to size.

LOSING PLAYERS

Even the best-run campaigns suffer from attrition. Scheduling conflicts, loss of interest, personal problems, or moves can all whittle down your player numbers. Overlooking the need to find replacements, the departure of any player leaves you with a hole in your cast, story-wise – and three ways to deal with it.

If the player may come back at a later date, contrive a reason for the player's character to temporarily leave the party. Perhaps their kingdom is in trouble, or they've been called back by their old gang for one last heist – whatever the situation may be, this approach leaves the door open for an eventual comeback. If the player decides to return to the group, you can arrange for a surprise reappearance during the next session; if not, the character has already been relegated to the background, making their permanent departure less jarring.

If the player is gone for good, one option is to bring in someone else to take over the character, or turn said character into an NPC. This kind of 'recasting' should only be done with the original player's consent, and may yield mixed results – for better or worse, characters are almost inseparable from the person playing him or her.

If the player is gone and having the character continue under somebody else's direction isn't feasible, the final option is to simply kill them off in a spectacular fashion. This can offer you some nice dramatic possibilities, but should be reserved for players who definitely aren't returning – the last thing the group needs is for said player to show up out of the blue a few weeks down the line, demanding to know what happened to his PC.

CREATING NEW RACES

While **Chapter 3** tries to offer a diverse selection of races for players to choose from, GMs may find themselves in a position where the 'stock' races don't meet their campaign's needs, especially if the campaign world sports an unusual setting or background.

In situations like these, there are two possible options. The first is to 're Flavor' an existing race by changing the name and particulars but retaining the Racial Maximums. As the **FFRPG** races are intended to cover a broad range of strength, speed, durability, and magical aptitude, chances are one of them will fit your needs.

The second, but more involved, alternative is to create a new race from scratch using the existing lineup as a model for your own ideas and concepts. Before beginning the process, however, consider the following questions:

Does the race fill a niche? Every race should have a place in the campaign's universe as well as a clearly-defined role within the system. Humans are great everymen, Galka make superb warriors but mediocre mages, and Tarutaru are magically unparalleled but physically helpless. Think about where your race fits into this spectrum — is it strong and fast, but physically fragile? Does it combine durability and magical power at the expense of physical damage?

Is the niche not filled by an existing race? Once you've figured out the race's niche, see where it stands in relation to the existing races. If that niche overlaps with one or more of the races described in **Chapter 3**, it may be easier and more sensible to simply re Flavor the races in question.

Is the concept distinctive enough to warrant a race of its own? Sub-races are a common phenomenon in classic fantasy, and even seen in later **Final Fantasy** games. The reptilian Bangaa with their four sub-groups are an excellent example of this phenomenon. But is it worth drafting separate Maximums and backgrounds for all four when one writeup will do? Is a unique Ancient race needed when the same could end result be accomplished by making a Human character with specific Traits? If the new race is nothing more than a minor variation on an existing race, you should consider using this 'base' race instead.

Will anyone be willing to use or talk to the race you make? While an animated stuffed animal might be interesting as a concept, your players may balk at bringing that concept to the character stage. Think about the player appeal first and foremost when developing the race — nothing is worse than wasting effort on something nobody wants.

If the answers to those four questions are 'yes,' it's time to begin racial creation in earnest.

RACIAL MAXIMUMS

From a mechanical standpoint, creating a new race is relatively easy — the only thing needed a Racial Maximum for each of the six Attributes. 10 is the 'average' value for each Attribute, and is equivalent to the capabilities of a healthy adult Human. Using this as

a baseline, you can figure out which value is appropriate for the new race in question. For instance, if a race is slightly stronger than Humans, their Racial Maximum for STR should be 11 or 12; if they are significantly weaker, 6 or 7 would be more suitable.

Bear in mind that the combined Racial Maximums for all Attributes must equal 60, with no Maximum higher than 15 or lower than 5.

APPEARANCE

Once the raw numbers are finalized, it's time to consider what the race looks like. A little imagination goes a long way here — after all, the races of **Final Fantasy** run the gamut from the almost-human Lunarians to the brutish, piglike Seeq and Orcs. It's best to stick with a generally humanoid shape, however, as humanoids can use all of the equipment, Skills, and Abilities given in this book with no difficulties or significant leaps of logic. Introducing a race with a more unusual configuration means a number of potential headaches — how will they hold a sword or pick a lock if they walk on all fours? If they have four arms, how do you justify the character only being able to wield two swords at any one time?

HEIGHT AND WEIGHT

A race's average height and weight can say a fair bit about their physiology at a glance. While height can be easy to calculate, however, weight is somewhat trickier. To get a 'realistic' average weight for a humanoid race of medium built, use the following formula:

$$\text{Weight (in kg)} = 22.85 \times \text{Height (meters)} \times \text{Height (meters)}$$

The results of this formula may need to be adjusted depending on your concept; a stockier race would have notably higher weight where a slimmer race would be lighter.

SOCIETY

Society looks at a race's civilization, from social organization and familial structures to military and religion. How a race structures itself reflects on its personality, and vice versa; rigid, highly organized races are likely to be sober and serious when compared to ones with laid-back and loose-knit societies.

The best place to get ideas for a racial culture is our own world. Many of the societies explored in **Chapter 3** are based on real-world cultures, and serve as a good example of what you can do with this kind of approach. Of course, not every race has to be a slavish copy of a human counterpart — mix and match customs, beliefs, structures, and ideas as needed to create something new and unique. The important thing to watch out for is that the final combination of traits still makes sense — don't create a technologically advanced society of scientists and thinkers, then write that their culture is repressively conservative and opposed to any and all change.

ROLEPLAYING

The 'Roleplaying' section of a racial writeup looks at aspects and quirks that are likely to have an impact on how an adventuring

character of that race gets along with fellow party members and existence in general. Personality traits tend to emerge naturally from a race's social structure – members of isolated societies will be either highly suspicious or deeply enthralled by the outside world, whereas wanderers and nomads are more at home with the sights and experiences of the questing lifestyle.

Adventuring characters in particular may deserve special mention. Those who are willing to leave behind the comforts of home and family for the uncertainties of life on the road can do so either because of or in spite of their social backgrounds; if anything, repressive, conservative societies are just as likely to spawn rebels and wanderers as permissive, open-minded ones. If the kind of characters that would normally be found in an **FFRPG** party fly in the face of social norms for their respective races, explain why, and how their personalities differ as a consequence.

CREATING EQUIPMENT

Though the lists given in **Chapter 6** are meant to be comprehensive, GMs may find themselves needing hard numbers for equipment types and options that just aren't covered in this book. As with races, the easiest way to do this is to use the nearest comparable piece of 'official' equipment as a starting point and run with the numbers. A Qu Battle Fork can be treated as roughly equivalent to a Polearm; a War Fan to a Ninja Knife. With Armor, only the names change; with Weapons, you just need to adjust the Weapon type, the individual names, and the Skill needed to wield it.

For GMs interested in creating completely new equipment, this section contains the rules needed to whip up an original list or augment an existing one. Note that the system presented here is not the same as the one described in **Appendix I** – these steps here are meant exclusively for 'behind the scenes' work, and produce slightly different numbers than player-crafted items.

Creating Weapons

To create a Weapon, you must decide four things: the Weapon's damage die, the Attribute used in the Weapon's damage code, the Skill used to wield it, and whether or not the Weapon takes up the Shield Slot. In general, d12 Weapons take up both Slots for balance reasons – it is better to carry this rule of thumb over to any 'homemade' Weapons created with this system.

DAMAGE DIE

The Weapon's damage die – d6, d8, d10, d12 – determines how much damage the weapon will do as well as how much it costs. The size of the Weapon tends to be reflected in the choice of damage die – smaller Weapons like Knives use d6s, while larger weapons like Polearms use d12s.

ATTRIBUTE

The Attribute used in damage calculations are also defined by the Weapon's type. STR is used for cutting or slashing Weapons, as well as missile Weapons that depend on muscle power to do damage, like Bows. AGI is used for piercing Weapons where dexterity has more effect than brute force, as well as ballistic Weapons that do not depend on strength, like Rifles and Crossbows. Finally, MAG is used for Weapons that focus the wielder's own magical power to do damage. Choosing an Attribute other than STR will reduce the Weapon's Availability by 1 and increase its base cost by **x 1.1** on top of any other price modifiers the Weapon is subject to. Regardless of which Attribute is chosen, the Weapon continues to deal Physical damage unless it is given the *Magical Attack* property.

EQUIPMENT TIER

Once the basic details of the Weapon have been settled on, the next thing to figure out is what Tier the Weapon is. For complete equipment tables, you will want to create two Weapons for each Tier from 1 through 10 – one with Equipment Abilities, one without. It is also possible to create individual Weapons within those Tiers.

SLOTS

In order to determine the cost of Equipment Abilities as well as make sure that a Weapon's Abilities remain appropriate to its Tier, adding special properties to a Weapon is handled with a simple system based on Slots. Every Equipment Ability takes up a certain number of Slots on a Weapon, and each Tier only has room for a certain number of Slots. If an Equipment Ability takes up more Slots than a Weapon of that Tier can support, it cannot be added. The exact breakdown of Slots per Tier can be seen below.

Table 10-7: Equipment Slots per Tier

EQUIPMENT TIER	NUMBER OF SLOTS AVAILABLE
1	2
2	2
3	3
4	3
5	4
6	4
7	5
8	10

To find out a new Weapon's cost and Availability, determine how many Slots its Ability occupies – checking en route whether the Ability can actually be supported by a Weapon of that Tier – and check the result against **Tables 10-8 to 10-11**.

Note that the tables on the following pages only go up to Tier 8 – as Artifact and Legendary Weapons have no price attached to them, creating Weapons like these is just a matter of assigning appropriate Equipment Abilities and tracking down the corresponding damage code on the tables.

+x [Attribute]: +x Slots
 +10 ACC: +1 Slot
 +10 DEX: +2 Slots
 +10 EVA: +1 Slot
 +10 EXP: +1 Slot
 +10 M. ACC: +1 Slot
 +10 M. EVA: +1 Slot
 +10 MND: +2 Slots
 +20 ACC: +2 Slots
 +20 DEX: +3 Slots
 +20 EVA: +2 Slots
 +20 EXP: +2 Slots
 +20 M. ACC: +2 Slots
 +20 M. EVA: +2 Slots
 +20 MND: +3 Slots
 +30 ACC: +3 Slots
 +30 M.ACC: +3 Slots
 +30 EXP: +3 Slots
 +10% HP: +1 Slot
 +10% MP: +2 Slots
 Auto-Agility Up: +3 Slots
 Auto-Float: +1 Slot
 Auto-Magic Up: +6 Slots
 Auto-Power Up: +6 Slots
 Auto-Reraise: +5 Slots
 Auto-Regen: +4 Slots
 Auto-Haste: +6 Slots
 Auto-Protect: +3 Slots
 Auto-Shell: +3 Slots
 Auto-Spirit Up: +3 Slots
 Auto-Reflect: +2 Slots
 Berserk Proof: +2 Slots
 Berserk Strike: +3 Slots
 Berserk Touch: +2 Slots
 Blind Proof: +1 Slot
 Blind Strike: +2 Slots
 Blind Touch: +1 Slots
 Charm Proof: +4 Slots
 Condemned Proof: +2 Slots

Condemned Strike: +4 Slots
 Condemned Touch: +2 Slots
 Confusion Proof: +3 Slots
 Confusion Strike: +3 Slots
 Confusion Touch: +2 Slots
 Critical+: +2 Slots
 Critical++: +4 Slots
 Curse Proof: +3 Slots
 Curse Strike: +2 Slots
 Curse Touch: +1 Slots
 Death Proof: +4 Slots
 Death Strike: +6 Slots
 Death Touch: +4 Slots
 Disable Proof: +2 Slots
 Disable Strike: +3 Slots
 Disable Touch: +2 Slots
 [Element] Ward: +1 Slot
 [Element] Proof: +2 Slots
 [Element] Eater: +4 Slots
 [Element] Strike: +1 Slot
 [Enemy Type] Killer: +2 Slots
 [Element] Enhancer: +3 Slots
 Headhunter: +2 Slots
 HP Drain: +3 Slots
 Immobilize Proof: +1 Slot
 Immobilize Strike: +2 Slot
 Immobilize Touch: +1 Slot
 Mini Proof: +2 Slots
 Mini Strike: +3 Slots
 Mini Touch: +2 Slots
 MP Damage: +1 Slot
 MP Drain: +2 Slots
 Petrify Proof: +2 Slots
 Petrify Strike: +4 Slots
 Petrify Touch: +2 Slots
 Piercing: +2 Slots
 Poison Proof: +1 Slot
 Poison Strike: +2 Slot
 Poison Touch: +1 Slot

Sensor: +1 Slot
 Silence Proof: +2 Slots
 Silence Strike: +2 Slot
 Silence Touch: +1 Slot
 Sleep Proof: +1 Slot
 Sleep Strike: +2 Slot
 Sleep Touch: +1 Slot
 Slow Proof: +2 Slots
 Slow Strike: +2 Slots
 Slow Touch: +1 Slot
 SOS-Agility Up: +1 Slot
 SOS-Aura: +3 Slots
 SOS-Berserk: +1 Slots
 SOS-Esuna: +3 Slots
 SOS-Float: +2 Slots
 SOS-Haste: +3 Slots
 SOS-Magic Up: +3 Slots
 SOS-Power Up: +3 Slots
 SOS-Protect: +2 Slots
 SOS-Reflect: +1 Slots
 SOS-Regen: +2 Slots
 SOS-Reraise: +4 Slots
 SOS-Shell: +2 Slots
 SOS-Spirit Up: +1 Slot
 SOS-Vanish: +3 Slots
 Stone Proof: +4 Slots
 Stone Strike: +6 Slots
 Stone Touch: +4 Slots
 Toad Proof: +2 Slots
 Toad Strike: +3 Slots
 Toad Touch: +2 Slots
 Triple Critical: +3 Slots
 [x] Break Proof: +2 Slots
 Venom Proof: +2 Slots
 Venom Strike: +3 Slots
 Venom Touch: +2 Slots
 Zombie Proof: +2 Slots
 Zombie Strike: +3 Slots
 Zombie Touch: +2 Slots

These options and Slot costs are also used in creating Armor, though not every option will apply in that case.

PRICING SPECIAL WEAPON PROPERTIES

Some Weapons have innate properties that apply to all Weapons of a given class. These properties may also be given to other Weapons, though this will usually change the price listed in **Tables 10-8 to 10-11** by a certain amount. A Weapon's properties may never reduce its Availability by more than 3.

AMMUNITION

Effect: Characters equipped with this Weapon may elect to use specialized ammunition instead of the basic ammunition used by default. Ammunition must be purchased beforehand, and can be

used to add additional Equipment Abilities to the Weapon being used to make the Attack; the Weapon itself will have no Equipment Abilities. *Ammunition* can only be used with Ranged Weapons. This innate property is found on Bows, Crossbows, and Rifles.

Cost Modifier: x 1.0 **Availability Modifier:** 0

DOUBLE CUT

Effect: When equipped with this Weapon, the character may use the *Two Weapons* Skill to make two Attack Actions as if he had equipped two separate Weapons. This innate property is found on Gloves and Claws, and must be combined with the *Two-Handed* property.

Cost Modifier: x 1.1 **Availability Modifier:** -1

DOUBLE STRIKE

Effect: Any Attack Action made with this Weapon may roll to hit twice, applying the better result of the two. This innate property is found on Swallows

Cost Modifier: x 1.2 **Availability Modifier:** -2

ENTANGLE

Effect: Any Attack Action made with this Weapon will inflict the Status Condition *Immobilize (2)* on a successful Critical Hit. This innate property is found on Flails.

Cost Modifier: x 1.2 **Availability Modifier:** -2

LOOPING STRIKE

Effect: Any Attack Action made with this Weapon may roll to hit a second time if the first attack misses. This innate property is found on Boomerangs

Cost Modifier: x 1.1 **Availability Modifier:** -1

MAGICAL ATTACK

Effect: Damage inflicted by this Weapon's attacks is treated as Magical rather than Physical, and will be reduced by M. ARM rather than ARM.

Cost Modifier: x 1.0 **Availability Modifier:** 0

MANA CHANNEL

Effect: When calculating damage inflicted by this Weapon, the wielder's STR or MAG score can be used to determine the final damage. This innate property is found on Staves.

Cost Modifier: x 1.2 **Availability Modifier:** -2

QUICKSILVER

Effect: When calculating damage inflicted by this Weapon, the wielder's STR or AGI score can be used to determine the final damage. This innate property is found on Knives.

Cost Modifier: x 1.2 **Availability Modifier:** -2

RANGED

Effect: The Weapon's attacks are treated as being Ranged. This innate property is found on Boomerangs, Bows, Crossbows, Instruments, and Rifles.

Cost Modifier: x 1.1 **Availability Modifier:** -1

TWO-HANDED

Effect: The Weapon takes up both Shield and Weapon Slots. Must be taken by all d12 Weapons. This innate property is found on Axes, Claws, Gloves, Polearms, Greatswords, and Rifles.

Cost Modifier: x 1.0 **Availability Modifier:** 0

Table 10-8: d6 Weapons

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	DAMAGE
1	0	75	96%	2 x Attribute + d6
1	1	180	94%	2 x Attribute + d6
1	2	300	92%	2 x Attribute + d6
2	0	450	90%	3 x Attribute + d6
2	1	630	88%	3 x Attribute + d6
2	2	810	86%	3 x Attribute + d6
3	0	1000	84%	5 x Attribute + 2d6
3	1	1250	82%	5 x Attribute + 2d6
3	2	1500	80%	5 x Attribute + 2d6
3	3	1750	78%	5 x Attribute + 2d6
4	0	2000	75%	6 x Attribute + 2d6
4	1	2300	73%	6 x Attribute + 2d6
4	2	2500	71%	6 x Attribute + 2d6
4	3	2800	69%	6 x Attribute + 2d6
5	0	3100	66%	7 x Attribute + 3d6
5	1	3400	64%	7 x Attribute + 3d6
5	2	3800	62%	7 x Attribute + 3d6
5	3	4100	60%	7 x Attribute + 3d6
5	4	4400	58%	7 x Attribute + 3d6
6	0	4700	56%	9 x Attribute + 3d6
6	1	5100	55%	9 x Attribute + 3d6
6	2	5400	54%	9 x Attribute + 3d6
6	3	5800	52%	9 x Attribute + 3d6
6	4	6100	50%	9 x Attribute + 3d6
7	0	6400	48%	10 x Attribute + 4d6
7	1	6800	47%	10 x Attribute + 4d6
7	2	7100	46%	10 x Attribute + 4d6
7	3	7400	44%	10 x Attribute + 4d6
7	4	7800	42%	10 x Attribute + 4d6
7	5	8100	40%	10 x Attribute + 4d6
8	0	8400	37%	11 x Attribute + 4d6
8	1	8800	36%	11 x Attribute + 4d6
8	2	9100	35%	11 x Attribute + 4d6
8	3	9400	34%	11 x Attribute + 4d6
8	4	9700	33%	11 x Attribute + 4d6
8	5	10000	32%	11 x Attribute + 4d6
8	6	10200	31%	11 x Attribute + 4d6
8	7	10500	30%	11 x Attribute + 4d6
8	8	10800	28%	11 x Attribute + 4d6
8	9	11000	26%	11 x Attribute + 4d6
8	10	11300	24%	11 x Attribute + 4d6

Table 10-9: d8 Weapons

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	DAMAGE
1	0	100	95%	2 x Attribute + d8
1	1	240	93%	2 x Attribute + d8
1	2	400	91%	2 x Attribute + d8
2	0	600	89%	3 x Attribute + d8
2	1	840	87%	3 x Attribute + d8
2	2	1080	85%	3 x Attribute + d8
3	0	1350	83%	5 x Attribute + 2d8
3	1	1650	81%	5 x Attribute + 2d8
3	2	1950	79%	5 x Attribute + 2d8
3	3	2300	77%	5 x Attribute + 2d8
4	0	2700	74%	6 x Attribute + 2d8
4	1	3000	72%	6 x Attribute + 2d8
4	2	3400	70%	6 x Attribute + 2d8
4	3	3800	68%	6 x Attribute + 2d8
5	0	4200	65%	8 x Attribute + 3d8
5	1	4600	63%	8 x Attribute + 3d8
5	2	5000	61%	8 x Attribute + 3d8
5	3	5400	59%	8 x Attribute + 3d8
5	4	5900	57%	8 x Attribute + 3d8
6	0	6300	55%	10 x Attribute + 3d8
6	1	6800	54%	10 x Attribute + 3d8
6	2	7200	53%	10 x Attribute + 3d8
6	3	7700	51%	10 x Attribute + 3d8
6	4	8100	49%	10 x Attribute + 3d8
7	0	8600	47%	11 x Attribute + 4d8
7	1	9000	46%	11 x Attribute + 4d8
7	2	9500	45%	11 x Attribute + 4d8
7	3	9900	43%	11 x Attribute + 4d8
7	4	10400	41%	11 x Attribute + 4d8
7	5	10800	39%	11 x Attribute + 4d8
8	0	11200	36%	13 x Attribute + 4d8
8	1	11700	35%	13 x Attribute + 4d8
8	2	12100	34%	13 x Attribute + 4d8
8	3	12500	33%	13 x Attribute + 4d8
8	4	12900	32%	13 x Attribute + 4d8
8	5	13300	31%	13 x Attribute + 4d8
8	6	13600	30%	13 x Attribute + 4d8
8	7	14000	29%	13 x Attribute + 4d8
8	8	14300	27%	13 x Attribute + 4d8
8	9	14600	25%	13 x Attribute + 4d8
8	10	14900	23%	13 x Attribute + 4d8

Table 10-10: d10 Weapons

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	DAMAGE
1	0	120	94%	2 x Attribute + d10
1	1	290	92%	2 x Attribute + d10
1	2	500	90%	2 x Attribute + d10
2	0	750	88%	4 x Attribute + d10
2	1	1050	86%	4 x Attribute + d10
2	2	1350	84%	4 x Attribute + d10
3	0	1700	82%	6 x Attribute + 2d10
3	1	2050	80%	6 x Attribute + 2d10
3	2	2450	78%	6 x Attribute + 2d10
3	3	2900	76%	6 x Attribute + 2d10
4	0	3300	73%	8 x Attribute + 2d10
4	1	3800	71%	8 x Attribute + 2d10
4	2	4200	69%	8 x Attribute + 2d10
4	3	4700	67%	8 x Attribute + 2d10
5	0	5200	64%	10 x Attribute + 3d10
5	1	5700	62%	10 x Attribute + 3d10
5	2	6300	60%	10 x Attribute + 3d10
5	3	6800	58%	10 x Attribute + 3d10
5	4	7400	56%	10 x Attribute + 3d10
6	0	7900	54%	11 x Attribute + 3d10
6	1	8500	53%	11 x Attribute + 3d10
6	2	9000	52%	11 x Attribute + 3d10
6	3	9600	50%	11 x Attribute + 3d10
6	4	10200	48%	11 x Attribute + 3d10
7	0	10700	46%	13 x Attribute + 4d10
7	1	11300	45%	13 x Attribute + 4d10
7	2	11900	44%	13 x Attribute + 4d10
7	3	12400	42%	13 x Attribute + 4d10
7	4	13000	40%	13 x Attribute + 4d10
7	5	13500	38%	13 x Attribute + 4d10
8	0	14000	35%	15 x Attribute + 4d10
8	1	14600	34%	15 x Attribute + 4d10
8	2	15100	33%	15 x Attribute + 4d10
8	3	15600	32%	15 x Attribute + 4d10
8	4	16100	31%	15 x Attribute + 4d10
8	5	16600	30%	15 x Attribute + 4d10
8	6	17000	29%	15 x Attribute + 4d10
8	7	17500	28%	15 x Attribute + 4d10
8	8	17900	26%	15 x Attribute + 4d10
8	9	18300	24%	15 x Attribute + 4d10
8	10	18700	22%	15 x Attribute + 4d10

Table 10-11: d12 Weapons

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	DAMAGE
1	0	140	93%	2 x Attribute + d12
1	1	350	91%	2 x Attribute + d12
1	2	600	89%	2 x Attribute + d12
2	0	900	87%	4 x Attribute + d12
2	1	1260	85%	4 x Attribute + d12
2	2	1620	83%	4 x Attribute + d12
3	0	2050	81%	6 x Attribute + 2d12
3	1	2450	79%	6 x Attribute + 2d12
3	2	2950	77%	6 x Attribute + 2d12
3	3	3500	75%	6 x Attribute + 2d12
4	0	4000	72%	9 x Attribute + 2d12
4	1	4600	70%	9 x Attribute + 2d12
4	2	5000	68%	9 x Attribute + 2d12
4	3	5600	66%	9 x Attribute + 2d12
5	0	6200	63%	11 x Attribute + 3d12
5	1	6800	61%	11 x Attribute + 3d12
5	2	7600	59%	11 x Attribute + 3d12
5	3	8200	57%	11 x Attribute + 3d12
5	4	8800	55%	11 x Attribute + 3d12
6	0	9500	53%	13 x Attribute + 3d12
6	1	10100	52%	13 x Attribute + 3d12
6	2	10800	51%	13 x Attribute + 3d12
6	3	11500	49%	13 x Attribute + 3d12
6	4	12200	47%	13 x Attribute + 3d12
7	0	12800	45%	15 x Attribute + 4d12
7	1	13600	44%	15 x Attribute + 4d12
7	2	14200	43%	15 x Attribute + 4d12
7	3	14900	41%	15 x Attribute + 4d12
7	4	15600	39%	15 x Attribute + 4d12
7	5	16200	37%	15 x Attribute + 4d12
8	0	16800	34%	17 x Attribute + 4d12
8	1	17500	33%	17 x Attribute + 4d12
8	2	18100	32%	17 x Attribute + 4d12
8	3	18700	31%	17 x Attribute + 4d12
8	4	19300	30%	17 x Attribute + 4d12
8	5	19900	29%	17 x Attribute + 4d12
8	6	20400	28%	17 x Attribute + 4d12
8	7	21000	27%	17 x Attribute + 4d12
8	8	21500	25%	17 x Attribute + 4d12
8	9	22000	23%	17 x Attribute + 4d12
8	10	22500	21%	17 x Attribute + 4d12

Creating Armor

Creating a piece of Armor follows the same steps as creating Weapons, using the Slots system to determine the price and Availability Rating of the final item. The number of Slots consumed by Equipment Abilities remain the same as those given for Weapons earlier. The one key difference is the breakdown in categories – rather than determine pricing and Availability by the damage die, the actual type of Armor is used. This somewhat limits the system's ability to create entirely new kinds of Armor, though the existing categories are vague enough to allow most possibilities.

Table 10-12: Armwear

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	60	95%	1	2	+0	+0
1	1	145	93%	1	2	+0	+0
1	2	250	91%	1	2	+0	+0
2	0	370	89%	3	4	+0	+0
2	1	520	87%	3	4	+0	+0
2	2	670	85%	3	4	+0	+0
3	0	850	83%	5	6	+0	+0
3	1	1050	81%	5	6	+0	+0
3	2	1250	79%	5	6	+0	+0
3	3	1450	77%	5	6	+0	+0
4	0	1700	74%	8	8	+0	+5
4	1	1900	72%	8	8	+0	+5
4	2	2100	70%	8	8	+0	+5
4	3	2400	68%	8	8	+0	+5
5	0	2600	65%	11	10	+0	+5
5	1	2900	63%	11	10	+0	+5
5	2	3200	61%	11	10	+0	+5
5	3	3400	59%	11	10	+0	+5
5	4	3700	57%	11	10	+0	+5
6	0	4000	55%	13	13	+0	+5
6	1	4300	54%	13	13	+0	+5
6	2	4500	53%	13	13	+0	+5
6	3	4800	51%	13	13	+0	+5
6	4	5100	49%	13	13	+0	+5
7	0	5400	47%	16	16	+5	+5
7	1	5700	46%	16	16	+5	+5
7	2	6000	45%	16	16	+5	+5
7	3	6200	43%	16	16	+5	+5
7	4	6500	41%	16	16	+5	+5
7	5	6800	39%	16	16	+5	+5
8	0	7000	36%	19	19	+5	+10
8	1	7300	35%	19	19	+5	+10
8	2	7600	34%	19	19	+5	+10
8	3	7800	33%	19	19	+5	+10
8	4	8100	32%	19	19	+5	+10
8	5	8300	31%	19	19	+5	+10
8	6	8500	30%	19	19	+5	+10
8	7	8800	29%	19	19	+5	+10
8	8	9000	27%	19	19	+5	+10
8	9	9200	25%	19	19	+5	+10
8	10	9400	23%	19	19	+5	+10

Table 10-13: Gauntlets

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	65	96%	2	1	+0	+0
1	1	160	94%	2	1	+0	+0
1	2	275	92%	2	1	+0	+0
2	0	420	90%	5	2	+0	+0
2	1	580	88%	5	2	+0	+0
2	2	750	86%	5	2	+0	+0
3	0	950	84%	8	4	+0	+0
3	1	1150	82%	8	4	+0	+0
3	2	1300	80%	8	4	+0	+0
3	3	1600	78%	8	4	+0	+0
4	0	1800	75%	11	6	+5	0
4	1	2100	73%	11	6	+5	0
4	2	2300	71%	11	6	+5	0
4	3	2600	69%	11	6	+5	0
5	0	2900	66%	14	8	+5	0
5	1	3200	64%	14	8	+5	0
5	2	3500	62%	14	8	+5	0
5	3	3800	60%	14	8	+5	0
5	4	4100	58%	14	8	+5	0
6	0	4300	56%	17	10	+5	0
6	1	4700	55%	17	10	+5	0
6	2	5000	54%	17	10	+5	0
6	3	5300	52%	17	10	+5	0
6	4	5600	50%	17	10	+5	0
7	0	5900	48%	20	12	+5	+5
7	1	6200	47%	20	12	+5	+5
7	2	6600	46%	20	12	+5	+5
7	3	6900	44%	20	12	+5	+5
7	4	7200	42%	20	12	+5	+5
7	5	7500	40%	20	12	+5	+5
8	0	7800	37%	23	15	+10	+5
8	1	8100	36%	23	15	+10	+5
8	2	8400	35%	23	15	+10	+5
8	3	8600	34%	23	15	+10	+5
8	4	8900	33%	23	15	+10	+5
8	5	9200	32%	23	15	+10	+5
8	6	9400	31%	23	15	+10	+5
8	7	9700	30%	23	15	+10	+5
8	8	9900	28%	23	15	+10	+5
8	9	10100	26%	23	15	+10	+5
8	10	10300	24%	23	15	+10	+5

Table 10-14: Hats

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	80	96%	1	3	+0	+0
1	1	200	94%	1	3	+0	+0
1	2	350	92%	1	3	+0	+0
2	0	530	90%	4	6	+0	+0
2	1	740	88%	4	6	+0	+0
2	2	950	86%	4	6	+0	+0
3	0	1200	84%	7	9	+0	+0
3	1	1400	82%	7	9	+0	+0
3	2	1700	80%	7	9	+0	+0
3	3	2000	78%	7	9	+0	+0
4	0	2300	75%	10	13	+0	+0
4	1	2700	73%	10	13	+0	+0
4	2	2900	71%	10	13	+0	+0
4	3	3300	69%	10	13	+0	+0
5	0	3600	66%	13	17	+0	+0
5	1	4000	64%	13	17	+0	+0
5	2	4400	62%	13	17	+0	+0
5	3	4800	60%	13	17	+0	+0
5	4	5100	58%	13	17	+0	+0
6	0	5500	56%	16	21	+0	+0
6	1	5900	55%	16	21	+0	+0
6	2	6300	54%	16	21	+0	+0
6	3	6700	52%	16	21	+0	+0
6	4	7100	50%	16	21	+0	+0
7	0	7500	48%	19	25	+0	+5
7	1	7900	47%	19	25	+0	+5
7	2	8300	46%	19	25	+0	+5
7	3	8700	44%	19	25	+0	+5
7	4	9100	42%	19	25	+0	+5
7	5	9500	40%	19	25	+0	+5
8	0	9800	37%	22	29	+0	+5
8	1	10200	36%	22	29	+0	+5
8	2	10600	35%	22	29	+0	+5
8	3	10900	34%	22	29	+0	+5
8	4	11300	33%	22	29	+0	+5
8	5	11600	32%	22	29	+0	+5
8	6	11900	31%	23	15	+10	+5
8	7	12300	30%	23	15	+10	+5
8	8	12500	28%	23	15	+10	+5
8	9	12800	26%	23	15	+10	+5
8	10	13100	24%	23	15	+10	+5

Table 10-15: Helmets

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	70	95%	3	1	+0	+0
1	1	170	93%	3	1	+0	+0
1	2	300	91%	3	1	+0	+0
2	0	450	89%	5	4	+0	+0
2	1	630	87%	5	4	+0	+0
2	2	810	85%	5	4	+0	+0
3	0	1000	83%	9	7	+0	+0
3	1	1250	81%	9	7	+0	+0
3	2	1500	79%	9	7	+0	+0
3	3	1750	77%	9	7	+0	+0
4	0	2000	74%	13	10	+0	+0
4	1	2300	72%	13	10	+0	+0
4	2	2500	70%	13	10	+0	+0
4	3	2800	68%	13	10	+0	+0
5	0	3100	65%	17	13	+0	+0
5	1	3400	63%	17	13	+0	+0
5	2	3800	61%	17	13	+0	+0
5	3	4100	59%	17	13	+0	+0
5	4	4500	57%	17	13	+0	+0
6	0	4800	55%	21	16	+0	+0
6	1	5100	54%	21	16	+0	+0
6	2	5400	53%	21	16	+0	+0
6	3	5800	51%	21	16	+0	+0
6	4	6100	49%	21	16	+0	+0
7	0	6500	47%	25	19	+5	+0
7	1	6800	46%	25	19	+5	+0
7	2	7200	45%	25	19	+5	+0
7	3	7500	43%	25	19	+5	+0
7	4	7800	41%	25	19	+5	+0
7	5	8100	39%	25	19	+5	+0
8	0	8400	36%	29	22	+5	+0
8	1	8800	35%	29	22	+5	+0
8	2	9100	34%	29	22	+5	+0
8	3	9400	33%	29	22	+5	+0
8	4	9700	32%	29	22	+5	+0
8	5	10000	31%	29	22	+5	+0
8	6	10200	30%	29	22	+5	+0
8	7	10500	29%	29	22	+5	+0
8	8	10700	27%	29	22	+5	+0
8	9	11000	25%	29	22	+5	+0
8	10	11300	23%	29	22	+5	+0

Table 10-16: Mail

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	110	93%	5	3	+0	+0
1	1	260	91%	5	3	+0	+0
1	2	450	89%	5	3	+0	+0
2	0	680	87%	11	7	+0	+0
2	1	950	85%	11	7	+0	+0
2	2	1220	83%	11	7	+0	+0
3	0	1500	81%	16	11	+0	+0
3	1	1800	79%	16	11	+0	+0
3	2	2200	77%	16	11	+0	+0
3	3	2600	75%	16	11	+0	+0
4	0	3000	72%	21	15	+0	+0
4	1	3500	70%	21	15	+0	+0
4	2	3800	68%	21	15	+0	+0
4	3	4300	66%	21	15	+0	+0
5	0	4700	63%	26	19	+0	+0
5	1	5200	61%	26	19	+0	+0
5	2	5700	59%	26	19	+0	+0
5	3	6200	57%	26	19	+0	+0
5	4	6600	55%	26	19	+0	+0
6	0	7100	53%	32	23	+5	+0
6	1	7600	52%	32	23	+5	+0
6	2	8100	51%	32	23	+5	+0
6	3	8600	49%	32	23	+5	+0
6	4	9200	47%	32	23	+5	+0
7	0	9600	45%	38	27	+5	+0
7	1	10200	44%	38	27	+5	+0
7	2	10700	43%	38	27	+5	+0
7	3	11200	41%	38	27	+5	+0
7	4	11700	39%	38	27	+5	+0
7	5	12200	37%	38	27	+5	+0
8	0	12600	34%	44	31	+5	+5
8	1	13200	33%	44	31	+5	+5
8	2	13600	32%	44	31	+5	+5
8	3	14100	31%	44	31	+5	+5
8	4	14500	30%	44	31	+5	+5
8	5	15000	29%	44	31	+5	+5
8	6	15300	28%	44	31	+5	+5
8	7	15800	27%	44	31	+5	+5
8	8	16100	25%	44	31	+5	+5
8	9	16500	23%	44	31	+5	+5
8	10	16900	21%	44	31	+5	+5

Table 10-17: Robes

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	95	93%	3	5	+0	+0
1	1	230	91%	3	5	+0	+0
1	2	400	89%	3	5	+0	+0
2	0	600	87%	7	11	+0	+0
2	1	840	85%	7	11	+0	+0
2	2	1080	83%	7	11	+0	+0
3	0	1400	81%	11	16	+0	+0
3	1	1650	79%	11	16	+0	+0
3	2	1950	77%	11	16	+0	+0
3	3	2300	75%	11	16	+0	+0
4	0	2600	72%	15	21	+0	+0
4	1	3000	70%	15	21	+0	+0
4	2	3400	68%	15	21	+0	+0
4	3	3800	66%	15	21	+0	+0
5	0	4200	63%	19	26	+0	+0
5	1	4600	61%	19	26	+0	+0
5	2	5000	59%	19	26	+0	+0
5	3	5400	57%	19	26	+0	+0
5	4	5900	55%	19	26	+0	+0
6	0	6300	53%	23	32	+0	+5
6	1	6800	52%	23	32	+0	+5
6	2	7200	51%	23	32	+0	+5
6	3	7700	49%	23	32	+0	+5
6	4	8100	47%	23	32	+0	+5
7	0	8600	45%	27	38	+0	+5
7	1	9000	44%	27	38	+0	+5
7	2	9500	43%	27	38	+0	+5
7	3	9900	41%	27	38	+0	+5
7	4	10400	39%	27	38	+0	+5
7	5	10800	37%	27	38	+0	+5
8	0	11200	34%	31	38	+0	+5
8	1	11700	33%	31	44	+5	+5
8	2	12100	32%	31	44	+5	+5
8	3	12500	31%	31	44	+5	+5
8	4	12900	30%	31	44	+5	+5
8	5	13300	29%	31	44	+5	+5
8	6	13600	28%	31	44	+5	+5
8	7	14000	27%	31	44	+5	+5
8	8	14300	25%	31	44	+5	+5
8	9	14700	23%	31	44	+5	+5
8	10	15100	21%	31	44	+5	+5

Table 10-18: Shields

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	EVA	M. EVA
1	0	80	94%	+4	+1
1	1	195	92%	+4	+1
1	2	330	90%	+4	+1
2	0	500	88%	+9	+3
2	1	700	86%	+9	+3
2	2	900	84%	+9	+3
3	0	1150	82%	+14	+5
3	1	1400	80%	+14	+5
3	2	1650	78%	+14	+5
3	3	2000	76%	+14	+5
4	0	2200	73%	+19	+7
4	1	2500	71%	+19	+7
4	2	2800	69%	+19	+7
4	3	3100	67%	+19	+7
5	0	3500	64%	+24	+9
5	1	3800	62%	+24	+9
5	2	4200	60%	+24	+9
5	3	4500	58%	+24	+9
5	4	4900	56%	+24	+9
6	0	5300	54%	+29	+11
6	1	5600	53%	+29	+11
6	2	6000	52%	+29	+11
6	3	6400	50%	+29	+11
6	4	6700	48%	+29	+11
7	0	7100	46%	+34	+14
7	1	7500	45%	+34	+14
7	2	7900	44%	+34	+14
7	3	8200	42%	+34	+14
7	4	8600	40%	+34	+14
7	5	8900	38%	+34	+14
8	0	9300	35%	+39	+16
8	1	9700	34%	+39	+16
8	2	10000	33%	+39	+16
8	3	10300	32%	+39	+16
8	4	10700	31%	+39	+16
8	5	11000	30%	+39	+16
8	6	11200	29%	+39	+16
8	7	11600	28%	+39	+16
8	8	11900	26%	+39	+16
8	9	12100	24%	+39	+16
8	10	12300	22%	+39	+16

Table 10-19: Suits

TIER	SLOTS FILLED	BASE COST	BASE AVAILABILITY	ARM	M. ARM	EVA	M. EVA
1	0	100	94%	4	4	+0	+0
1	1	240	92%	4	4	+0	+0
1	2	425	90%	4	4	+0	+0
2	0	640	88%	8	8	+0	+0
2	1	900	86%	8	8	+0	+0
2	2	1150	84%	8	8	+0	+0
3	0	1450	82%	13	13	+0	+0
3	1	1750	80%	13	13	+0	+0
3	2	2100	78%	13	13	+0	+0
3	3	2450	76%	13	13	+0	+0
4	0	2800	73%	18	18	+0	+0
4	1	3300	71%	18	18	+0	+0
4	2	3600	69%	18	18	+0	+0
4	3	4000	67%	18	18	+0	+0
5	0	4500	64%	23	23	+0	+0
5	1	4900	62%	23	23	+0	+0
5	2	5400	60%	23	23	+0	+0
5	3	5800	58%	23	23	+0	+0
5	4	6300	56%	23	23	+0	+0
6	0	6700	54%	28	28	+0	+0
6	1	7200	53%	28	28	+0	+0
6	2	7700	52%	28	28	+0	+0
6	3	8200	50%	28	28	+0	+0
6	4	8700	48%	28	28	+0	+0
7	0	9000	46%	33	33	+3	+3
7	1	9600	45%	33	33	+3	+3
7	2	10100	44%	33	33	+3	+3
7	3	10600	42%	33	33	+3	+3
7	4	11000	40%	33	33	+3	+3
7	5	11500	38%	33	33	+3	+3
8	0	11900	35%	38	38	+5	+5
8	1	12400	34%	38	38	+5	+5
8	2	12900	33%	38	38	+5	+5
8	3	13300	32%	38	38	+5	+5
8	4	13700	31%	38	38	+5	+5
8	5	14100	30%	38	38	+5	+5
8	6	14500	29%	38	38	+5	+5
8	7	14900	28%	38	38	+5	+5
8	8	15300	26%	38	38	+5	+5
8	9	15600	24%	38	38	+5	+5
8	10	15900	22%	38	38	+5	+5

CHAPTER GLOSSARY

Previous chapter glossaries recapped the most important concepts introduced in that chapter for quick reference. As a change of pace, this glossary also includes a number of common gaming terms that you may encounter in your sessions. Some of these terms originated with pen-and-paper roleplayers, while others are a product of online gaming culture and have filtered back into the roleplayer vocabulary over time.

Buff. Any effect that improves a character's abilities or power, as with Status Conditions like *Power Up*.

Build. A premeditated design or template for a character, usually developed around a specific set of Advantages, Attributes, and Weapon.

Debuff. Any effect that reduces a character's abilities or power. The Weaken Status Conditions are one example of this.

Dot. Derived from the acronym DOT – 'Damage Over Time'. Effects such as *Poison* and *Sap* fall into this category.

Fudging. Ignoring the result of a roll and deciding what the outcome should be, even if it is different from what the roll would have normally produced. Generally done by the GM if the roll would cause serious problems for the game at hand, though some will use it to 'cheat' the players.

Grognard. Nickname for older, more conservative gamers who

tend to be deeply involved in their hobby.

House Rules. Tweaks and changes made to a basic RPG ruleset.

Key Item. Item significant to the plot or adventure.

Min-Maxing. The practice of juggling character Attributes, Skills and equipment for maximum effectiveness in combat.

Monty Haul. Derisive nickname for adventures that exist allow characters to acquire increasingly ludicrous levels of money and overpowered equipment for relatively little effort.

Munchkin. Nickname for players preoccupied with finding ever more elaborate means of boosting their characters' power to obscene levels. Munchkins may often take advantage of loopholes in the rules to do this; for this reason, the most effective munchkins will also be relentless **Rules Lawyers**.

Nuke. To deal a large amount of damage in a single attack. 'Nukers' usually tend to be Mage Jobs.

Rules Lawyer. Nickname for players with an encyclopedic knowledge of the rules and habit of arguing their minutiae at every possible turn.

Spam. Repetitive use of a single attack over and over.

Tank. Job or character whose primary role in a battle is to fight on the frontline and absorb the bulk of the damage dealt. This role is usually filled by Warrior Jobs.

TPK. Acronym for 'Total Party Kill' – a disastrous event in which every PC dies.

Wainscotting. Over-describing trivial environmental details like wallpaper.

AI — SKILL SUPPLEMENT

プロジェクト ガイド

“I don't give a rat's ass whether it's science or magical power. No, I guess if I had to choose, I'd rather put my money on the power of science.”

Cid Highwind
FINAL FANTASY VII

This Appendix acts as an extension to **Chapter 5**, explaining the uses and utilities of various Technical Skills. However, the bulk of the material presented here discusses how characters can make things: devices, weapons, potions, furniture, clothing, and everything in between.

THE BASICS OF TECHNICAL SKILLS

Though each kind of crafting has its own peculiarities, all crafted items follow the same fundamental set of rules. These rules are:

Time

Many kinds of crafting require a certain time investment — characters aren't going to be forging swords and armor in a fifteen-minute break. To reflect this, major projects require players to spend a certain number of **Workshop Hours** into completing them. A Workshop Hour represents one hour of uninterrupted work in a space that has all the materials and equipment needed for the crafter to do his work. For an artist, this would be an atelier, while an alchemist would need a cauldron and associated glasswares and metalworkers a forge or fully-equipped smithy.

A whole day devoted to nothing but crafting will net a character between 8 to 10 Workshop Hours, depending on how long the space takes to set up and clean up before and after work. If the character cannot get access to the space and equipment they need, they will receive no Workshop Hours, even if they have the free time to craft. In general, this means that characters can only craft in villages or towns, though they may encounter abandoned workshops on their travels that can be converted to fit their needs.

Workshop Hours in a space can be divided between several projects if the player chooses. A metalworker may, for instance, put 5 of the 7 Workshop Hours they have in a given day towards forging a Sword and the remaining 2 into making a Helmet. However, this is only possible if all projects fall under the same Skill Specialization — otherwise, the available WHs are reduced according to the amount

of time it takes to clean up one space and move on to the next. Depending on the circumstances, a character who wanted to put some of his time into making a Robe or Hat in addition to the Sword might see the number of available WHs might drop from 7 to 5, with 2 WHs lost to cleanup, preparation, and transit time.

Note that characters are not required to put in all of the Workshop Hours required to finish a project in just one sitting. It is perfectly feasible to split those Hours over however many sessions the character needs to wrap up their work. However, each time they begin a new session, they must prepare the space anew, eating into their available Hours accordingly.

GROUPWORK AND TECHNICAL SKILLS

Players can also reduce the amount of time needed to finish a project by giving some of the work to apprentices or assistants. If they have the relevant *Crafting** Skill, assistants can contribute Workshop Hours towards the project's requirements as normal. However, doing so requires them to make a successful Task Check beforehand. In this case, the Conditional Modifier depends on how much of the actual workload the assistants are shouldering:

CONDITIONAL MODIFIERS

Assistants contributing less than 10% of total WH: **+60**
Assistants contributing up to 25% of total WH: **+40**
Assistants contributing up to 50% of total WH: **0**
Assistants contributing up to 75% of total WH: **-40**

If the Task Check succeeds, all of the assistants' Workshop Hours count toward the project's total requirement. If the Check fails, only **50%** of those Workshop Hours count towards the total. A Botch means that none of the assistants' Workshop Hours count towards the total. Critical Successes have no additional effect. Note that regardless of the outcome, assistants cannot contribute more than **75%** of the total Workshop Hours needed to complete a project.

Materials

The majority of crafting projects also require raw materials to carry out. Craft Points track how many resources the project consumes — the larger the number, the more resource-intensive the project. If characters do not have enough Basic, Special, or Alchemical Materials in their Inventories to cover the project's needs, they need to obtain them before they can start working. These raw materials, called “Craft Points”, are described in **Chapter 6**.

DISSOLVING MATERIALS

An alternative to buying, questing, or scavenging materials is to obtain them from breaking down existing items. *Dissolving* allows a character to reduce Weapons and Armor in their Inventory to their components, making it possible to create another piece of equipment with the raw materials reclaimed. However, this can only be attempted once – once the player has opted to *Dissolve* a piece of equipment, it will automatically be removed from his or her Inventory.

Dissolving requires a number of Workshop Hours equal to **10%** of the total Craft Points in the piece, as well as a successful Task Check against the relevant *Crafting** Skill with the modifier given below.

CONDITIONAL MODIFIERS

Dissolving Tier 1 item: **+40**
Dissolving Tier 2 item: **+30**
Dissolving Tier 3 item: **+20**
Dissolving Tier 4 item: **+10**
Dissolving Tier 5 item: **0**
Dissolving Tier 6 item: **-10**
Dissolving Tier 7 item: **-20**
Dissolving Tier 8 item: **-30**

By default, successfully dissolving a piece of equipment allows the player to add **75%** of the Craft Points spent on the basic piece of equipment and **50%** of the Craft Points spent on its Abilities to his Inventory. If the Task Check fails, only **25%** of the Craft Points spent on the basic piece of equipment are recovered; any Craft Points used to add Abilities are lost. A Botch destroys all Craft Points contained in the item. Critical Successes have no additional effect.

Skill Test

Almost every major form of crafting requires a successful Task Check to complete. While certain types of crafting bring their own Conditional Modifiers to the table, there are certain conditions which will affect all crafting attempts equally. Suggested modifiers for these are:

CONDITIONAL MODIFIERS

Inadequate tools: **-20**
Inadequate workspace: **-10**
Attempting to finish in 25% of given time: **-60**
Attempting to finish in 50% of required time: **-40**
Attempting to finish in 150% of given time: **+10**
Attempting to finish in 200% of given time: **+20**

If the Task Check is passed, the item is crafted without a problem. If it fails, something has gone wrong. At this stage, the player must decide whether to abandon the project or attempt to salvage it.

Salvaging a project is treated as a crafting project in its own right, with the same modifiers and time requirements as the failed project but only **50%** of the Craft Points originally required. The character may continue retrying if the second attempt fails, but must expend

time and materials for each subsequent attempt. A Botch destroys the project completely; if the character wishes to try again, they will have to start from the beginning.

INVENT

Inventions are quirky devices custom-built to fulfill a very particular function. Even if two Engineers create Inventions for the very same purpose, chances are that the resulting devices are radically different in form and execution. In the **FFRPG**, Inventions are effectively an Ability Set that Engineers can design on the fly, creating new powers as situations demand.

Because Inventions are uniquely attuned to their creators, they may only be used by the Engineer who originally created them. However, an Engineer does have the option of breaking down another Engineer's Invention into its component Parts and reusing these in an Invention of his own devising.

Time

Though experienced Engineers usually maintain a workshop, many Inventions are built and refined on the fly. As long as an Engineer has access to his tools and materials relatively uninterrupted, he can create Inventions without the need to invest Workshop Hours; instead, the new Invention will be ready for use at the beginning of the following Scene.

Materials

Instead of using Basic and Special Materials, Inventions are created by putting together a series of Parts, each with its own distinctive effect. A basic Invention has a set of Effect Parts – divided into **Damage Parts** and **Status Parts**, depending on what the Invention does – a **Targeting Part** that determines what the Invention affects, and a **Trigger Part** that determines the effect's chance of success. More complex Inventions may also add **Special Parts** that adjust or enhance the basic effects of an Invention in a significant manner.

The Parts given in this Appendix are left vague in terms of form, but have clearly-defined functions. This is intentional, and allows players and GMs a free hand in deciding just what Parts and Inventions look like in their games. The conventional view of Parts as gears and mechanical bits assembled by a scientific genius works quite well, but an oddball 'Engineer' character might use a somewhat more unusual type of Part, such as small bioengineered lifeforms.

However, most Inventions can only mount a limited number of Parts, based on the overall sophistication of the device. In **FFRPG** terms, this is expressed by letting the Engineer's player pick an **Invention Level** for the device at the time of creation, ranging from 1 to 10. An Invention accommodates **10 + (5 x Invention Level)** 'slots' worth of Parts; how many slots a Part takes up depends on its overall power and sophistication. Every Invention must have one Targeting and Trigger Part; any Slots left over after these two have been installed can be used on other Parts of the Engineer's

choosing.

Almost all Parts listed below have a price and Availability Rating, and must be bought or acquired through adventuring before they can be incorporated into an Invention.

Targeting Parts

Every Invention has one Targeting Part – no more, no less.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Self	1	0	---	100%	Invention becomes Target: Self
Single	1	1	10	95%	Invention becomes Target: Single
Random	1	1	10	95%	Invention targets random opponent; random ally for Positive Status effects
Group	1	6	100	95%	Invention becomes Target: Group
Unfocused	3	4	200	80%	Invention becomes Target: All

Trigger Parts

Like Target Parts, each Invention only ever mounts a single Trigger Part.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Tool ACC	1	3	50	95%	Invention CoS is Expertise, Evasion Can only be used with Negative Status Parts
ACC	1	4	100	95%	Invention CoS is Accuracy, Evasion Can only be used with Damage Parts
Touch	1	1	25	95%	Invention CoS is flat 30% Can only be used with Negative Status Parts
Strike	6	7	1250	50%	Invention CoS is flat 60% Can only be used with Negative Status Parts
Slam	9	13	---	Artifact	Invention CoS is flat 90% Can only be used with Negative Status Parts
Auto-Hit	1	4	50	95%	Will always succeed Can only be used with Positive Status Parts

Damage Parts

For Inventions capable of dealing damage, Damage Parts determine how both what kind of damage they inflict, and how much of it. A Damage effect is created by combining one or more Damage Scale Parts together with an Attribute Base Part and, if desired, Added Effect Parts. The resulting Invention deals damage like an attack, but cannot land Critical Hits unless specifically enabled to do so by the Engineer.

DAMAGE SCALE PARTS

Damage Scale Parts determine an Invention's Damage Scale. Damage Scale parts may be taken multiple times to enhance an Invention's overall effectiveness.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Damage	1	3	100	95%	+1 DS
Damage+	2	4	300	85%	+2 DS
Damage++	5	5	750	60%	+3 DS
Max Damage	9	6	---	Artifact	+5 DS

ATTRIBUTE BASE PART

Attribute Base Parts determine what Attribute is used to do damage, and in turn help determine the actual form of the Invention.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Base: AGI	1	1	50	95%	Invention damage is (DS x AGI) and resisted by ARM
Base: MAG	1	1	100	95%	Invention damage is (DS x MAG) and resisted by MARM
Base: STR	1	0	10	95%	Invention damage is (DS x STR) and resisted by ARM

ADDED EFFECT PARTS

Added Effect Parts are effectively Equipment Abilities for Inventions, giving them additional capabilities.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Ranged	1	1	50	95%	Invention's attack is Ranged
Critical Strike	5	1	1000	65%	Invention can land Critical Hits
Critical+	7	2	3000	40%	As per Equipment Ability of the same name
Critical++	9	3	---	Artifact	As per Equipment Ability of the same name
Elemental Affinity	1	1	50	95%	Invention deals Elemental damage Must be combined with Element Part
HP Drain	7	13	3000	45%	As per Equipment Ability of the same name
HP Siphon	3	5	1000	80%	Attacks restore Hit Points by 25% of damage dealt
MP Damage	2	5	500	85%	As per Equipment Ability of the same name
Piercing	5	3	2000	60%	As per Equipment Ability of the same name
Melting	9	5	---	Artifact	Attacks with Invention ignore all ARM or M. ARM
Power Strike	10	10	---	Unique	Damage increased by +50% .

Status Parts

Status Parts add both positive and negative Status Conditions to targets. Almost all Status Parts must be combined with Duration Parts to function, though some Conditions have fixed durations; if so, this will be noted in the Part's description. All Status Parts CoS is determined by the Trigger Part they are attached to.

POSITIVE STATUS PARTS

Positive Status Parts bestow various beneficial Status Conditions, and must be paired with an Auto-Hit Trigger Part to function.

TYPE	TIER	SLOTS	COST	AVAILABILITY	NOTES
Aura	9	20	---	Artifact	Must be combined with Duration Part
Float	1	6	50	95%	Must be combined with Duration Part
Haste	10	30	---	Unique	Must be combined with Duration Part
Protect	3	13	1000	80%	Must be combined with Duration Part
Reflect	8	19	5000	35%	Must be combined with Duration Part
Shell	3	13	1000	80%	Must be combined with Duration Part
Vanish	9	25	---	Artifact	Must be combined with Duration Part
Wall	10	29	---	Unique	Must be combined with Duration Part
Element Resist	2	11	500	90%	Must be combined with Duration Part Must be combined with Element Part
Element Immune	5	21	2000	60%	Must be combined with Duration Part Must be combined with Element Part
Element Absorb	9	31	---	Artifact	Must be combined with Duration Part Must be combined with Element Part
Element Enhancer	7	19	3000	45%	Must be combined with Duration Part Must be combined with Element Part
Status Immune: Fatal	9	26	---	Artifact	Must be combined with Duration Part
Status Immune: Mystify	9	22	---	Artifact	Must be combined with Duration Part
Status Immune: Seal	9	24	---	Artifact	Must be combined with Duration Part
Status Immune: Time	9	24	---	Artifact	Must be combined with Duration Part
Status Immune: Toxin	9	21	---	Artifact	Must be combined with Duration Part
Status Immune: Transform	9	23	---	Artifact	Must be combined with Duration Part
Status Immune: Weak	9	25	---	Artifact	Must be combined with Duration Part
Agility Up	1	6	50	95%	Must be combined with Duration Part
Armor Up	2	13	750	85%	Must be combined with Duration Part
Magic Up	5	19	3000	60%	Must be combined with Duration Part
Mental Up	2	13	750	85%	Must be combined with Duration Part
Power Up	5	19	3000	60%	Must be combined with Duration Part
Spirit Up	1	6	50	95%	Must be combined with Duration Part

NEGATIVE STATUS PARTS

Negative Status Parts inflict negative Status Conditions on a target, and must be paired with a Touch, Strike, Knock, or Tool ACC Trigger Part to function.

TYPE	TIER	SLOTS	COST	AVAILABILITY	NOTES
Zombie	5	21	1250	60%	Duration (∞)
Condemned	7	23	3000	45%	Duration (4)
Death	10	36	---	Unique	---
Eject	6	20	1750	50%	---
Frozen	9	27	---	Artifact	Must be combined with Duration Part
Heat	9	27	---	Artifact	Must be combined with Duration Part
Berserk	2	13	1000	85%	Must be combined with Duration Part
Charm	9	25	---	Artifact	Must be combined with Duration Part
Confuse	4	13	1000	75%	Must be combined with Duration Part
Poison	5	9	100	60%	Duration (∞)
Venom	7	21	4000	40%	Must be combined with Duration Part
Blind	1	6	50	95%	Must be combined with Duration Part
Curse	3	13	1000	80%	Must be combined with Duration Part
Petrify	6	21	3000	50%	Duration (4)
Silence	2	13	1000	85%	Must be combined with Duration Part
Sleep	1	6	200	95%	Must be combined with Duration Part
Stone	5	33	2000	60%	Duration (∞)
Disable	2	13	1000	85%	Must be combined with Duration Part
Immobilize	2	6	200	90%	Must be combined with Duration Part
Slow	2	6	50	90%	Must be combined with Duration Part
Stop	8	19	5000	30%	Must be combined with Duration Part
Sap	6	21	3000	50%	Must be combined with Duration Part
Mini	8	19	5000	30%	Must be combined with Duration Part
Toad	8	19	5000	30%	Must be combined with Duration Part
Agility Down	1	6	50	95%	Must be combined with Duration Part
Agility Break	5	13	2000	60%	Must be combined with Duration Part
Armor Down	3	13	1000	80%	Must be combined with Duration Part
Armor Break	7	19	2500	45%	Must be combined with Duration Part
Element Weakness	6	15	1500	50%	Must be combined with Duration Part Must be combined with Element Part
Magic Down	4	13	1000	75%	Must be combined with Duration Part
Magic Break	7	19	5000	40%	Must be combined with Duration Part
Meltdown	9	25	---	Artifact	Must be combined with Duration Part
Mental Down	3	13	1000	80%	Must be combined with Duration Part
Mental Break	7	19	2500	45%	Must be combined with Duration Part
Power Down	4	13	1000	75%	Must be combined with Duration Part
Power Break	7	19	5000	40%	Must be combined with Duration Part
Spirit Down	1	6	50	95%	Must be combined with Duration Part
Spirit Break	5	13	2000	60%	Must be combined with Duration Part

DURATION PARTS

Duration Parts must be taken in conjunction with a Positive or Negative Status Part, and determine how long Status Conditions added by the Invention last.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Duration (2)	1	0	10	95%	---
Duration (4)	2	3	100	85%	---
Duration (6)	5	7	1000	60%	---
Duration (∞)	9	12	---	Artifact	---

Special Parts

Special Parts are 'wild cards' that increase the flexibility and utility of Inventions. These are typically rare, and generally only available to higher-level Engineers. Some Special parts allow for additional Effect Parts to be added to an Invention; any Parts added in this manner are subject to the normal Slot restrictions.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Mystical	3	0	50	80%	Replace EVA with M. EVA in one Trigger Part
Dual Effect	2	0	250	85%	See notes below
Triple Effect	7	0	1500	40%	See notes below
Twin Effect	4	0	1000	75%	See notes below
Triune Effect	9	0	---	Artifact	See notes below
Dual Defect	4	1	250	70%	See notes below
Triple Defect	8	2	750	30%	See notes below

SPECIAL RULES

Dual Effect: The Invention can mount up to two types of Effect Part, or two separate Damage or Status effects. The Engineer must choose which of the two effects he uses every time the Invention is used during the course of play.

Triple Effect: The Invention can mount up to three types of Effect Part, or three separate Damage or Status effects. The Engineer must choose which of the three effects he uses every time the Invention is used during the course of play.

Twin Effect: The Invention can mount two separate Status or Damage effects. Both effects are applied every time the Invention is used. However, each effect requires its own Triggering Part to function.

Triune Effect: The Invention can mount three separate Status or Damage effects. All effects are applied every time the Invention is used. However, each effect requires its own Triggering Part to function.

Dual Defect: The Invention can have up to two Defects. The Engineer must choose which of the Defects applies every time the Invention is used during the course of play.

Triple Defect: The Invention can have up to three Defects. The Engineer must choose which of the Defects applies every time the Invention is used during the course of play.

Element Parts

Element Parts are paired with Parts whose effects are specific to one or more Elements. An Invention effect may only ever have one Element Part assigned to it.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Any Element	9	10	---	Artifact	<i>See notes below.</i>
Bio	1	1	10	95%	Effect is Bio Elemental
Earth	1	1	10	95%	Effect is Earth Elemental
Fire	1	1	10	95%	Effect is Fire Elemental
Holy	1	1	10	95%	Effect is Holy Elemental
Ice	1	1	10	95%	Effect is Ice Elemental
Lightning	1	1	10	95%	Effect is Lightning Elemental
Random Element	2	1	50	80%	<i>See notes below</i>
Shadow	1	1	10	95%	Effect is Shadow Elemental
Triple Element	5	1	150	60%	<i>See notes below</i>
Water	1	1	10	95%	Effect is Water Elemental
Wind	1	1	10	95%	Effect is Wind Elemental

SPECIAL RULES

Any Element: The Engineer decides which Element to apply to the Invention's effects every time the Invention is used.

Triple Element: This Part allows the Engineer to add three separate Elements to an Invention. Decide what three Elements the Triple Element Part 'contains' when first installing it in the Invention. The Engineer then decides which of the three Elements to apply to the Invention's effects every time the Invention is used.

Random Element: The Invention's effects apply to a random Element every time it is used. Roll a d10 and consult the table below to find out what Element is in effect for this particular use:

Roll	Element
1	Holy
2	Lightning
3	Earth
4	Fire
5	Ice
6	Wind
7	Water
8	Shadow
9	Bio
10	Re-roll

Defects

Inventions are typically one-of-a-kind examples of bleeding-edge science, and are never entirely free of problems. To complete the Invention, choose one Defect from the following list:

BACKFIRE

Effect: Roll a d% every time the Invention is used. On a roll of 10 or lower, the Invention has backfired. Damage and Negative Status Parts target the Engineer – in the case of a Target: Single effect – or the Party if the effect is Target: Group. For Positive Status Effects, the reverse applies; Target: Self will simply apply the Invention's effects to one random opponent. Cannot be taken in conjunction with an Unfocused Part.

DELAY

Effect: The system is sluggish, and takes a bit of time to warm up when used. The Invention gains a CT of 2 per Invention Level; a Level 5 Invention with this Defect would have CT of 10.

SURGE

Effect: The system is prone to overloading in combat, damaging other devices on the Engineer's person. Every time the Invention is used, roll a d% and consult the table on the next page. If the roll is less than or equal to the CoS given for the Invention's Level, the Invention has surged, inflicting *Curse (4)* on the Engineer; resolve the effects of the Invention before applying *Curse*. This Status cannot be blocked by effects that would normally provide Immunity to Seal-type Status Conditions or *Curse*, but can be cured in the usual fashion.

Invention Level	Chance of Surge
1 - 2	20%
3 - 4	25%
5 - 6	30%
7 - 8	35%
9 - 10	40%

TEMPERAMENTAL

Effect: The Invention requires a delicate hand to operate, and has a tendency to malfunction or fail at inopportune moments. Every time the Invention is used, roll a d% and consult the table below. If the roll is less than or equal to the CoS given for the Invention's Level, the Invention has malfunctioned, and the Action is wasted.

Invention Level	Chance of Failure
1 - 2	30%
3 - 4	35%
5 - 6	40%
7 - 8	45%
9 - 10	50%

UPKEEP

Effect: The Invention needs a regular supply of ammunition or replacement parts in order to remain usable. In game terms, the Engineer must spend a certain amount of Gil for each use of the Invention, depending on its Level.

Invention Level	Upkeep Cost
1	5 G
2	20 G
3	40 G
4	75 G
5	150 G
6	250 G
7	400 G
8	600 G
9	800 G
10	1000 G

GADGETS

Characters who have mastered the art of invention don't waste their time acquiring other skills – they simply build devices to do the tasks they can't. In the **FFRPG**, such devices are known as *Gadgets*, and act as 'skills in a can' – in other words, they give their creators a Skill Rating in a Skill they would not normally have, including Weapon Skills. This artificial Skill Rating is used in Task Checks in the same manner as a normal Skill would be. In the event that the character possesses both the Skill and a Gadget for said skill, they will use whichever rating is higher.

A Gadget can be used by any player, no matter who originally created it. Improper use of a Gadget can also be dangerous: a Botch will leave a Gadget *Damaged*, and only working at (**Skill Rating/2**). A second Botch will leave a Gadget *Broken* and unusable until fixed with the *Repair* Skill.

To create a Gadget, the player must decide which Skill the Gadget simulates, and at what level. Gadgets can confer Skill Ratings of 20, 40, 60, and 80, with each subsequent increase in Skill Rating becoming more expensive and difficult to build. Once this has been decided, the Gadget is assembled as a standard crafting project using Basic Materials.

Table AI-1: Gadgets

RATING	TIER	POINTS	HOURS	MODIFIER
20	2	12	6	-10
40	4	28	12	-20
60	5	40	18	-30
80	7	22	28	-40

SAMPLE GADGETS

The following are examples of Gadgets characters might create with the *Invent* Skill.

AUTOMAP

An electronic map capable of being continuously updated with new geographical information as its bearer moves around the immediate area. The Automap gives the Engineer *Navigation* at a Rating of 40.

GRAPPLE GUN

A pistol-style device containing an armor-piercing projectile attached to high-tension steel cable and a powerful winch. The user simply fires the gun at a flat surface to anchor the cable, then engages the winch to ascend. This effectively gives the Engineer *Climbing* at a Rating of 60.

VOICEBOX

This sophisticated electronic recording device captures a subject's voice, then stores it for future reference. When another person uses the voicebox, they can recall the stored information, allowing the device to change their voice into an exact replica of the recorded person's. The Voicebox gives the Engineer *Acting* at a Rating of 80.

REPAIR

Equipment can suffer a great deal of wear and tear during the course of an adventure. For this reason, characters with the *Repair* Skill may need use their talents to fix items which have been damaged or broken in the line of duty.

To properly repair an item, a character must devote both money and Workshop Hours to it. The money pays for the materials and tools needed to do the job, and varies depending on both the severity of the damage and the sophistication of the item under consideration. After the money has been paid, the character makes a Task Check against their *Repair* Skill with appropriate modifiers to see if the item is salvaged.

Depending on how bad the damage is, success and failure can have different consequences. Assuming the item isn't utterly destroyed, the character can try again as many times as they'd like,

though each subsequent repair attempt requires a fresh investment of time and money. Note that characters with an appropriate *Crafting** Skill can substitute it for *Repair* when making Task Checks.

Damaged Items

Equipment that is subjected to great stress in or out of combat may become *Damaged*. Until it is repaired, *Damaged* equipment loses any Equipment Abilities it would otherwise confer. Each attempt to repair *Damaged* equipment has a Gil cost equal to **10%** of the original cost of the piece being repaired. A success or Critical Success means the item has been repaired, canceling out *Damaged*. A failure means the item remains *Damaged*, while a Botch means that the item has been *Broken* during the repair attempt.

Table AI-2: Damaged Items

ITEM TIER	CONDITIONAL MODIFIER	HOURS
1	+80	1
2	+60	2
3	+40	4
4	+20	4
5	0	6
6	-20	6
7	-40	8
8	-60	8

Broken Items

In some cases, equipment may be broken in the line of duty. *Broken* items are effectively useless, and cannot be equipped until they have been repaired. Each attempt to repair *Broken* equipment has a Gil cost equal to **25%** of the original cost of the piece being repaired. A success or Critical Success means the item has been repaired, canceling out *Broken*. A failure means the item remains *Broken*, while a Botch means that the next repair attempt will cost **50%** rather than **25%** of the item's original cost.

Table AI-3: Broken Items

ITEM TIER	CONDITIONAL MODIFIER	HOURS
1	+60	2
2	+40	4
3	+20	6
4	0	6
5	-20	8
6	-40	8
7	-60	12
8	-80	14

Everyday Repairs

Repairing things other than equipment normally does not require a Gil investment, but does take time and a successful Task Check with appropriate Conditional Modifiers. Some suggested modifiers have been given below.

CONDITIONAL MODIFIERS

Repairing minor damage to simple object: **+80**
 Repairing average damage to simple object: **+40**
 Repairing minor damage to complex object: **+20**
 Repairing serious damage to simple object: **0**
 Repairing average damage to complex object: **0**
 Repairing catastrophic damage to simple object: **-20**
 Repairing serious damage to complex object: **-20**
 Repairing catastrophic damage to complex object: **-40**

CRAFTING WEAPONS AND ARMOR

Characters with the *Crafting** Skill have the ability to fashion battle-ready Weapons and Armor from a wide variety of raw materials.

Project Basics

The first step in crafting a Weapon or piece of Armor is to decide what is being crafted – in other words, the Weapon or Armor type and Tier. Characters can craft equipment of up to Tier 8; Tier 9 and 10 are reserved for treasures encountered during the course of play, representing a level of craftsmanship ordinary characters cannot match. As type and Tier affect both the price and the complexity of the project, higher-Tier equipment is best tackled by more experienced characters.

Cost and Materials

The next step is to determine how much it costs and how rare the materials involved will be. Prices and Availability for Craft Points can be found in **Chapter 6**. The number of Craft Points required will be determined by the exact nature of the item, while the Tier of the material required is equal to the Tier of the final Weapon or Armor.

Table AI-4: Item Skills and Craft Points

ITEM	SKILL USED	CRAFT POINTS
Armwear	<i>Tinkering</i>	9
Axe	<i>Weaponsmithing</i>	21
Boomerang	<i>Carpentry</i>	11
Bow	<i>Carpentry</i>	19
Claws	<i>Tinkering</i>	16
Crossbow	<i>Tinkering</i>	16
Flail	<i>Tinkering</i>	18
Gauntlets	<i>Armorsmithing</i>	9
Generic d6 Weapon	<i>Weaponsmithing</i>	11
Generic d8 Weapon	<i>Weaponsmithing</i>	15
Generic d10 Weapon	<i>Weaponsmithing</i>	18
Generic d12 Weapon	<i>Weaponsmithing</i>	21
Gloves	<i>Tailoring</i>	11
Greatsword	<i>Weaponsmithing</i>	21
Hat	<i>Tailoring</i>	12
Helmet	<i>Armorsmithing</i>	11
Instrument	<i>Varies</i>	16
Katana	<i>Weaponsmithing</i>	18
Knife	<i>Weaponsmithing</i>	11
Light Sword	<i>Weaponsmithing</i>	16
Mail	<i>Armorsmithing</i>	17
Ninja Blade	<i>Weaponsmithing</i>	15
Polearm	<i>Weaponsmithing</i>	21
Rifle	<i>Tinkering</i>	23
Robe	<i>Tailoring</i>	15
Rod	<i>Carpentry</i>	11
Shield	<i>Armorsmithing</i>	12
Staff	<i>Carpentry</i>	15
Suit	<i>Tailoring</i>	15
Swallow	<i>Weaponsmithing</i>	18

Time

Crafting an item takes 8 Workshop Hours of planning and preparation plus **(0.25 x Tier)** Workshop Hours for each Craft Point of Material involved in the project. A Tier 5 Shield, for example, would take **(0.25 x 5 x 12) + 8**, or 23 Workshop Hours to fully complete.

Adding Equipment Abilities

Adding Equipment Abilities to a piece of equipment requires a certain Tier of Special Materials, as well as 2 Workshop Hours of preparation time, plus **(0.10 x Tier)** Workshop Hours for each Craft Point of Material involved in the project. The preparation requirement can be waived if the character has already made preparations for a Weaponsmithing or Armorsmithing project.

Some Equipment Abilities may only be added to Weapons or Armor; some may be added to both. The final column in the table shows which Abilities can be added to which equipment. No piece of equipment may have more than one ability.

Table AI-5: Equipment Abilities

ABILITY	TIER	CRAFT POINTS	ADD TO
[Element] Eater	8	40	Armor
[Element] Enhancer	4	30	Either
[Element] Proof	5	20	Armor
[Element] Strike	1	10	Weapon
[Element] Ward	1	10	Armor
[Enemy Type] Killer	4	20	Weapon
+10% HP	5	10	Armor
+10% MP	6	20	Armor
+1 [Attribute]	1	10	Either
+2 [Attribute]	6	20	Either
+5 Evade	1	10	Either
+5 M. Evade	1	10	Either
+10 Accuracy	1	10	Either
+10 Dexterity	2	20	Either
+10 Evade	4	10	Either
+10 Expertise	1	10	Either
+10 M. Accuracy	1	10	Either
+10 M. Evade	4	10	Either
+10 Mind	2	20	Either
+15 Evade	7	20	Either
+15 M. Evade	7	20	Either
+20 Accuracy	5	10	Either
+20 Dexterity	6	30	Either
+20 Expertise	5	10	Either
+20 M. Accuracy	5	10	Either
+20 Mind	6	30	Either
+30 Accuracy	7	20	Either
+30 Expertise	7	20	Either
+30 M. Accuracy	6	20	Either
Auto-Float	4	20	Armor
Auto-Reflect	5	20	Either
Auto-Regen	8	40	Armor
Berserk Proof	2	20	Armor
Berserk Strike	6	30	Weapon
Berserk Touch	3	20	Weapon
Blind Proof	1	10	Armor
Blind Strike	6	20	Weapon
Blind Touch	1	10	Weapon
Charm Proof	8	40	Armor
Confusion Proof	6	30	Armor
Confusion Touch	5	20	Weapon
Critical+	7	20	Weapon
Curse Proof	5	30	Armor
Death Touch	7	40	Weapon
Disable Proof	3	20	Armor
Disable Strike	8	30	Weapon
Disable Touch	6	20	Weapon
Headhunter	1	20	Either
HP Drain	4	30	Weapon
Immobilize Proof	1	10	Armor
Immobilize Strike	6	20	Weapon
Immobilize Touch	3	10	Weapon
Mini Proof	7	20	Armor
MP Damage	3	10	Weapon

Table AI-5: Equipment Abilities

ABILITY	TIER	CRAFT POINTS	ADD TO
MP Drain	6	20	Weapon
Piercing	5	20	Weapon
Poison Proof	1	10	Armor
Poison Strike	6	20	Weapon
Poison Touch	1	10	Weapon
Sensor	1	10	Weapon
Silence Proof	1	20	Armor
Silence Strike	6	20	Weapon
Silence Touch	1	10	Weapon
Sleep Proof	2	10	Armor
Sleep Strike	6	20	Weapon
Sleep Touch	1	10	Weapon
Slow Proof	1	20	Armor
Slow Strike	8	20	Weapon
Slow Touch	2	10	Weapon
SOS-Agility Up	3	20	Armor
SOS-Armor Up	5	20	Armor
SOS-Berserk	3	10	Armor
SOS-Haste	6	30	Armor
SOS-Magic Up	7	20	Armor
SOS-Mental Up	5	20	Armor
SOS-Power Up	7	20	Armor
SOS-Protect	5	20	Armor
SOS-Reflect	2	10	Armor
SOS-Reraise	5	40	Armor
SOS-Shell	5	20	Armor
SOS-Spirit Up	3	20	Armor
Stone Touch	5	40	Weapon
Stop Proof	8	30	Armor
Toad Proof	7	20	Armor
Zombie Proof	4	20	Armor
Zombie Touch	4	20	Weapon

Skill Test

To complete the crafting process, the character must make a successful Task Check against their relevant Skill, given in Table AI-5 above. The basic modifiers for this roll are determined by the project's Tier, though the GM may add further modifiers from the list presented at the beginning of this Appendix if the situation warrants it.

CONDITIONAL MODIFIERS

Crafting Tier 1 item: **+40**
 Crafting Tier 2 item: **+30**
 Crafting Tier 3 item: **+20**
 Crafting Tier 4 item: **+10**
 Crafting Tier 5 item: **0**
 Crafting Tier 6 item: **-10**
 Crafting Tier 7 item: **-20**
 Crafting Tier 8 item: **-30**

Should the crafter pass the Task Check, the item has been crafted without a problem. If they fail, however, something has gone wrong, requiring them to invest more time and effort into the crafting process. If they want to 'salvage' the project, they must pass another Task Check with the same modifiers. Doing so requires additional time and expense – **50%** of the total cost and time initially expended on the project. The character may continue retrying if the second attempt fails, but must expend the same amount of time and money for each subsequent attempt. A Botch destroys the project completely; if the character wishes to try again, they will have to start from the beginning.

Splitting Equipment Abilities

Equipment Abilities can also be removed from an item, allowing players to transfer them to other equipment or replace them with new Equipment Abilities. However, this can only be attempted once – once the player has opted to *Split* an Equipment Ability, it will be permanently removed from the item in question.

Splitting requires 2 Workshop Hours of preparation time, plus **(0.10 x Tier)** Workshop Hours for each Craft Point of Material involved in the project. The preparation requirement can be waived if the character has already made preparations for a Weaponsmithing or Armorsmithing project.

It also requires a successful Task Check against the relevant *Crafting** Skill with the modifier given below.

CONDITIONAL MODIFIERS

Splitting Tier 1 Ability: **+40**
 Splitting Tier 2 Ability: **+30**
 Splitting Tier 3 Ability: **+20**
 Splitting Tier 4 Ability: **+10**
 Splitting Tier 5 Ability: **0**
 Splitting Tier 6 Ability: **-10**
 Splitting Tier 7 Ability: **-20**
 Splitting Tier 8 Ability: **-30**

By default, successfully splitting an Equipment Ability allows the player to add **75%** of the Craft Points spent on the Ability in question to his Inventory. If the Task Check fails, only **25%** of the Craft Points spent on the Ability are recovered. A Botch simply destroys the Ability – no Craft Points are recovered. Critical Successes have no additional effect.

PRACTICAL CRAFTING

Crafting is not necessarily restricted to grinding out weapons and armor. If they wish, characters with a *Craft* Skill can also use their talents to make a range of smaller, more mundane items; these cannot have combat applications, but can be used for any number of other purposes. Regardless of the *Crafting* specialization being used, the process always follows these same three steps:

Materials

To determine the project's basic cost, the player and GM begin by choosing the Tier that best reflects the material the bulk of the project will be made of. A brass pot or a frying pan of iron, for instance, will be made almost entirely of Tier 1 material, while a gold pendant inlaid with precious jewels is composed of materials averaging Tier 6. For purposes of calculating costs, all practical crafting is assumed to use only Basic Materials.

Size

Next, the GM assigns a **Size Grade** of 1 to 10 to the project. This is an abstract number designed to measure its rough physical scale, and determines the number of Craft Points and Workshop Hours will be required to finish it. Use the table below to find the most appropriate Size Grade.

Table AI-6: Project Size

SIZE GRADE	CRAFT POINTS	WORKSHOP HOURS
1 - 1 to 5cm	1	3
2 - 10 to 20cm	2	6
3 - 25 to 40cm	5	10
4 - 50 to 70cm	10	20
5 - 80cm to 1m	20	40
6 - 1.2 to 2m	40	80
7 - 2.5 to 4m	80	130
8 - 6 to 8m	160	240
9 - 10 to 12m	300	480
10 - Up to 15m	650	1000

Projects of a Size Grade larger than 10 are beyond the abilities of a single artisan. In the unlikely event that players will want to tackle work on this scale, they will be overseeing a larger construction team that will take care of the actual handiwork.

Complexity

Finally, the GM assigns a **Complexity Grade** from 1 to 10. This abstract number measures the intricacy of the project, and determines how much additional time and skill is required to finish the project. This is particularly important for more complex undertakings: a crude wooden container and a music box, despite being on the same scale and requiring nearly the same quantities of wood, are nonetheless worlds apart in terms of the craftsmanship involved.

Use the table below to determine the most appropriate Complexity Grade for the project:

Table AI-7: Project Complexity

COMPLEXITY	TIME MODIFIER	CoS
1 - Featureless	0.25	+60
2 - Crude Decorations	0.5	+40
3 - Basic Moving Parts	1	+30
4 - Modest Decorations	1.25	+20
5 - Modest Mechanism	1.50	+10
6 - Intricate Decorations	2	0
7 - Intricate Mechanism	2.50	-10
8 - Masterful Decorations	3	-20
9 - Masterful Mechanism	4	-30
10 - Unparalleled	5	-40

Time

Once Size and Complexity are set, find the project's total time requirement in Workshop Hours by multiplying the Workshop Hours given for the project's Size Grade by the time modifier for its Complexity Grade. For instance, a Size 5, Complexity 4 project would require (40 x 1.25), or 50 Workshop Hours.

Skill Test

As always, the final step is to make the Task Check for the crafting process. The basic Conditional Modifier for this roll is based on the project's Complexity, but additional modifiers can be levied if the GM feels it necessary. The consequences for failing and Botching the *Crafting** roll are as standard.

Selling Crafted Items

Because it has no direct mechanical benefits, characters are most likely to engage in practical crafting in order to create sellable items. By default, items sell for **120%** of the Gil originally spent crafting them. Additional Gil sunk into the project as a result of failed *Crafting** rolls does not increase an item's value.

MASTERPIECES

During practical crafting, a Critical Success on a *Crafting** roll creates an item of unusual merit, called a 'masterpiece' for short. By default, masterpieces sell for **150%** of an item's original value.

ARTISTIC MERIT

Characters with the *Art* Skill can increase the sellable value of an object by giving it artistic merit. Doing so requires the character to pass a Task Check with a Conditional Modifier determined by how much the character wants to increase the value of the object by:

Value Increase	Conditional Modifier
+10%	+20
+25%	0
+50%	-20

In the event of a failure, the item's value is *decreased* rather than increased by the given percentage. A Botch destroys the object as usual. Value modifiers for artistic merit stack with the value increase for masterpieces, for better or for worse.

Tools

Characters with a *Crafting** Skill can also use those talents to create implements for certain Skills, such as climbing hooks, skinning knives, mattocks, lockpicks, cooking pots, or splints. Such items are collectively known as *Tools*, and come in two varieties:

Standard Tools are simply basic tools of the trade – enough to get the job done, but nothing spectacular. Having Standard Tools for a Skill negates any penalties that a character might face for lacking proper equipment.

Exceptional Tools are of a high enough quality that they actually increase the user's proficiency. When using Exceptional Tools, a character gains a +10 Enhancement Bonus to whatever Skill those Tools apply to.

In either case, a Botch will destroy a Tool.

When a character wants to create Tools, the player must first decide whether they are crafting Standard or Exceptional Tools, then declare what kind of Tool they are creating and which Skill these Tools are intended to aid. Not every Skill lends itself to a Tool – talents like *Acting* and *Streetwise*, for instance, run off natural charisma, not implements. However, if the player can justify their rationale in a convincing manner, the GM should approve the Tool.

Next, the GM chooses which *Crafting** Skill is most appropriate to the tool's nature. Most tools are created using the *Crafting* (*Tinkering*) Skill, though there are exceptions. Assuming that the player's character has the required Skill, the standard crafting rules apply; Tier, Craft Points, Workshop Hours, and Conditional Modifiers for the *Crafting** Skill are found in the table below.

Table AI-8: Tools

TYPE	TIER	POINTS	HOURS	MODIFIER
Standard	1	30	6	0
Exceptional	2	20	16	-20

COOKING

Ordinary food items are mundane stuff, good for filling empty stomachs, but not much more. But truly skilled chefs can put a little something extra into their creations, turning ordinary dishes into a repast capable of spurring their comrades on to ever greater achievements.

Project Basics

Cooking can be used to prepare food items that bestow beneficial Status Conditions. Begin by selecting which one of the following six Status Conditions the food bestows: *Agility Up*, *Armor Up*, *Magic Up*,

Mental Up, *Power Up* or *Spirit Up*. Once this is done, the next step is to choose the food's category. There are several different categories of foodstuffs, each with their own duration and area of application. These are:

Drinks can be consumed at any time, and bestow a positive Status Condition (2).

Rations can only be consumed outside of battle, and bestow a positive Status Condition (4).

Libations can only be consumed during battle, and bestow a positive Status Condition (4).

Snacks can be consumed at any time, and bestow a positive Status Condition (4).

Meals can only be consumed outside of battle, and bestow a positive Status Condition (6).

Banquets are Meals that can feed an entire Party. Other than this, their effects are the same.

Food type determines how difficult the food will be to prepare, as well as the material cost.

Materials

Cooking projects use Special Materials. The Tier and quantity of Material used depends on the kind of repast being prepared – see below for more details.

Table AI-9: Special Material Costs

TYPE	TIER	CRAFT POINTS	HOURS
Drink	1	60	0.5
Ration	3	15	1
Libation	4	15	1
Snack	5	18	1
Meal	6	16	2
Banquet	7	50	4

Cost is further modified by the choice of Status Condition, as shown below.

Time

As shown above, the base number of Workshop Hours required to cook a particular food depends on the food's type. In addition, the Status Condition the cook wishes to instill in the food may also have a further effect:

Table AI-10: Status Condition Modifiers

STATUS	COST	HOURS	CoS MODIFIER
Agility Up	---	---	0
Armor Up	+25%	---	-10
Magic Up	+50%	+25%	-10
Mental Up	+25%	---	-10
Power Up	+50%	+25%	-10
Spirit Up	---	---	0

While preparing a meal requires fewer facilities than forging a sword, the cook must still have the means to whip up their creations before

they can qualify for Workshop Hours. In most cases, this means heat, utensils, and a sanitary area for chopping and other preparation.

Skill Test

Finally, the cook makes a Task Check against his *Cooking Skill*, adding any modifiers levied for his choice of Status Condition. Further modifiers are applied depending on the type of food being prepared:

CONDITIONAL MODIFIERS

Preparing Drink: **0**
 Preparing Ration: **-10**
 Preparing Libation: **-15**
 Preparing Snack: **-20**
 Preparing Meal: **-30**
 Preparing Banquet: **-40**

The GM may also add further modifiers from the list presented at the beginning of this Appendix if the situation warrants it. The consequences for success and failure are the same as with all standard crafting projects.

Sample Foodstuffs

The following are examples of some foods that might be created using the *Cooking Skill*:

BUBBLE CHOCOLATE

This Snack consists of air pockets encased in a thin shell of chocolate. If prepared correctly, bubble chocolate will actually be lighter than air; a careless eater may find their chocolate escaping from them if they don't pay close enough attention. Bestows the Status Condition *Magic Up (4)*.

COUERL SAUTEE

Honey-basted couerlmeat Libation sautéed in a mixture of pepper and olive oil. Bestows the Status Condition *Power Up (4)*.

MITHKABOB

Generic name for the roasted poultry and fishmeat kabob Rations enjoyed by the Mithra race. Bestows the Status Condition *Power Up (4)*.

THUNDERMELON

This round, yellow fruit is protected by a tough rind, and soaks up residual electric energy like a sponge. As a result, eating thundermelon Rations can be a mouth-numbing – if sweet – experience. Bestows the Status Condition *Agility Up (4)*.

VAMPIRE JUICE

This bracing red Drink is made from a blend of apple, tomato, and berry juices flavored with animal blood. Bestows the Status Condition *Armor Up (2)*.

WITCH STEW

A Meal of thick, peppery stew flavored with typically poisonous mushrooms. The removal of said poisons alone requires considerable skill on the chef's part. Bestows the Status Condition *Magic Up (6)*.

EXPLOSIVES

Characters with the *Explosives Skill* have the ability to demolish obstacles and structures using explosive devices. Typically, this will involve 'daisy-chaining' smaller bombs to destroy key points, causing a controlled collapse. More experienced bombers can use shaped charges and strategic positioning to achieve similar effects with larger, more powerful explosives.

Two things are required to successfully destroy an environmental feature or obstruction. The first is a sufficient quantity of explosives to do the job – these must be bought beforehand, and are stored in the character's Inventory as normal items. Due to the differences in technology from world to world, explosive names will not be constant. For this reason, explosives are simply rated by their explosive power, given in terms of a Level from 1 to 10 – the higher the Level, the more powerful the explosives will be. The table below shows the costs and Availability Ratings of each type of explosive. In a pinch, the Battle Items Bomb Fragment, Bomb Core, Fire Gem, and Shining Gem can be used as Level 1, 3, 7, and 9 explosives, respectively.

Table AI-11: Explosives

Power	COST	AVAILABILITY
Grade 1	100	95%
Grade 2	200	90%
Grade 3	300	85%
Grade 4	400	80%
Grade 5	500	75%
Grade 6	650	70%
Grade 7	850	65%
Grade 8	1100	60%
Grade 9	1300	50%
Grade 10	1500	40%

A successful Task Check against the character's Explosives Skill is required to set up the explosives; in this case, the Conditional Modifier will be determined by how difficult it is to achieve the kind of detonation the character is after. Blowing a hole in a solid obstruction generally has a +10 modifier; engineering the clean collapse of a reinforced multi-story structure a -50. If the roll is successful, each explosive destroys a number of points of Durability equal to its Level when detonated by the character. If multiple explosives are detonated at the same time, Durability damage is equal to that of the sum of all explosives. A failed roll will reduce the amount of Durability destroyed by 50%; a Botch will detonate the explosives prematurely, causing unchecked destruction and damage to everything in the area.

ALCHEMY

Characters with the *Alchemy* Skill have the ability to brew a wide variety of compounds, potions, and curatives from ingredients acquired over the course of their travels.

Project Basics

Regardless of whether they're cooked up in a factory vat or a meager cast-iron cauldron that doubles as a stew pot during the week, all alchemical compounds begin life as a murky brew of herbs and other raw materials. To create items, characters with the *Alchemy* Skill must first create a mixture from which to refine them, then decide how they wish to use this mixture.

Cost and Materials

To begin the brewing process, the player decides the Tier of the mixture and how many Craft Points' worth of Alchemical Materials they are sinking into it. There is no limit to the number of Craft Points that can be spent in this manner, though only ten items can be refined from a mixture at any one time. The Tier will be determined both by what the player wishes to refine as well as the kinds of Alchemical Materials available to the party.

Table AI-12: Recovery Item Crafting

RECOVERY ITEM	TIER	CRAFT POINTS
Tonic	1	3
Potion	1	7
Hi-Potion	2	7
Hyper Potion	3	7
Mega Potion	5	3
X-Potion	5	4
Ultra Potion	7	4
Tincture	1	11
Ether	3	3
Hi-Ether	4	3
Hyper Ether	6	3
X-Ether	7	7
Elixir	8	12
Phoenix Down	2	25
Phoenix Pinion	7	14
Mega Phoenix	8	8
Antidote	1	7
Eye Drops	1	7
Echo Screen	2	3
Tranquilizer	3	3
Bandage	4	2
Alarm Clock	4	2
Cornucopia	4	2
Maiden's Kiss	4	5
Soft	4	4
Holy Water	4	2
Chronos Tear	4	2
Remedy	5	11

Skill Test

Once the player has gathered the necessary materials needed for brewing to begin, they must then make one Task Check against their *Alchemy* to see if they are successful in creating a mixture that items can be refined from. The Conditional Modifiers for this roll are based on the Tier of the brew being prepared.

CONDITIONAL MODIFIERS

Brewing Tier 1 mixture:	+40
Brewing Tier 2 mixture:	+30
Brewing Tier 3 mixture:	+20
Brewing Tier 4 mixture:	+10
Brewing Tier 5 mixture:	0
Brewing Tier 6 mixture:	-10
Brewing Tier 7 mixture:	-20
Brewing Tier 8 mixture:	-30

If the Check is successful, the mix is good to go; the character can now spend the available Craft Points to refine her desired items, adding them to her inventory. If the success is a failure, **50%** of the Craft Points in the mixture have been lost, but the remainder can be used to create items as normal. A Botch will destroy the entirety of the mix, forcing the character to start from the top. A Critical Success increases the available Craft Points by **25%**; items created using these additional Points do not count towards the ten-item limit, nor do they require additional Workshop Hours to make. Because of the short-lived nature of alchemical brews, any Craft Points not spent by the end of the brewing session are lost.

Time

In order to brew any alchemical item, the player must first spend 2 Workshop Hours to prepare the actual mixture for refinement, plus an additional **Tier x (Craft Points / 10)** Workshop Hours for each item brewed once the basic mixture has been successfully created.

Draughts

Once prepared, mixtures can also be used to refine items that bestow Enhancement Bonuses to Skill and Attribute Ratings, as well as practical 'everyday' items that have no direct mechanical benefits but can nonetheless affect the course of an adventure. Collectively, these items are known as *Draughts*. The time requirements for Draughts are the same as those given for normal Recovery Item above, while the Tier and Craft Points required depend on whether the Draught has a mechanical effect or not, and if so, how much of an effect.

Table AI-13: Practical Alchemist Costs

EFFECT	TIER	CRAFT POINTS
+10 to one Skill Rating (4)	1	4
+10 to one Attribute Rating (4)	2	3
+20 to one Skill Rating (4)	2	4
+10 to one Skill Rating (6)	3	3
+20 to one Attribute Rating (4)	3	3
+10 to one Attribute Rating (6)	3	4
Minor narrative effect	3	5
+20 to one Skill Rating (6)	4	2
+20 to one Attribute Rating (6)	5	2
Modest narrative effect	5	6
Major narrative effect	7	10

If the Draught affects a Skill or Attribute Rating, the player must decide which one and why the Draught would have the desired effect. If the Draught's effect is narrative, the player must describe the desired effect. The GM will then determine whether it qualifies as a minor, modest, or major narrative effect for pricing purposes. As a rough guideline: Draughts with minor narrative effects tend to have a barely appreciable impact on the current story, while Draughts with major narrative effects can change the entire course of the plot if used at the right time. The examples below give a better idea of how this breaks down in practice.

SAMPLE DRAUGHTS

The following are examples of the kinds of items characters can create with 'practical' *Alchemy*.

CHARISMA POTION

Effect: This herbal distillation makes its drinker more relaxed and confident, enhancing their natural charisma. A Charisma Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the SPR Attribute (6).

DEATH POTION

Effect: This oily, evil-looking substance suppresses chi emanations, briefly dimming life force. A Death Potion grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or –one's life sense (4).

DEODORIZER

Effect: Deodorizers are powerful oils with the ability to neutralize smells. A Deodorizer grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or –one's sense of smell (4).

DEXTERITY POTION

Effect: This herbal distillation improves its drinker's hand-eye coordination and steadiness. A Dexterity Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the AGI Attribute (6).

DIGESTIVE

Effect: This concoction is intended to cure stomach upsets, cramps, and bowel problems. Digestive is considered to have a minor narrative effect.

HERMES QUENCHER

Effect: A colorful, energy-rich drink designed to assist running and rapid movement. A Hermes Quencher grants a +10 Enhancement Bonus to Task Checks defaulting to the SPD Attribute (4).

INTELLIGENCE POTION

Effect: This herbal distillation improves a drinker's recall and mental clarity. An Intelligence Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the MAG Attribute (4).

MUTING POTION

Effect: This dull green potion creates a magic-dampening field on anything it comes into contact with. A Muting Potion grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or –one's magic senses (4).

PERFUME

Effect: A sensual fragrance designed to increase its wearer's allure. A Perfume grants a +10 Enhancement Bonus to *Smooth Talk* Checks (4).

PRISM POWDER

Effect: This sparkling powder refracts lights, rendering objects dusted with it semi-translucent. A Prism Powder grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or –one's sense of sight (4).

SILENT OIL

Effect: Dark and deceptively viscous for its relatively thin appearance. Applying Silent Oil on the soles of your feet or shoes silences your footsteps, granting the user a +20 Enhancement Bonus to *Stealth* rolls made against anything or –one's sense of hearing (4).

STRENGTH POTION

Effect: This herbal distillation increases endurance and improves the drinker's control over their own muscles. A Strength Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the STR Attribute (6).

SUPERSLICK

Effect: The 'universal lubricant' can reduce friction between objects to zero. Superslick is considered to have a modest narrative effect.

SUPERSOFT

Effect: A high-powered remedy for petrification, designed to cure stoning induced by powerful curses or exceptionally malevolent magic. Supersoft is considered to have a major narrative effect.

VITALITY POTION

Effect: This herbal distillation improves its drinker's stamina and general constitution. A Vitality Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the VIT Attribute (6).

VITRIOL

Effect: For as long as mankind has created tools, they have occasionally found need for ways in which to quickly and utterly destroy them. Vitriol is the 'universal solvent' – a fast and efficient way to melt off locks, eat through chains and generally make a mess of sturdy items that other people would prefer you leave alone. Vitriol is considered to have a major narrative effect.

MIX

Mix gives an experienced Chemist the opportunity to combine Battle Items to create a more powerful offensive effect. When the Chemist elects to *Mix*, she selects two Battle Items from her Inventory and combines them, consuming both items. To see what the resulting mixture brings, the Chemist's player – or the GM – then consults the tables below. Each possible 'ingredient' is listed in the tables via a two-letter code – the Battle Item Deadly Waste, for instance, is abbreviated as 'DW'. Finding the resulting product is then just a matter of tracking down the first ingredient's column on the table and then seeing where it intersects with the row for the second ingredient. The number given at the intersection is the *Mixture Number*, and can be cross-referenced with the Effects table to determine the exact effects of the *Mix*. Once a mixture has been created, its effects must be applied immediately or discarded; the mixture is too short-lived to be stored as an Item.

TABLE KEY

Abaddon Stone = **AS** Antarctic Wind = **At** Arctic Wind = **AW** Basilisk Claw = **Ba** Black Stone = **BS** Blessed Gem = **BG** Bomb Core = **BC** Bomb Fragment = **BF** Bird Feather = **Bi** Candle of Life = **CL** Cauldron = **Ca** Dark Matter = **DM** Deadly Waste = **DW** Dream Powder = **DP** Earth Drum = **Ea** Earth Hammer = **EH** Electro Marble = **EM** Fish Fin = **FF** Fish Scale = **FS** Fire Gem = **FG** Golden Hourglass = **GH** Graviball = **Gr** Ice Gem = **IG** Impaler = **Im** Ink = **In** Lightning Gem = **LG** Lightning Marble = **LM** Loco Weed = **LW** Malboro Tentacles = **MT** Meteor Stone = **MS** Mute Mask = **MM** Shadow Gem = **Sh** Shear Feather = **SF** Shining Gem = **SG** Shrivel = **Sv** Silver Hourglass = **SH** Stardust = **St** Supreme Gem = **Su** T/S Bomb = **TS** War Gong = **Wr** Water Gem = **WG** Windmill = **WM** Zombie Powder = **ZP**

Table AI-14: Battle Mix Results [1]

	AS	At	AW	Ba	BS	BG	BC	BF	Bi	CL	Ca	DM	DW	DP	Ea	EH	EM	FF	FS	FG	GH	Gr
AS	301	207	207	287	289	207	050	050	050	049	304	207	177	243	050	207	050	207	207	050	278	193
At	207	002	001	023	025	180	179	179	001	024	304	180	179	006	179	123	001	179	001	180	019	002
AW	207	001	001	023	025	180	179	179	179	024	304	180	163	006	123	123	179	099	179	180	019	001
Ba	287	023	023	300	288	161	048	048	097	303	304	148	175	242	135	135	073	121	121	048	277	191
BS	289	025	025	288	302	208	208	208	025	024	304	208	178	244	025	208	025	025	025	208	279	194
BG	207	180	180	161	208	150	180	180	180	162	304	180	180	153	180	150	180	180	180	150	157	150
BC	050	179	179	048	208	180	027	026	026	049	304	180	179	031	179	123	026	179	026	027	044	027
BF	050	179	179	048	208	180	026	026	179	049	304	180	163	031	123	123	179	099	179	027	044	026
Bi	050	001	179	097	025	180	026	179	075	098	304	180	163	080	179	180	179	099	179	027	093	075
CL	049	024	024	303	024	162	049	049	098	303	303	149	176	303	136	136	074	122	122	049	303	192
Ca	304	304	304	304	304	304	304	304	304	303	209	304	304	304	304	304	304	304	304	304	304	304
DM	207	180	180	148	208	180	180	180	180	149	304	137	180	140	180	137	180	180	180	137	144	137
DW	177	179	163	175	178	180	179	163	163	176	304	180	163	167	179	123	163	179	163	027	171	163
DP	243	006	006	242	244	153	031	031	080	303	304	140	167	292	127	127	056	104	104	040	238	183
Ea	050	179	123	135	025	180	179	123	179	136	304	180	179	127	123	123	123	179	123	027	131	123
EH	207	123	123	135	208	150	123	123	180	136	304	137	123	127	123	124	123	123	123	180	131	123
EM	050	001	179	073	025	180	026	179	179	074	304	180	163	056	123	123	051	179	179	027	069	051
FF	207	179	099	121	025	180	179	099	099	122	304	180	179	104	179	123	179	100	099	026	117	100
FS	207	001	179	121	025	180	026	179	179	122	304	180	163	104	123	123	179	099	099	027	117	099
FG	050	180	180	048	208	150	027	027	027	049	304	137	027	040	027	180	027	026	027	028	044	027
GH	278	019	019	277	279	157	044	044	093	303	304	144	171	238	131	131	069	117	117	044	296	187
Gr	193	002	001	191	194	150	027	026	075	192	304	137	163	183	123	123	051	100	099	027	187	210
IG	207	002	002	023	025	150	180	180	002	024	304	137	002	015	002	180	002	001	002	180	019	002
Im	282	011	011	281	283	159	036	036	085	303	304	146	173	240	133	133	061	109	109	046	275	189
In	233	005	005	232	234	152	030	030	079	303	304	139	166	224	126	126	055	103	103	039	228	182
LG	050	051	051	073	025	150	051	051	052	074	304	137	052	065	052	180	052	179	179	180	069	052
LM	050	179	051	073	025	180	179	001	051	074	304	180	179	056	179	123	051	179	179	026	069	052
LW	260	008	008	259	261	155	033	033	082	303	304	142	169	236	129	129	058	106	106	042	255	185
MT	177	163	163	175	178	150	163	163	163	98	304	137	163	167	163	180	163	163	163	180	171	163
MS	050	003	002	205	302	150	028	027	076	303	209	137	164	197	124	124	052	101	100	028	201	210
MM	222	004	004	221	221	151	029	029	078	303	304	138	163	213	125	125	054	102	102	038	217	181
Sh	002	002	002	205	208	150	179	027	076	303	303	137	164	210	123	124	052	100	100	028	201	210
SF	050	179	075	097	025	180	179	075	075	098	304	180	179	080	179	180	075	179	075	026	093	076
SG	193	002	001	191	194	150	027	026	075	192	304	137	163	183	123	123	051	100	099	027	187	210
Sv	272	010	010	271	273	158	035	035	084	303	304	145	172	239	132	132	060	108	108	045	274	188
SH	267	009	009	266	268	156	034	034	083	303	304	143	170	237	130	130	059	107	107	043	262	186
St	193	002	001	191	194	150	027	026	075	192	304	137	163	183	123	123	051	100	099	027	187	210
Su	301	003	002	205	302	150	028	027	076	303	209	137	164	197	124	124	052	101	100	028	201	210
TS	207	002	001	205	208	150	027	026	075	303	304	137	163	183	123	123	051	100	099	027	201	210
Wr	252	007	007	251	253	154	032	032	081	303	304	141	168	235	128	128	057	105	105	041	247	184
WG	207	099	099	121	025	150	099	099	099	122	304	137	100	113	100	180	180	100	100	180	117	100
WM	050	075	075	097	025	150	075	075	076	098	304	137	076	089	180	180	075	075	076	180	093	076
ZP	285	012	012	284	286	160	037	037	086	303	304	147	174	241	134	134	062	110	110	047	276	190
	AS	At	AW	Ba	BS	BG	BC	BF	Bi	CL	Ca	DM	DW	DP	Ea	EH	EM	FF	FS	FG	GH	Gr

TABLE KEY

Abaddon Stone = **AS** Antarctic Wind = **At** Arctic Wind = **AW** Basilisk Claw = **Ba** Black Stone = **BS** Blessed Gem = **BG** Bomb Core = **BC** Bomb Fragment = **BF** Bird Feather = **Bi** Candle of Life = **CL** Cauldron = **Ca** Dark Matter = **DM** Deadly Waste = **DW** Dream Powder = **DP** Earth Drum = **Ea** Earth Hammer = **EH** Electro Marble = **EM** Fish Fin = **FF** Fish Scale = **FS** Fire Gem = **FG** Golden Hourglass = **GH** Graviball = **Gr** Ice Gem = **IG** Impaler = **Im** Ink = **In** Lightning Gem = **LG** Lightning Marble = **LM** Loco Weed = **LW** Malboro Tentacles = **MT** Meteor Stone = **MS** Mute Mask = **MM** Shadow Gem = **Sh** Shear Feather = **SF** Shining Gem = **SG** Shrivel = **Sv** Silver Hourglass = **SH** Stardust = **St** Supreme Gem = **Su** T/S Bomb = **TS** War Gong = **Wr** Water Gem = **WG** Windmill = **WM** Zombie Powder = **ZP**

Table AI-14: Battle Mix Results (2)

	IG	Im	In	LG	LM	LW	MT	MS	MM	Sh	SF	SG	Sv	SH	St	Su	TS	Wr	WG	WM	ZP
AS	207	282	233	050	050	260	177	050	222	002	050	193	272	267	193	301	207	252	207	050	285
At	002	011	005	051	179	008	163	003	004	002	179	002	010	009	002	003	002	007	099	075	012
AW	002	011	005	051	051	008	163	002	004	002	075	001	010	009	001	002	001	007	099	075	012
Ba	023	281	232	073	073	259	175	205	221	205	097	191	271	266	191	205	205	251	121	097	284
BS	025	283	234	025	025	261	178	302	221	208	025	194	273	268	194	302	208	253	025	025	286
BG	150	159	152	150	180	155	150	150	151	150	180	150	158	156	150	150	150	154	150	150	160
BC	180	036	030	051	179	033	163	028	029	027	179	027	035	043	027	028	027	032	099	075	037
BF	180	036	030	051	001	033	163	027	029	027	075	026	035	034	026	027	026	032	099	075	037
Bi	002	085	079	052	051	082	163	076	078	076	075	075	084	083	075	076	075	081	099	076	086
CL	024	303	303	074	074	303	098	303	303	303	098	192	303	303	192	303	303	303	122	098	303
Ca	304	304	304	304	304	304	304	209	304	303	304	304	304	304	304	209	304	304	304	304	304
DM	137	146	139	137	180	142	137	137	138	137	180	137	145	143	137	137	137	141	137	137	147
DW	002	173	166	052	179	169	163	164	163	164	179	163	172	170	163	164	163	168	100	076	174
DP	015	240	224	065	056	236	167	197	213	210	080	183	239	237	183	197	183	235	113	089	241
Ea	002	133	126	052	179	129	163	124	125	123	179	123	132	130	123	124	123	128	100	180	134
EH	180	133	126	180	123	129	180	124	125	124	180	123	132	130	123	124	123	128	180	180	134
EM	002	061	055	052	051	058	163	052	054	052	075	051	060	059	051	052	051	057	180	075	062
FF	001	109	103	179	179	106	163	101	102	100	179	100	108	107	100	101	100	105	100	075	110
FS	002	109	103	179	179	106	163	100	102	100	075	099	108	107	099	100	099	106	100	076	110
FG	180	046	039	180	026	042	180	028	038	028	026	027	045	043	027	028	027	041	180	180	047
GH	019	275	228	069	069	255	171	201	217	201	093	187	274	262	187	201	201	247	117	093	276
Gr	002	189	182	052	052	185	163	210	181	210	076	210	188	186	210	210	210	184	100	076	190
IG	003	021	014	180	001	017	180	003	013	003	001	002	020	018	002	003	002	016	180	180	022
Im	021	298	230	071	061	257	173	203	219	210	085	189	269	264	189	203	189	249	119	095	280
In	014	230	291	064	055	226	166	196	212	210	079	182	229	227	182	196	182	225	112	088	231
LG	180	071	064	053	067	067	180	053	063	053	051	053	070	068	052	053	052	066	180	180	072
LM	001	061	055	053	052	058	163	053	054	052	179	053	060	059	052	053	052	057	180	075	062
LW	017	257	226	067	058	294	169	199	215	210	082	185	256	254	185	199	185	245	115	091	258
MT	180	173	166	180	163	169	164	164	165	170	163	164	172	170	163	164	163	168	180	180	174
MS	003	203	196	053	053	199	164	209	195	211	077	180	202	200	180	209	210	198	101	077	204
MM	013	219	212	063	054	215	165	195	290	210	078	181	218	216	188	195	181	214	111	087	220
Sh	003	210	210	053	052	210	170	211	210	211	076	210	210	210	210	303	210	210	101	077	210
SF	001	085	079	051	179	082	163	077	078	076	076	076	084	083	076	077	076	081	099	076	086
SG	002	189	182	053	053	185	164	180	181	210	076	180	188	186	180	180	210	184	100	076	190
Sv	020	269	229	070	060	256	172	202	218	210	084	188	297	263	188	202	188	248	118	094	270
SH	018	264	227	068	059	254	170	200	216	210	083	186	263	295	186	200	186	246	116	092	265
St	002	189	182	052	052	185	163	180	188	210	076	180	188	186	180	180	210	184	100	076	190
Su	003	203	196	053	053	199	164	209	195	303	077	180	202	200	180	209	210	198	101	077	204
TS	002	189	182	052	052	185	163	210	181	210	076	210	188	186	210	210	210	184	100	076	190
Wr	016	249	225	066	057	245	168	198	214	210	081	184	248	246	184	198	184	293	114	090	250
WG	180	119	112	180	180	115	180	101	111	101	099	100	118	116	100	101	100	114	101	180	120
WM	180	095	088	180	075	091	180	077	087	077	076	076	094	092	076	077	076	090	180	077	096
ZP	022	280	231	072	062	258	174	204	220	210	086	190	270	265	190	204	190	250	120	096	299
	IG	Im	In	LG	LM	LW	MT	MS	MM	Sh	SF	SG	Sv	SH	St	Su	TS	Wr	WG	WM	ZP

Table AI-15: Battle Mix Effects

NUMBER	MIXTURE NAME	TARGET	EFFECT
001	Snow Flurry	Group	Hits 6 random combatants for (4 x MAG) + d8 Ice Elemental damage.
002	Icefall	Group	Hits 6 random combatants for (5 x MAG) + d8 Ice Elemental damage.
003	Winter Storm	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Ice Elemental damage.
004	Black Ice (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
005	Black Ice (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
006	Black Ice (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
007	Black Ice (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
008	Black Ice (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
009	Black Ice (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
010	Black Ice (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
011	Black Ice (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
012	Black Ice (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
013	Krysta (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
014	Krysta (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
015	Krysta (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
016	Krysta (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
017	Krysta (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
018	Krysta (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
019	Krysta (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
020	Krysta (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
021	Krysta (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
022	Krysta (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
023	Krysta (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
024	Krysta (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
025	Krysta (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Frozen</i> (2).
026	Heat Blaster	Group	Hits 6 random combatants for (4 x MAG) + d8 Fire Elemental damage.
027	Fire Storm	Group	Hits 6 random combatants for (5 x MAG) + d8 Fire Elemental damage.
028	Burning Soul	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Fire Elemental damage.

NUMBER	MIXTURE NAME	TARGET	EFFECT
029	Brimstone (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
030	Brimstone (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
031	Brimstone (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
032	Brimstone (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
033	Brimstone (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
034	Brimstone (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
035	Brimstone (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
036	Brimstone (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
037	Brimstone (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
038	Abaddon Flame (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
039	Abaddon Flame (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
040	Abaddon Flame (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
041	Abaddon Flame (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
042	Abaddon Flame (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
043	Abaddon Flame (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
044	Abaddon Flame (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
045	Abaddon Flame (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
046	Abaddon Flame (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
047	Abaddon Flame (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
048	Abaddon Flame (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
049	Abaddon Flame (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
050	Abaddon Flame (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Heat</i> (2).
051	Thunderbolt	Group	Hits 6 random combatants for (4 x MAG) + d8 Lightning Elemental damage.
052	Rolling Thunder	Group	Hits 6 random combatants for (5 x MAG) + d8 Lightning Elemental damage.
053	Lightning Bolt	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage.
054	Electroshock (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
055	Electroshock (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
056	Electroshock (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
057	Electroshock (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
058	Electroshock (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
059	Electroshock (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
060	Electroshock (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
061	Electroshock (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
062	Electroshock (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
063	Thunderblast (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
064	Thunderblast (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
065	Thunderblast (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
066	Thunderblast (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
067	Thunderblast (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
068	Thunderblast (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
069	Thunderblast (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
070	Thunderblast (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
071	Thunderblast (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
072	Thunderblast (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
073	Thunderblast (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
074	Thunderblast (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
075	Gale Cut	Group	Hits 6 random combatants for (4 x MAG) + d8 Wind Elemental damage.
076	Dark Tornado	Group	Hits 6 random combatants for (5 x MAG) + d8 Wind Elemental damage.
077	Wild Tornado	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Wind Elemental damage.
078	Gloom Sigh (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
079	Gloom Sigh (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
080	Gloom Sigh (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
081	Gloom Sigh (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
082	Gloom Sigh (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
083	Gloom Sigh (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
084	Gloom Sigh (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
085	Gloom Sigh (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
086	Gloom Sigh (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
087	Gloom Gas (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
088	Gloom Gas (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
089	Gloom Gas (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
090	Gloom Gas (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
091	Gloom Gas (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
092	Gloom Gas (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
093	Gloom Gas (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stomp</i> (4).
094	Gloom Gas (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
095	Gloom Gas (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
096	Gloom Gas (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
097	Gloom Gas (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
098	Gloom Gas (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
099	Downpour	Group	Hits 6 random combatants for (4 x MAG) + d8 Water Elemental damage.
100	Flash Flood	Group	Hits 6 random combatants for (5 x MAG) + d8 Water Elemental damage.
101	Deluge	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Water Elemental damage.
102	Aqua Toxin (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
103	Aqua Toxin (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
104	Aqua Toxin (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
105	Aqua Toxin (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
106	Aqua Toxin (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
107	Aqua Toxin (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
108	Aqua Toxin (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
109	Aqua Toxin (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
110	Aqua Toxin (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
111	Dark Rain (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
112	Dark Rain (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
113	Dark Rain (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
114	Dark Rain (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
115	Dark Rain (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
116	Dark Rain (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
117	Dark Rain (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
118	Dark Rain (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
119	Dark Rain (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
120	Dark Rain (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
121	Dark Rain (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
122	Dark Rain (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
123	Soil Evidence	Group	Hits 6 random combatants for (5 x MAG) + d8 Earth Elemental damage.
124	Landscaper	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Earth Elemental damage.
125	Heavy Dust (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
126	Heavy Dust (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
127	Heavy Dust (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
128	Heavy Dust (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
129	Heavy Dust (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
130	Heavy Dust (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
131	Heavy Dust (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
132	Heavy Dust (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
133	Heavy Dust (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
134	Heavy Dust (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
135	Heavy Dust (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
136	Heavy Dust (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).

NUMBER	MIXTURE NAME	TARGET	EFFECT
137	Dark Breath	Group	Hits 7 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage.
138	Dark Sigh (A)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
139	Dark Sigh (B)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
140	Dark Sigh (C)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
141	Dark Sigh (D)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
142	Dark Sigh (E)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
143	Dark Sigh (F)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
144	Dark Sigh (G)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
145	Dark Sigh (H)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
146	Dark Sigh (I)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
147	Dark Sigh (J)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
148	Dark Sigh (K)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
149	Dark Sigh (L)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
150	Holy Breath	Group	Hits 7 random combatants for (6 x MAG) + 2d8 Holy Elemental damage.
151	Star Cross (A)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
152	Star Cross (B)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
153	Star Cross (C)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
154	Star Cross (D)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
155	Star Cross (E)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
156	Star Cross (F)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
157	Star Cross (G)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
158	Star Cross (H)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
159	Star Cross (I)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
160	Star Cross (J)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
161	Star Cross (K)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
162	Star Cross (L)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
163	Poison Sigh	Group	Hits 6 random combatants for (5 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Poison</i> (∞).

NUMBER	MIXTURE NAME	TARGET	EFFECT
164	Poison Breath	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Poison</i> (∞).
165	Poison Gas (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4) and <i>Poison</i> (∞).
166	Poison Gas (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4) and <i>Poison</i> (∞).
167	Poison Gas (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4) and <i>Poison</i> (∞).
168	Poison Gas (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4) and <i>Poison</i> (∞).
169	Poison Gas (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4) and <i>Poison</i> (∞).
170	Poison Gas (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4) and <i>Poison</i> (∞).
171	Poison Gas (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4) and <i>Poison</i> (∞).
172	Poison Gas (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4) and <i>Poison</i> (∞).
173	Poison Gas (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4) and <i>Poison</i> (∞).
174	Poison Gas (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4) and <i>Poison</i> (∞).
175	Poison Gas (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞) and <i>Poison</i> (∞).
176	Poison Gas (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect) and inflicting <i>Poison</i> (∞).
177	Poison Gas (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Heat</i> (∞) and <i>Poison</i> (∞).
178	Poison Gas (N)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Frozen</i> (∞) and <i>Poison</i> (∞).
179	Blaster Mine	Group	Hits 6 random combatants for (4 x MAG) + d6 Physical damage.
180	Hazardous Shell	Group	Hits 6 random combatants for (5 x MAG) + d6 Physical damage.
181	Calamity Bomb (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
182	Calamity Bomb (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
183	Calamity Bomb (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
184	Calamity Bomb (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
185	Calamity Bomb (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
186	Calamity Bomb (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
187	Calamity Bomb (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Stop</i> (6).
188	Calamity Bomb (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
189	Calamity Bomb (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
190	Calamity Bomb (J)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
191	Calamity Bomb (K)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Stone</i> (∞).
192	Calamity Bomb (L)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of reducing combatant to 0 HP (Death-type effect)
193	Calamity Bomb (M)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Heat</i> (2).
194	Calamity Bomb (N)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Frozen</i> (2).
195	Chaos Grenade (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
196	Chaos Grenade (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
197	Chaos Grenade (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
198	Chaos Grenade (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
199	Chaos Grenade (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
200	Chaos Grenade (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
201	Chaos Grenade (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
202	Chaos Grenade (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
203	Chaos Grenade (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
204	Chaos Grenade (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
205	Chaos Grenade (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
206	Chaos Grenade (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
207	Chaos Grenade (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Heat</i> (2).
208	Chaos Grenade (N)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Frozen</i> (2).
209	Supernova	Group	Inflicts 1998 Magical damage on all combatants in targeted Group.
210	Nega Burst	Group	Expertise, M. EVA CoS of reducing active combatant's current HP by 50% .
211	Elixir of Darkness	Single	Expertise, M. EVA CoS of reducing target to 1 HP and 0 MP.
212	Dark Tonic (A)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Blind</i> (6) on each combatant.
213	Dark Tonic (B)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Sleep</i> (6) on each combatant.
214	Dark Tonic (C)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Berserk</i> (6) on each combatant.
215	Dark Tonic (D)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Confuse</i> (6) on each combatant.
216	Dark Tonic (E)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Slow</i> (6) on combatant.
217	Dark Tonic (F)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Stop</i> (6) on combatant.
218	Dark Tonic (G)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Mini</i> (6) on combatant.
219	Dark Tonic (H)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Toad</i> (6) on combatant.
220	Dark Tonic (I)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Zombie</i> (6) on combatant.
221	Dark Tonic (J)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Stone</i> (∞) on combatant.
222	Dark Tonic (K)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Heat</i> (2) on combatant.
223	Dark Tonic (L)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Frozen</i> (2) on each combatant.

NUMBER	MIXTURE NAME	TARGET	EFFECT
224	Dark Tonic (M)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Sleep (6)</i> on each combatant.
226	Dark Tonic (O)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Confuse (6)</i> on each combatant.
227	Dark Tonic (P)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Slow (6)</i> on each combatant.
228	Dark Tonic (Q)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Stop (6)</i> on each combatant.
229	Dark Tonic (R)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Mini (6)</i> on each combatant.
230	Dark Tonic (S)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Toad (6)</i> on each combatant.
231	Dark Tonic (T)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Zombie (6)</i> on each combatant.
232	Dark Tonic (U)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Stone (∞)</i> on each combatant.
233	Dark Tonic (V)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Heat (2)</i> on each combatant.
234	Dark Tonic (W)	Group	Expertise, M. EVA CoS of inflicting <i>Blind (6)</i> , <i>Frozen (2)</i> on each combatant.
235	Dark Tonic (X)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Berserk (6)</i> on each combatant.
236	Dark Tonic (Y)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Confuse (6)</i> on each combatant.
237	Dark Tonic (Z)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Slow (6)</i> on each combatant.
238	Dark Tonic (A2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Stop (6)</i> on each combatant.
239	Dark Tonic (B2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Mini (6)</i> on each combatant.
240	Dark Tonic (C2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Toad (6)</i> on each combatant.
241	Dark Tonic (D2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Zombie (6)</i> on each combatant.
242	Dark Tonic (E2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Stone (∞)</i> on each combatant.
243	Dark Tonic (F2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Heat (2)</i> on each combatant.
244	Dark Tonic (G2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep (6)</i> , <i>Frozen (2)</i> on each combatant.
245	Dark Tonic (H2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Confuse (6)</i> on each combatant.
246	Dark Tonic (I2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Slow (6)</i> on each combatant.
247	Dark Tonic (J2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Stop (6)</i> on each combatant.
248	Dark Tonic (K2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Mini (6)</i> on each combatant.
249	Dark Tonic (L2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Toad (6)</i> on each combatant.
250	Dark Tonic (M2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Zombie (6)</i> on each combatant.
252	Dark Tonic (O2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Heat (2)</i> on each combatant.
253	Dark Tonic (P2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk (6)</i> , <i>Frozen (2)</i> on each combatant.
254	Dark Tonic (Q2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Slow (6)</i> on each combatant.
255	Dark Tonic (R2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Stop (6)</i> on each combatant.
256	Dark Tonic (S2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Mini (6)</i> on each combatant.
257	Dark Tonic (T2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Toad (6)</i> on each combatant.
258	Dark Tonic (U2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Zombie (6)</i> on each combatant.
259	Dark Tonic (V2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Stone (∞)</i> on each combatant.
260	Dark Tonic (W2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Heat (2)</i> on each combatant.
261	Dark Tonic (X2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse (6)</i> , <i>Frozen (2)</i> on each combatant.
262	Dark Tonic (Y2)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Stop (6)</i> on each combatant.
263	Dark Tonic (Z2)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Mini (6)</i> on each combatant.
264	Dark Tonic (A3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Toad (6)</i> on each combatant.
265	Dark Tonic (B3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Zombie (6)</i> on each combatant.
266	Dark Tonic (C3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Stone (∞)</i> on each combatant.
267	Dark Tonic (D3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Heat (2)</i> on each combatant.
268	Dark Tonic (E3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow (6)</i> , <i>Frozen (2)</i> on each combatant.
269	Dark Tonic (F3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini (6)</i> , <i>Toad (6)</i> on each combatant.
270	Dark Tonic (G3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini (6)</i> , <i>Zombie (6)</i> on each combatant.
271	Dark Tonic (H3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini (6)</i> , <i>Stone (∞)</i> on each combatant.
272	Dark Tonic (I3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini (6)</i> , <i>Heat (2)</i> on each combatant.
273	Dark Tonic (J3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini (6)</i> , <i>Frozen (2)</i> on each combatant.
274	Dark Tonic (K3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop (6)</i> , <i>Mini (6)</i> on each combatant.
275	Dark Tonic (L3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop (6)</i> , <i>Toad (6)</i> on each combatant.
276	Dark Tonic (M3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop (6)</i> , <i>Zombie (6)</i> on each combatant.

NUMBER	MIXTURE NAME	TARGET	EFFECT
277	Dark Tonic (N3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Stone</i> (∞) on each combatant.
278	Dark Tonic (O3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Heat</i> (2) on each combatant.
279	Dark Tonic (P3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Frozen</i> (2) on each combatant.
280	Dark Tonic (Q3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Zombie</i> (6) on each combatant.
281	Dark Tonic (R3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Stone</i> (∞) on each combatant.
282	Dark Tonic (S3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Heat</i> (2) on each combatant.
283	Dark Tonic (T3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Frozen</i> (2) on each combatant.
284	Dark Tonic (U3)	Group	Expertise, M. EVA CoS of inflicting <i>Zombie</i> (6), <i>Stone</i> (∞) on each combatant.
285	Dark Tonic (V3)	Group	Expertise, M. EVA CoS of inflicting <i>Zombie</i> (6), <i>Heat</i> (2) on each combatant.
286	Dark Tonic (W3)	Group	Expertise, M. EVA CoS of inflicting <i>Zombie</i> (6), <i>Frozen</i> (2) on each combatant.
287	Dark Tonic (X3)	Group	Expertise, M. EVA CoS of inflicting <i>Stone</i> (∞), <i>Heat</i> (2) on each combatant.
288	Dark Tonic (Y3)	Group	Expertise, M. EVA CoS of inflicting <i>Stone</i> (∞), <i>Frozen</i> (2) on each combatant.
289	Dark Tonic (Z3)	Group	Expertise, M. EVA CoS of inflicting <i>Heat</i> (2), <i>Frozen</i> (2) on each combatant.
290	Dark Potion (A)	Single	90% flat CoS of inflicting <i>Silence</i> (∞)
291	Dark Potion (B)	Single	90% flat CoS of inflicting <i>Blind</i> (∞)
292	Dark Potion (C)	Single	90% flat CoS of inflicting <i>Sleep</i> (∞)
293	Dark Potion (D)	Single	90% flat CoS of inflicting <i>Berserk</i> (∞)
294	Dark Potion (E)	Single	90% flat CoS of inflicting <i>Confuse</i> (∞)
295	Dark Potion (F)	Single	90% flat CoS of inflicting <i>Slow</i> (∞)
296	Dark Potion (G)	Single	90% flat CoS of inflicting <i>Stop</i> (∞)
297	Dark Potion (H)	Single	90% flat CoS of inflicting <i>Mini</i> (∞)
298	Dark Potion (I)	Single	90% flat CoS of inflicting <i>Toad</i> (∞)
299	Dark Potion (J)	Single	90% flat CoS of inflicting <i>Zombie</i> (∞)
300	Dark Potion (K)	Single	90% flat CoS of inflicting <i>Stone</i> (∞)
301	Dark Potion (L)	Single	90% flat CoS of inflicting <i>Heat</i> (∞)
302	Dark Potion (M)	Single	90% flat CoS of inflicting <i>Frozen</i> (∞)
303	Elixir of Death	Group	Expertise, M. EVA CoS of reducing each combatant's HP to 0 (Death-type effect).
304	Evil Gaze	Single	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Condemned</i> (4), <i>Confuse</i> (6), <i>Disable</i> (6), <i>Immobilize</i> (6), <i>Meltdown</i> (4), <i>Silence</i> (6), <i>Sleep</i> (6), <i>Venom</i> (4), <i>Zombie</i> (6) on target.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Complexity Grade. Measure of a crafting project's complexity.

Invention Level. Measure of an Invention's overall power.

Size Grade. Measure of a crafting project's size.

Workshop Hour. One hour of uninterrupted work in a space that has all the materials and equipment needed for the crafter to do his work.

III — MONSTER CREATION SYSTEM

魔物

“Hmph. I've fought worse!”

Gilgamesh
FINAL FANTASY XII

The old adage maintains that good cannot exist without evil. Nowhere is this more true than in the worlds of *Final Fantasy*, where the road to one's destiny is paved with the bones of evil, ravaging, and outright bizarre foes.

Appendix II is home to the *Monster Creation System (MCS)*, an in-depth toolkit for assembling monsters of all stripes. Whether great, small, annoying, or outright world-threatening, the guides in this Appendix allow you to create all of them with ease. Designing a monster is not significantly different from designing a character; both use a systematic step-by-step process which may seem overwhelming at first, but will become increasingly familiar over time. As with character creation, it may take a few attempts before the process 'clicks.' Because of this, you should take the time to throw together a few practice monsters before creating opponents for your players in earnest.

MONSTER PROFILE

Monster designs begin with a basic outline of the creature, called its 'profile.' Like a character's background, the profile helps to establish the monster's 'personality' and basic characteristics through ten separate headings: Category, Monster Family, Location, Appearance, Size, Intelligence, Behavior, Frequency, Encounter Size, Reaction, and Senses. Each of these ten will be explained in detail over the next few pages.

CATEGORY

Begin by selecting one or more of the fourteen Monster Categories below. Aside from establishing what [*Enemy Type*] *Killer Weapons* and *Advantages* harm your creature, the Category also offers a broad template from which the finer details of the monster can be worked out. Categories are not mutually exclusive; dual-category monsters such as Demon/Beast, Machina/Aerial and Dragon/Undead are all perfectly plausible. If the Category is not immediately obvious, skip this step and come back once the monster's other characteristics have been determined.

ABNORMAL

'Generic' monsters that fit in no other category, including unique or one-of-a-kind creatures.

Examples: Chimera, Presenter, Turtpod

Recommended Abilities: Any

AERIAL

Monsters with the power to defy gravity, usually through wings, but occasionally through more exotic means, such as inflated bladders, gas sacs, or magic.

Examples: Bats, Hell Divers, Zuus

Recommended Abilities: *Elemental Weakness (Wind)*, *Move-Flight*

AMORPH

Shapeless monsters with no discernible anatomy that are all but impervious against conventional weapons. Some Amorphs may be capable of shifting from one form to another.

Examples: Blobras, Flans

Recommended Abilities: *Heavy Armor*

AQUAN

Water-dwelling monsters. Though usually only encountered in their native element, they may occasionally venture onto dry land to terrorize its denizens.

Examples: Caribes, Sahagins, Sharks

Recommended Abilities: *Elemental Weakness (Lightning)*, *Elemental Resistance (Water)*, *Move-Water*

ARCANA

Monsters created of raw magic, typically as a result of a Spell.

Examples: Bombs, Elementals, Summons

Recommended Abilities: Any

BEAST

The 'natural' inhabitants of the world. Includes monstrous animals and other fauna twisted by magic.

Examples: Fangs, Mu, Snow Lions

Recommended Abilities: Any

CONSTRUCTS

Lifeless constructs of stone, wood, or other material, animated by magic or technology.

Examples: Golems, Sol Cannons, Warmechs

Recommended Abilities: *Elemental Immunity (Bio)*, *Drain Proof*, *Status Immunity (Mystify)*, *Status Immunity (Toxin)*, *Status Immunity (Transform)*.

DRAGON

Monstrous reptiles with a serpentine bent. Covers the classic winged dragons as well as their groundbound relatives.

Examples: Dragons, Hydras, Wyverns

Recommended Abilities: Any

FIEND

Supernatural opponents serving the cause of evil. Fiends are generally highly adept with the use of magic.

Examples: Ahrimans, Buers, Imps

Recommended Abilities: *Elemental Weakness (Holy)*, *Elemental Resistance (Shadow)*

HUMANOID

Creatures of humanoid proportions and modest intelligence.

Examples: Humans, Elves, Gigases, Gnolls, Goblins, Orcs, Yagudo

Recommended Abilities: *Elemental Weakness (Bio)*

INSECT

Insects come in countless shapes and sizes, and are typically protected by tough, chitinous shells.

Examples: Antlions, Grand Mantises, Sand Scorpions

Recommended Abilities: *Elemental Weakness (Ice)*

LIZARD

Reptiles who don't readily fall into the 'Dragon' category. They typically rely more on natural means of offense than magical ones.

Examples: Anacondaurs, Basilisks

Recommended Abilities: *Elemental Weakness (Ice)*

PLANT

Animated and mutated plant matter as well as natural hazards such as carnivorous plants.

Examples: Cactuars, Malboros, Ochu

Recommended Abilities: *Elemental Weakness (Fire)*

UNDEAD

The living dead are creatures reanimated by foul sorcery or supernatural circumstance.

Examples: Ghosts, Skeletons, Zombies

Recommended Abilities: *Auto-Zombie*, *Elemental Weakness (Fire)*, *Elemental Weakness (Holy)*

! Why Recommended?

Anybody who's had some familiarity with the **Final Fantasy** games may wonder why Categories don't have firmly defined Abilities attached to them. In many of the e-games, certain monster categories do have standardized weaknesses and properties, but these are not consistent throughout the series.

Final Fantasy X, for instance, introduced Undead opponents resistant to Fire, in stark contrast to previous games. For this reason, idiosyncrasies typically found in given Monster Categories are recommended rather than required.

MONSTER FAMILY

A creature's **Monster Family** acts as sub-category for the Monster Category, and serves as a convenient way to group together monsters with similar characteristics. If your monster is an entirely new creation, the Monster Family will usually be named after it; if you are just adding a monster to an existing Monster Family, use the name already in place.

LOCATION

Where the monster is most likely to be encountered; usually its preferred habitat, or range of habitats. Basic concept and Category will take most of the guesswork out of this – *Aquan* monsters will be found in Rivers, Lakes, and Oceans, while *Plants* are more at home in places like Jungles and Forests. The environment a monster lives in also provides a starting point for assigning things like Elemental Resistances and Immunities later on – obviously, a glacier-dwelling monster is more likely to be able to brave *Blizzard* Spells than one inhabiting a volcano. The thirteen types of Location are:

Desert. Hot, arid, sandy regions.

Dungeons. A catchall term for the towers and fortresses inhabited by evil masterminds. Unlike ruins, dungeons are still in active use, and are significantly nastier as a result.

Forests. Dense temperate forests and woodlands made up of timber trees. Not to be confused with jungles.

Hills. Grassy or wooded highlands.

Jungles. Hot and humid areas of tropical rainforest, with heavy rainfall and even heavier vegetation.

Marshes. Alternately known as *swamps*. Fetid wetlands notorious for their muddy, unstable ground.

Mountains. Rocky highlands characterized by sparser, tougher vegetation and colder temperatures.

Plains. Also called *steppe* or *veldt*. Typically large, unbroken stretches of rolling grassland.

Oceans. The open sea.

Rivers/Lakes. Large, natural bodies of flowing or standing freshwater located inland.

Ruins. Disused and abandoned buildings or areas of habitation. Unlike dungeons, ruins are claimed by nobody, and have fallen into an advanced state of disrepair as a result.

Towns. Areas of civilization. Though the term 'town' is used, this category applies to settlements of any size, from tiny hamlets to large cities.

Tundra. 'Cold deserts' marked by sparse vegetation, periodic snowfall and extreme temperatures.

Underground. Caves, caverns, tunnels, mines, and any other areas characterized by persistent lack of sunlight and cool, damp environs.

Like Categories, Locations are not mutually exclusive – a monster can be found in two or more Locations if their physiology supports it. If you are creating a monster for a campaign world, generic Location types can be replaced with specific locations in that world.

APPEARANCE

In short, what the monster looks like. Again, the Category will take most of the guesswork out of this – Dragons will be vaguely reptilian in appearance, Amorphs blobs and oozes, Machina tough and composed of inorganic materials. Even within a type, however, there's tremendous potential for diversity. A dragon can just as

easily be a nine-headed monstrosity covered with golden scales or a polychromatic serpent, have six wings, chitinous armor, or shining feathers. Don't be afraid to take a few risks and mix things up; many of the most memorable creatures inhabiting the **Final Fantasy** universe are ones that stray more than just a little from the norm.

Habitat, too, plays a role in shaping appearance. Creatures living in extreme heat or cold will typically have bodies adapted to these conditions – shaggy fur and other natural insulation in the case of cold-dwellers, heat-resistant and water-retaining features for those making their homes in deserts. Remember that appearance is primarily a visual calling card. A short, vivid set of details that stick in your players' minds long after the encounter ultimately will pay greater dividends than a long-winded description cataloging the size of every claw and talon.

SIZE

The monster's overall size measured in meters. More of a cosmetic consideration than a practical one; whilst size does give some indication as to the monster's overall resilience and power, small monsters are just as capable of dealing out grievous damage as large ones, if not moreso.

INTELLIGENCE

In the **FFRPG**, a character's intelligence is measured by their **MAG** Attribute as well as their *Lore** and *Language** Skills. Because monsters do not have Skills to fall back on, a monster's intellect is instead summed up by an Intelligence rating. Pick one of the six ratings below:

None simply means the monster is not capable of independent action or thought; monsters of this type rely entirely on another monster or NPC for guidance. This kind of intelligence tends to be characteristic of more primitive *Machina* and some types of *Undead*.

Animal intelligence indicates a creature driven almost exclusively by its instincts; their actions and aggressions are motivated more by where their next meal is coming from than any kind of higher purpose.

Primitive creatures display a spark of sentience, and may even be capable of speaking an actual language, albeit reluctantly – a club is always far more efficient at getting the message across.

Average intelligence puts a monster at roughly human level in terms of reasoning capacity. Demi-human races such as *Goblins* and *Orcs* fall under this category.

High intelligence usually designates mages and other scholars of a particular species. They can match wits with almost any member of the party, and have a more-than-fair chance of winning the resulting battle of minds.

Monsters with **Elder** intelligence are rare indeed, displaying the kind of fierce intellect normally reserved for the wisest of *Sages*. Such creatures usually have the benefit of centuries of learning behind them, and may even be immortal.

If it necessary to reflect monsters who are slightly above or below

average for their Intelligence rating – say, the difference between a *Goblin Mugger* and a *Goblin Mage* – add a plus (+) or minus (-) after the Intelligence rating. Obviously, a monster's Intelligence will also have a bearing on its strategy as well as its interactions with the Party – see **Reaction** and **Behavior** below.

REACTION

The monster's Reaction gauges how the monster will react to the players when the inevitable encounter takes place, and offers a useful yardstick for how the encounter develops from there.

“Damned imbeciles. Why do you wish to fight?”

Bahamut
FINAL FANTASY VIII

For **FFRPG** purposes, Reactions are broken up into categories. Pick one of the four categories below:

Friendly monsters offer advice, directions, items, or healing, depending on the circumstances. Some may expect compensation for their troubles, while others help the party for free.

Neutral monsters are passive, and will retaliate only if threatened themselves. While they won't go out of their way to help the players, they won't attempt to hinder them either. If not attacked or otherwise intimidated and intelligent enough, they may be willing to barter or offer their assistance in exchange for payment or some other small favor.

Wary monsters won't pounce on the players outright, but it won't take much to provoke their ill-will. If they feel threatened by the Party, they will almost certainly be the first to attack.

Hostile monsters will attack PCs on sight, regardless of the circumstances and odds. This may be for a wide variety of reasons, ranging from territorial considerations to simple hunger.

BEHAVIOUR

Now we add a touch of color. A monster's behavior can potentially encompass everything from feeding and mating habits to social mores – How do they react to potential threats? What do they feed on? Do they travel in packs or alone? Do they attack ferociously or strategically, letting the battle come to them?

This section should also cover the monster's strategies in combat, if any. Magic-using monsters may prefer to cast debilitating Spells like *Poison* or *Sleep*, or systematically target front-line warriors with offensive magics, while their physical counterparts might be more interested in going after that unprotected Mage or bulking up their defenses via *Mighty Guard*. Others, such as the *Cactuar*, may be inveterate cowards who run away at the first sign of trouble – usually after making sure any possible pursuers are thoroughly incapacitated.

FREQUENCY

For the purpose of arranging random encounters and encounter

tables, the monster should be given a Frequency rating. This rating simply determines how common the monster is in its native habitat. There are five possible Frequency ratings: *Common*, *Uncommon*, *Rare*, *Very Rare* and *Unique*. This last grade is usually reserved for Boss monsters and their ilk, and means the monster will never be encountered unless the encounter is premeditated by the GM.

ENCOUNTER SIZE

In order to make it easier for GMs to plan encounters, monster entries should have a recommended Encounter Size to show how many monsters are needed to provide a reasonably challenging encounter for a party of equivalent Level. Encounter Size is expressed in terms of values like '1/5' – the first number is the recommended number of monsters and the second the number of PCs needed to fight it. 1/6, for instance, means 'one monster per six characters if of equivalent Level.' 2/1, on the other hand, reads 'two monsters for every one character.' On average, a party will go through four encounters before gaining a level, so encounter size should be adjusted with that in mind.

Note that these numbers are likely to be rough at best; even with trial and error, the GM's mileage may vary. For parties with excessively powerful equipment and a healthy stock of recovery items, even higher-level monsters won't be as much of a challenge as they should be, while cash-strapped groups will find the inverse to be true. Job choice also affects encounter effectiveness. If a monster is primary weak against physical attacks and the party composed primarily of Mages, the resulting challenge will increase exponentially. Aim for the middle ground and assume a mixed party of physical and magical attackers; this gives a better margin of error than skewing the numbers towards either extreme.

! Mixing and Matching

Encounter Size can be used to put together mixed encounters composed of several different monster types. Assume that a GM is setting up a battle for their four-strong party. The first monster they pick, the Rock Hound, has an Encounter Size rating of 2/1, meaning that the 'balanced' Group would comprise eight Rock Hounds. However, for variety's sake, the GM also wants to include at least one additional monster type. Looking through their notes, they find another 2/1 monster, the Blade Guard. They could now opt to use any mix of Rock Hounds and Blade Guards, up to a total of eight – four Hounds and four Guards, six Guards and two Hounds, one Guard and seven Hounds...

But the GM also has a 1/2 monster, the Zombie Basilisk. If they wanted to add a third monster to the mix, they could build a Group out of one Zombie Basilisk, two Rock Hounds and two Blade Guards. Alternatively, they could substitute another 1/2 monster in – the possibilities are literally endless.

SENSES

Because FFRPG monsters have no Skills, they cannot use *Awareness* to spot or track a party. Instead, they use Senses as a

substitute. Monsters have six total Senses at their disposal:

Day Vision is the default Sense for most monsters. If it is their primary means of locating an opponent, they may have unusually keen eyesight and the capacity to spot targets over long distances.

Night Vision allows monsters to see opponents in dark or dim lighting conditions with increased clarity.

Monsters that detect based on **Sound** can either hear normal sounds or – in the case of burrowing monsters – detect vibrations created by movement.

Smell is generally used by Beasts to track their prey. Because scents left by a target usually last longer than other sensory cues, monsters that rely heavily on this sense can be highly persistent opponents.

Undead monsters and some types of Fiend and Construct use a **Life** Sense to 'smell' out living creatures. Because of this, they usually have trouble locating artificial constructs.

Magic sense is common amongst Arcana. In this case, the monster can 'see' the aura given off by natural magic-users – read: all Jobs with an MP die – as well as items imbued with magic, including Accessories, Weapons and Armor with Equipment Abilities, Battle Items, and Support Items.

When creating the monster, give each of these Senses a Rating from 0 to 100. If a situation arises where one or more party members are using *Stealth* to sneak by the monster, use the highest-rated Sense in place of an Awareness Rating for the Opposed Skill Test to see whether the monster notices. Conditional Modifiers imposed on the characters sneaking by should be appropriate to the monster's primary sense. Wearing camouflage will do nothing to fool a creature using Life sense, for instance – the only way to completely disguise yourself is to cast *Zombie*.

ATTRIBUTES AND STATISTICS

Now that the background material is complete, the number-crunching begins in earnest. Every option given over the next few pages has specific Gil and XP values attached to it. As you create your monster, keep track of the modifiers listed for every choice you make – these will be particularly important at the end of the design process.

! Multiple Forms (1)

Monsters with multiple incarnations are a time-honored **Final Fantasy** tradition, particularly for final battles; defeat one form, and your opponent promptly shifts to another, even more powerful one. There are two ways of representing this in the FFRPG:

If a monster can change forms at will, assume that doing so requires a standard Ability Action to carry out. Create each 'alternate' form as a separate monster, but do not generate Hit Points and Magic Points for the alternate forms; they will use the current and maximum HP and MP values of the 'base' form even after they change over.

! Multiple Forms (2)

Calculate the Gil and XP values for the 'base' form, then add the Gil and XP values for every Ability and Attack used by an alternate form but not present on the 'base' form. Once this has been calculated, multiply both by 1.1; this is the final Gil and XP value of the monster.

For monsters that shift forms only after the previous form has been defeated in combat, treat each form as a completely independent monster. The total Gil and XP value for the monster will be equal to the sum of all of its incarnations' values.

TYPE

Begin by selecting a Type for the monster from the list below. This will determine its overall power level as well as its full capabilities.

Regular monsters are cannon fodder, and should make up around 75% of the opponents the Party runs into during the course of their adventures. However, this does not necessarily mean that the players will have an easy time with them.

Notorious monsters are a step up, representing grizzled veterans, favored minions, and one-of-a-kind creatures. Notorious monsters are usually encountered at the end of every other session; the average adventure will usually have several of these to give the players grief. Unlike normal monsters, Notorious monsters and their superiors can have quite developed personalities, and should make for a memorable encounter if handled correctly.

Bosses usually appear during an adventure's climax, and should be constructed as a typically epic showdown requiring a good deal of the Party's resources and wit to overcome.

End Bosses are the players' most powerful archenemies. These are typically only encountered after a series of adventures, if not the end of a full-fledged campaign, and tend to be an integral part of the game's ongoing storyline.

In game terms, Notorious, Boss, and End Boss monsters will have significantly higher Hit Points and possess certain Abilities at no additional cost. Several restrictions on attacks and attack modifiers are also waived for monsters of this kind, allowing them to deal significantly more damage to opponents. These are discussed in more detail in the relevant sections further along. Once you have chosen a Type, note down the Base XP and Gil Value given for it below and continue.

TYPE	BASE XP VALUE	BASE GIL VALUE
Regular	40	15
Notorious	100	25
Boss	225	55
End Boss	350	90

LEVEL

Once a Type has been chosen, the next consideration is the monster's Level. As with PCs, monsters have a Level from 1 to 99, reflecting their overall experience and toughness. A higher Level

affects all of the monster's abilities – it increases the number of Attribute Points available to it, increases its Combat Statistics, and improves the damage it can cause with each attack. It also increases the number of Experience Points and Gil the monster is worth if defeated in battle. As a rough rule of thumb, the higher the Level, the harder – and more rewarding – the monster will be to defeat.

Under most circumstances, the monster's Level will be equal to the average Level of the Party it is intended for; a Level 28 Party, for instance, will generally be best off facing monsters ranging from Level 26 to Level 30. For an additional challenge, set the monster's Level 5 to 10 Levels above the Party's average.

ATTRIBUTES

Like characters, monsters have a total of six Attributes: Strength, Vitality, Speed, Agility, Magic, and Spirit. Every monster has a total of **(35 + Level)** Attribute Points to split between these six, raising Attribute ratings at a rate of 1 Point per 1 point in the relevant Attribute. The monster's basic concept will have some bearing on how these are allocated – small, fast monsters will have high SPD and AGI, but low VIT and STR, while large, lumbering ones will be just the opposite. All Attributes must have a minimum value of 1; other than that, there are no restrictions on allocation.

COMBAT STATISTICS

Barring one exception, monsters have the exact same Combat Statistics PCs do. Where they differ is in the fashion in which they are generated.

HIT POINTS

A monster's Hit Points determine how much damage it can soak up before being defeated. As a general rule of thumb, the larger and tougher a monster is, the more HP it will have at its disposal. Unlike Jobs, monsters have no Hit Die, but a fixed value called a **Hit Base**; the higher the Hit Base, the higher the monster's final HP value. Select a Hit Base from the table below and note down the relevant modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
1	Leaf Bunny	-16	-6
1.5	Goblin	-8	-3
2	Sergeant	0	0
4	Ochu	+18	+8
6	Behemoth	+40	+19
8	Tonberry	+60	+30

Once the monster's Hit Base has been decided on, use the appropriate formula from the following list to calculate the monster's total HP:

Type	HP Formula
Regular	(Hit Base x VIT x Level)
Notorious	(Hit Base x VIT x Level) x 2
Boss	(Hit Base x VIT x Level) x 4
End Boss	(Hit Base x VIT x Level) x 6

MAGIC POINTS

Spellcasting Monsters will need at least some amount of MP to power their magic; the more MP they have at their disposal, the greater the power and extent of their spellcasting ability. Unlike the Hit Base, a **Magic Base** is purely optional; if the monster has no Spells to speak of, this step may be skipped entirely. Otherwise, select a Magic Base from the table below and note down the relevant modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
---	Leaf Bunny	0	0
0.5	Goblin	+8	+3
1	Black Mage	+15	+7
1.5	Dark Force	+22	+10
2	Black Waltz	+35	+16
4	Magic Master	+50	+28

Provided the monster has been given a Magic Base, use the appropriate formula from the following list to calculate the monster's total MP:

Type	HP Formula
Regular	(Magic Base x SPR x Level)
Notorious	(Magic Base x SPR x Level) x 1.5
Boss	(Magic Base x SPR x Level) x 2
End Boss	(Magic Base x SPR x Level) x 3

ACCURACY

Accuracy serves the same purpose in monsters as it does in a player character, determining how accurate the monster's Attacks are. However, as the monster does not have a Weapon Skill, ACC is the sole deciding factor in whether or not its attacks hit. Use the following formula to calculate the monster's ACC:

$$(80 + \text{Level} + (\text{AGI} \times 2))$$

MAGIC ACCURACY

The Magic Accuracy Combat Statistic works for monsters as it does for players, determining the likelihood of the monster's Spells affecting their intended target. Use the following formula to calculate the monster's M. ACC:

$$(100 + \text{Level} + (\text{MAG} \times 2))$$

DEXTERITY

Dexterity is used to determine the accuracy of certain attacks, typically used in cases where the monster is inflicting a negative status. Use the following formula to calculate the monster's DEX:

$$(50 + \text{Level} + (\text{AGI} \times 2))$$

MIND

Mind is used to determine the accuracy of certain attacks, typically used in cases where the monster is inflicting a negative status. Use the following formula to calculate the monster's MND:

$$(50 + \text{Level} + (\text{MAG} \times 2))$$

ARMOR

Unlike the players, monsters don't wear individual pieces of protective gear. For this reason, their Armor rating is measured by a single overall value called the **Armor Base**. Monsters with a high Armor Base are typically protected by shells, thickened hides or outright sheets of metal, but may also sport a larger Armor Base simply because they are difficult to damage with conventional attacks – Amorphs are one example of this. Select an ARM Base from the table below and note down the modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
0.5	Leafer	-5	-2
1	Goblin	0	0
2	Dark Knight	+10	+5
4	Golem	+19	+9
6	Iron Giant	+26	+18

Once the monster's Armor Base has been decided on, use the following formula to calculate the monster's ARM:

$$(\text{Armor Base} \times \text{Level} + (\text{VIT} / 2))$$

Generally speaking, monsters with a high ARM value should have a comparatively low M. ARM, and vice versa.

MAGIC ARMOR

As with Armor, Magic Armor in monsters is based on a single value – the monster's **Magic Armor Base** – rather than many separate pieces of armor. Select an Magic Armor Base from the table below and note down the modifiers.

BASE	EXAMPLE	XP MODIFIER	GIL MODIFIER
0.5	Goblin	-5	-2
1	Ghost	0	0
2	Black Mage	+10	+5
4	Dark Force	+19	+9
6	Magic Master	+26	+18

Once the monster's Magic Armor Base has been decided on, use the following formula to calculate the monster's M. ARM:

$$(\text{Magic Armor Base} \times \text{Level} + (\text{SPR}/2))$$

Generally speaking, monsters with a high M. ARM value should have a comparatively low ARM, and vice versa. Spellcasting monsters will typically have a higher Magic Armor Base than those who rely primarily on physical attacks.

EVASION

As with PCs, a monster's Evasion value represents its ability to dodge or intercept physical attacks. Use the following formula to calculate the monster's EVA:

$$(\text{Level} + \text{SPD} + \text{AGI})$$

MAGIC EVASION

Magic Evasion represents the monster's resistance to the players' Spells and Status Conditions. Use the following formula to calculate M. EVA:

$$(\text{Level} + \text{MAG} + \text{SPR})$$

ATTACKS

With the basic properties of the monster settled, it's time to move onto its offensive capabilities. Attacks are the first and simplest of these; offensive, damage-dealing maneuvers carried out as Attack Actions in combat, and are sealed by the Status Condition *Disable*. Regardless of its range of abilities, every monster will have at least one or two 'natural' melee attacks to fall back on, typically in the form of a bite, punch, claw or horn. The exact form of the attack is largely dependent on the monster's type. A Human-type monster, for instance, might have a sword or spear, whilst a Plant-type monster would attack with thorns or vines.

NAME THE ATTACK

Each attack has its own name for purposes of identification, usually depending on what the monster does. A simple physical attack could be called *Swipe* or *Beak*, for instance, while a more elaborate one might have a name like *Paeon of the Heavens* or *Megiddo's Flame*. To help further establish a monster's personality, the attack's entry can include a short description of its visual effects, such as 'the monster lunges at the target, raking it with its talons.'

DETERMINE ACTION TYPE

Now decide what kind of Action the attack is: **Attack**, **Ability**, or **Magic**. This will determine which Status Condition seals the attack – *Disable* will seal an Attack Action, *Curse* an Ability Action, and *Silence* a Magic Action. In addition, only Attack Actions can score Critical Hits, though this requires the monster to have the *Critical Attack* Support Ability.

DETERMINE ATTACK TYPE

Once the attack has been named and described, you must decide what kind of attack it is. Select one of the options below and make a note of the XP and Gil modifiers for your choice before proceeding, keeping them separate from any other modifiers you have been keeping track of.

STANDARD ATTACK

Effect: Standard attacks do damage and require you to select a Damage Die – d6, d8, d10 or d12. The higher the Damage Die, the more powerful the monster's attack will be. When choosing which Die to use, it may help to consider the size and purpose of the monster. A large, physically oriented monster like an Iron Giant is more likely to be a d10 or d12 than a Flan that only attacks with its tendrils when its spellcasting abilities aren't doing the trick.

DAMAGE DIE	XP MODIFIER	GIL MODIFIER
d6	+8	+3
d8	+20	+8
d10	+30	+10
d12	+60	+20

NO DAMAGE

Effect: Attacks that deal no damage are usually used for *Charge Breakers*, *Dispel Attacks*, *Near-Fatal Attacks*, or *Status Attacks* – see below for more details.

XP MODIFIER	GIL MODIFIER
---	---

DETERMINE TARGET

Now determine the attack's target by selecting the appropriate options from the list below. Note down the relevant modifiers with the attack's basic XP and Gil costs.

SINGLE

Effect: The attack can only target a single combatant.

XP MODIFIER	GIL MODIFIER
---	---

GROUP

Effect: The attack can target a Group of combatants.

XP MODIFIER	GIL MODIFIER
x 2	x 2

RANDOM TARGET

Effect: *Random Target* is not a standalone choice, but must be combined with one of the other options listed here. If used in conjunction with *Single*, the attack targets a random opponent by default. If used in conjunction with *Group*, the attack strikes the targeted Group a number of times equal to the number of active combatants in that Group, targeting a random member every time. If combined with *Unfocused*, an attack with *Random Target* hits one randomly-determined combatant on the battlefield.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

UNFOCUSED

Effect: The monster's Attack damages everything on the battlefield, changing its Target from Single to All. Pricing for an *Unfocused* Attack depends on whether or not a monster is immune to its effects. For instance, an *Unfocused* attack inflicting *Sleep* would incur the x 2/x 2 modifier if the monster had *Status Immunity (Seal)* or *Status Immunity (Sleep)*.

TYPE	XP MODIFIER	GIL MODIFIER
Vulnerable to attack	x1	x1
Immune to attack	x2	x2

ADD MODIFIERS

A **Modifier** is a special property attached to a basic attack to enhance its effects. Any number of Modifiers can be added to an attack; a handful have been given below, though the GM is at liberty to add and price their own if needed. Not every Modifier will apply to every attack type – attacks that do no damage cannot benefit from Modifiers that involve damage in their effects. Be sure and note down the XP and Gil modifiers of any properties added to the Attack before proceeding to the next step.

AUTO-HIT

Effect: The attack is precise enough that no ACC or M. ACC roll is needed to see if it hits, though it may still be affected by Reaction Abilities such as *Evade & Counter*. Any Modifiers attached to the attack must still be rolled for as normal.

XP MODIFIER	GIL MODIFIER
x 2	x 2

CHARGE BREAKER

Effect: The monster has the ability to interrupt its opponents' attacks with its own. If used against an opponent in the process of executing a Slow Action – or any other Action with a Charge Time – an attack with the *Charge Breaker* Modifier automatically cancels the Action; the target is instead considered to be in a Defense Action once the attack's effects have been resolved, and will remain in a Defense Action until it can choose its next Action.

XP MODIFIER	GIL MODIFIER
+18	+10

COUNTDOWN

Effect: The monster's attack takes a number of Rounds – 1 to 6 – to execute, usually as a result of requiring a significant amount of power to be built up and released. For all intents and purposes, treat this as a specialized Charge Time – the same considerations given to interrupting Slow Actions in **Chapter 7** also apply here. An Attack with *Countdown* usually gives its victims some kind of visual signifier at the start of each Round to let them know where the countdown is currently at. XP and Gil values are static regardless of how long the *Countdown* takes, though every Round spent charging the attack increases its final damage by **25%**.

XP MODIFIER	GIL MODIFIER
x 0.8	x 0.8

DELTA ATTACK

Effect: The attack requires several sources of power to execute. Designate *Slave Parts* or any number of other monsters when selecting this Modifier – all of these must be active combatants on the battlefield in order for the *Delta Attack* to be used. Only the monster initiating the *Delta Attack* needs to have the attack and

Modifier, and requires just one Action to carry it out; anybody else participating in it is just pouring additional energy into it, and does not have to spend any Actions to do so. *Delta Attack's* XP and Gil modifiers depend on whether one or several additional combatants needed to execute the Attack.

REQUIRED	XP MODIFIER	GIL MODIFIER
One Part/Monster	x 0.75	x 0.75
Multiple Parts/Monsters	x 0.5	x 0.5

DELAY ATTACK

Effect: The attack has a limited CoS of reducing the target's Initiative by a certain amount. This CoS will be determined later in the attack's creation process. XP and Gil values are determined by how much the target's Initiative is reduced by if *Delay Attack* is successful.

INITIATIVE LOST	XP MODIFIER	GIL MODIFIER
25%	+5	+2
50%	+10	+3
75%	+20	+6

DELAY STRIKE

Effect: The attack has a CoS of **60%** of reducing the target's Initiative by a certain amount. XP and Gil values are determined by how much the target's Initiative is reduced by if *Delay Strike* is successful.

INITIATIVE LOST	XP MODIFIER	GIL MODIFIER
25%	+6	+2
50%	+11	+3
75%	+21	+6

DELAY TOUCH

Effect: The attack has a CoS of **30%** of reducing the target's Initiative by a certain amount. XP and Gil values are determined by how much the target's Initiative is reduced by if *Delay Touch* is successful.

INITIATIVE LOST	XP MODIFIER	GIL MODIFIER
25%	+3	+2
50%	+8	+2
75%	+16	+5

DISPEL ATTACK

Effect: The attack has a limited CoS of removing all Enhance and Barrier-type Status Conditions save *Shield* from the target. This CoS will be determined later in the attack's creation process.

XP MODIFIER	GIL MODIFIER
+48	+16

DISPEL STRIKE

Effect: The attack has a **60%** CoS of removing all Enhance and Barrier-type Status Conditions save *Shield* from the target.

XP MODIFIER	GIL MODIFIER
+51	+18

DISPEL TOUCH

Effect: The attack has a **30%** CoS of removing all Enhance and Barrier-type Status Conditions save *Shield* from the target.

XP MODIFIER	GIL MODIFIER
+25	+8

ELEMENTAL AFFINITY

Effect: The attack has an affinity towards one of the nine Combat Elements, and counts as inflicting damage of that Element for purposes of Weaknesses, Resistances, Immunities, Absorbances, and any other situation where the Attack's Element would have an impact.

XP MODIFIER	GIL MODIFIER
x 1	x 1

GROUND BASED

Effect: The Attack travels along – or through – the ground, limiting its effectiveness against flying opponents. As a result, combatants under the effects of the Status Conditions *Float* and *Flight* are immune to its effects.

XP MODIFIER	GIL MODIFIER
x 0.8	x 0.8

HP DRAIN

Effect: In addition to inflicting damage, the monster's attack restores the monster's Hit Points by an amount equal to **50%** of the damage done after modifying for ARM or M. ARM. Thus, an *HP Drain* attack that inflicts 150 damage will restore 75 HP to the monster. *HP Drain* cannot be combined with *HP Siphon*.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

HP SIPHON

Effect: In addition to inflicting damage, the monster's attack restores the monster's Hit Points by an amount equal to the damage done after modifying for ARM or M. ARM. Thus, an *HP Siphon* attack that inflicts 150 damage will restore 150 HP to the monster. *HP Siphon* cannot be combined with *HP Drain*, and should not be combined with *Power Strike* unless the monster is of Boss level or higher.

XP MODIFIER	GIL MODIFIER
x 1.5	x 1.5

MELTING

Effect: The monster's attack ignores even the toughest armor. Neither ARM nor M. ARM are applied when calculating damage for a *Melting* attack.

XP MODIFIER	GIL MODIFIER
x 1.75	x 1.75

MP COST

Effect: The monster must spend Magic Points to use this attack. The attack's MP cost is equal to:

$$(\text{Attack's XP Value before MP Cost} / 2) + \text{Monster Level}$$

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

MP DAMAGE

Effect: Rather than inflict physical damage, the attack affects its target's mana reserves instead. Upon a successful strike, the target loses a number of Magic Points equal to the damage inflicted by the attack; no other damage is done.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

MP DRAIN

Effect: The monster's attack damages the target's mana. All damage dealt by an *MP Drain* attack – after modifying for ARM or M. ARM as normal – is subtracted from the target's Magic Points rather than Hit Points, restoring **50%** of that MP to the monster. Thus, an *MP Drain* attack that inflicts 150 damage to the target's MP would restore the monster's MP by 75 points. This Modifier cannot be combined with the *MP Siphon*.

XP MODIFIER	GIL MODIFIER
x 1.5	x 1.4

MP SIPHON

Effect: The monster's attack damages the target's mana. All damage dealt by an *MP Siphon* attack – after modifying for ARM or M. ARM as normal – is subtracted from the target's Magic Points rather than Hit Points, restoring an equal quantity of MP to the monster. Thus, an *MP Siphon* attack that inflicts 150 damage to the target's MP would restore the monster's MP by 150 points. This Modifier cannot be combined with *MP Drain*, and should not be used in conjunction with the *Power Strike* or *Group* Modifiers unless the monster is a Boss or End Boss.

XP MODIFIER	GIL MODIFIER
x 1.75	x 1.6

NEAR-FATAL ATTACK

Effect: *Near-Fatal Attack* has a limited CoS of reducing a target to 1 HP regardless of its current HP, ARM or M. ARM values, or the Damage Cap. This CoS will be determined later in the attack's

creation process. It is generally recommended that *Near-Fatal* Modifiers be reserved for Boss monsters and above, and combined with as few other Modifiers as possible.

XP MODIFIER	GIL MODIFIER
+46	+22

NEAR-FATAL STRIKE

Effect: *Near-Fatal Touch* has a CoS of **60%** of reducing a target to 1 HP regardless of its current HP, ARM or M. ARM values, or the Damage Cap. It is generally recommended that *Near-Fatal* Modifiers be reserved for Boss monsters and above, and combined with as few other Modifiers as possible.

XP MODIFIER	GIL MODIFIER
+49	+25

NEAR-FATAL TOUCH

Effect: *Near-Fatal Touch* has a CoS of **30%** of reducing a target to 1 HP regardless of its current HP, ARM or M. ARM values, or the Damage Cap. It is generally recommended that *Near-Fatal* Modifiers be reserved for Boss monsters and above, and combined with as few other Modifiers as possible.

XP MODIFIER	GIL MODIFIER
+24	+11

PIERCING

Effect: The monster's attack is capable of piercing reinforced armor. Only **50%** of the target's ARM and M. ARM is applied when calculating damage for a *Piercing* attack.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

POWER STRIKE

Effect: The monster's attack strikes with unusual power. When calculating the damage inflicted by a *Power Strike* attack, increase the Damage Scale by **(2 + (Monster's Level / 10))**. For balance reasons, *Power Strike* should not be combined with *Group* or *Unfocused* unless the monster is of Boss level or higher.

XP MODIFIER	GIL MODIFIER
x 2	x 2

RANGED

Effect: Not all monsters confine themselves to melee. With projectiles like rocks, arrows, energy balls or even saliva, a monster with a *Ranged* attack can hit opponents even at a distance.

XP MODIFIER	GIL MODIFIER
x 1.1	x 1.1

SLOW

Effect: The attack requires additional time to prepare, resulting in a Charge Time. Charge Time is equal to **(Monster's Level / 4)**; a Level 40 monster with a *Slow* attack would thus have a CT of 10. The lowest CT a *Slow* attack can have is 2; round up to compensate if necessary.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

SOS-GAIN

Effect: The attack this Modifier is tied to cannot be used until the monster reaches **25%** or fewer of its maximum Hit Points. Cannot be used in conjunction with *SOS-Lose*.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

SOS-LOSE

Effect: The attack this Modifier is tied to is no longer usable when the monster reaches **25%** or fewer of its maximum Hit Points. Cannot be used in conjunction with *SOS-Gain*.

XP MODIFIER	GIL MODIFIER
x 0.75	x 0.75

SPLIT DAMAGE

Effect: The monster's attack splits damage evenly between physical and magical. **50%** of the damage inflicted by a successful Attack – after modifying for ARM – is subtracted from the target's HP; the remaining **50%** is subtracted from its MP.

XP MODIFIER	GIL MODIFIER
x 1.25	x 1.25

STATUS ATTACK

Effect: The monster's attack has a limited CoS of inflicting a harmful Status Condition on the target. This CoS will be determined later in the attack's creation process. XP and Gil modifiers depend on the actual Condition inflicted; for purposes of calculating these values, Status Conditions are organized into one of four 'classes.'

Class I: *Berserk (4)*, *Blind (4)*, *Curse (4)*, *Disable (4)*, *Immobilize (4)*, *Poison (∞)*, *Silence (4)*, *Sleep (4)*, *Slow (4)*

Class II: *Condemned (4)*, *Confuse (4)*, *Petrify (4)*, *[x] Down (6)*, *Sap (4)*, *Unaware (1)*

Class III: *Eject, Mini (4)*, *Toad (4)*, *[x] Break (6)*, *Stop (4)*, *Venom (4)*, *Zombie (∞)*

Class IV: *Charm (4)*, *Death, Frozen (2)*, *Heat (2)*, *Meltdown (2)*, *Stone (∞)*

STATUS	XP MODIFIER	GIL MODIFIER
Class I	+18	+6
Class II	+33	+11
Class III	+48	+16
Class IV	+64	+21

STATUS STRIKE

Effect: The monster's attack has a CoS of **60%** of inflicting a harmful Status Condition on the target. XP and Gil modifiers depend on the actual Condition inflicted; for purposes of calculating XP and Gil values, Status Conditions are organized into one of four 'classes.' Generally best used on monsters of Level 30 and up.

Class I: *Berserk (4), Blind (4), Curse (4), Disable (4), Immobilize (4), Poison (∞), Silence (4), Sleep (4), Slow (4)*

Class II: *Condemned (4), Confuse (4), Petrify (4), [x] Down (6), Sap (4), Unaware (1)*

Class III: *Eject, Mini (4), Toad (4), [x] Break (6), Stop (4), Venom (4), Zombie (∞)*

Class IV: *Charm (4), Death, Frozen (2), Heat (2), Meltdown (2), Stone (∞)*

STATUS	XP MODIFIER	GIL MODIFIER
Class I	+21	+7
Class II	+35	+13
Class III	+51	+18
Class IV	+67	+22

STATUS TOUCH

Effect: The monster's attack has a CoS of **30%** of inflicting a harmful Status Condition on the target. XP and Gil modifiers depend on the actual Condition inflicted; for purposes of calculating XP and Gil values, Status Conditions are organized into one of four 'classes.'

Class I: *Berserk (4), Blind (4), Curse (4), Disable (4), Immobilize (4), Poison (∞), Silence (4), Sleep (4), Slow (4)*

Class II: *Condemned (4), Confuse (4), Petrify (4), [x] Down (6), Sap (4), Unaware (1)*

Class III: *Eject, Mini (4), Toad (4), [x] Break (6), Stop (4), Venom (4), Zombie (∞)*

Class IV: *Charm (4), Death, Frozen (2), Heat (2), Meltdown (2), Stone (∞)*

STATUS	XP MODIFIER	GIL MODIFIER
Class I	+10	+3
Class II	+17	+6
Class III	+25	+8
Class IV	+34	+12

UNSEALABLE

Effect: The attack cannot be sealed by *Curse, Disable, Immobilize, or Silence*. For balance reasons, it is recommended this Modifier be used relatively rarely.

XP MODIFIER	GIL MODIFIER
x 3	x 3

DETERMINE ATTRIBUTE

Once all Modifiers have been added, decide which Attribute the attack uses for damage codes – **STR, AGI, or MAG**. STR is typically used by Physical melee attacks, AGI by Physical ranged attacks, and MAG for Magical ones. Attacks that deal no damage can skip this step.

SELECT DAMAGE TYPE

Decide whether the attack deals **Physical** or **Magical** damage. This determines whether the attack is reduced by ARM or M. ARM. Attacks that deal no damage can skip this step.

CALCULATE DAMAGE

The next step is to start pinning down the hard numbers. If the attack deals damage, consult **Table All-1** and note down the appropriate Damage Code for the monster's Level and Damage Die. Once this is done, precalculate the damage by factoring in the Attribute you chose for the attack at the beginning of the design process. Assuming the attack doesn't have the *Melting* Modifier, finish your calculations by writing out the full Damage Code, noting whether the attack is modified by ARM or M. ARM. A Level 12 monster's MAG-based d8 attack would thus have a final Damage Code of **(3 x MAG) + d8, M. Armor**.

Table AII-1: Attack Damage

MONSTER'S LEVEL	d6 DAMAGE DIE	d8 DAMAGE DIE	d10 DAMAGE DIE	d12 DAMAGE DIE
1 - 4	2 x [Attribute] + d6	2 x [Attribute] + d8	2 x [Attribute] + d10	2 x [Attribute] + d12
5 - 9	2 x [Attribute] + d6	3 x [Attribute] + d8	3 x [Attribute] + d10	3 x [Attribute] + d12
10 - 14	3 x [Attribute] + d6	3 x [Attribute] + d8	4 x [Attribute] + d10	4 x [Attribute] + d12
15 - 19	4 x [Attribute] + 2d6	4 x [Attribute] + 2d8	5 x [Attribute] + d10	6 x [Attribute] + d12
20 - 24	5 x [Attribute] + 3d6	5 x [Attribute] + 2d8	6 x [Attribute] + d10	7 x [Attribute] + d12
25 - 29	5 x [Attribute] + 3d6	6 x [Attribute] + 2d8	7 x [Attribute] + 2d10	8 x [Attribute] + d12
30 - 34	6 x [Attribute] + 3d6	7 x [Attribute] + 2d8	8 x [Attribute] + 2d10	9 x [Attribute] + d12
35 - 39	7 x [Attribute] + 3d6	8 x [Attribute] + 3d8	9 x [Attribute] + 2d10	10 x [Attribute] + 2d12
40 - 44	8 x [Attribute] + 3d6	9 x [Attribute] + 3d8	10 x [Attribute] + 2d10	11 x [Attribute] + 2d12
45 - 49	9 x [Attribute] + 4d6	10 x [Attribute] + 3d8	11 x [Attribute] + 3d10	12 x [Attribute] + 2d12
50 - 54	10 x [Attribute] + 4d6	11 x [Attribute] + 4d8	13 x [Attribute] + 3d10	15 x [Attribute] + 3d12
55 - 59	11 x [Attribute] + 4d6	12 x [Attribute] + 4d8	15 x [Attribute] + 3d10	17 x [Attribute] + 3d12
60 - 64	12 x [Attribute] + 5d6	13 x [Attribute] + 4d8	16 x [Attribute] + 4d10	18 x [Attribute] + 3d12
65 - 69	13 x [Attribute] + 5d6	14 x [Attribute] + 5d8	17 x [Attribute] + 4d10	19 x [Attribute] + 4d12
70 - 74	14 x [Attribute] + 5d6	15 x [Attribute] + 5d8	20 x [Attribute] + 4d10	21 x [Attribute] + 4d12
75 - 79	15 x [Attribute] + 5d6	16 x [Attribute] + 5d8	21 x [Attribute] + 5d10	23 x [Attribute] + 4d12
80 - 84	16 x [Attribute] + 5d6	18 x [Attribute] + 5d8	22 x [Attribute] + 5d10	24 x [Attribute] + 5d12
85 - 89	17 x [Attribute] + 5d6	19 x [Attribute] + 5d8	23 x [Attribute] + 5d10	25 x [Attribute] + 5d12
90 - 94	18 x [Attribute] + 5d6	21 x [Attribute] + 5d8	24 x [Attribute] + 5d10	26 x [Attribute] + 5d12
95 - 98	19 x [Attribute] + 5d6	22 x [Attribute] + 5d8	25 x [Attribute] + 5d10	27 x [Attribute] + 5d12
99	20 x [Attribute] + 5d6	23 x [Attribute] + 5d8	26 x [Attribute] + 5d10	29 x [Attribute] + 5d12

DETERMINE CHANCE OF SUCCESS

With damage settled, the last bit of numbercrunching involves creating the attack's Chance of Success. Start by choosing which Combat Statistic determines the basic CoS: **Accuracy**, **M. Accuracy**, **Mind**, or **Dexterity**. Then decide what modifies the CoS: **Evasion** or **M. Evasion**. In general, Accuracy and Dexterity are modified by Evasion and M. Accuracy and Mind by M. Evasion, though there are exceptions.

Near-Fatal Attacks, *Dispel Attacks*, and *Status Attacks* also require you to create a Chance of Success formula. In this case, the basic CoS will be either (**M. ACC - 50**), **Mind**, or **Dexterity**, and can be modified by **Evasion** or **M. Evasion**. Once you have chosen the appropriate Combat Statistics, write out the Chance of Success formula in the attack's description.

FINAL TOUCHES

If the attack is Magical, you should also determine whether it is affected by *Reflect* or the Ability *Runic*. An attack will only be vulnerable to *Runic* if it has an *MP Cost*; the same criterion is recommended for deciding whether or not *Reflect* works on the attack.

CALCULATE TOTAL PRICE

Once the Attack has been finished, you must figure out how much it will adjust the monster's final Gil and XP values by. Check the XP modifiers you wrote down, then add all numbers that aren't prefaced by an 'x' together. Then multiply this total by every modifier prefaced by an 'x,' one at a time. For example, if a Goblin has a *Ground-*

Based d6 attack with *Group* and *Status Touch (Blind)*, the attack's XP modifier is **(8 + 10) x 2 x 0.8**, or **28**. Repeat this process for the Gil modifiers, and you will have the final Gil and XP modifiers for the attack.

SAMPLE ATTACKS

Here are a few sample attacks put together with this system. The monster's Level is given to the right of the attack name.

MAGNITUDE 8

LEVEL 35

Target: Group

Type: Magic Action (95 MP)

The ground begins to shudder as a violent quake tears through the immediate area, showering the battlefield with fragments of rock and earth. *Magnitude 8* has a CoS of **M. Accuracy**, **M. Evasion** of inflicting **(10 x MAG) + d12**, **M. ARM** Earth Elemental damage.

XP Modifier: 90

Gil Modifier: 30

Modifiers: *Elemental Affinity*, *Group*, *MP Cost*

SALIVA

LEVEL 40

Target: Single

Type: Fast Ability

The monster spits a wad of magically charged saliva at an opponent, miring them in gunk. *Saliva* inflicts **(8 x MAG) + 3d6**, **M. ARM** Magical damage, striking automatically. In addition, *Saliva* has a CoS of **60%** of inflicting the Status Condition *Curse (4)*. This attack is only gained once the monster is reduced to **25%** of its maximum Hit Points.

XP Modifier: 194

Gil Modifier: 64

Modifiers: *SOS-Gain*, *Status Strike (Class I)*, *Auto-Hit*

SONIC FANGS

LEVEL 20

Target: Single

Type: Attack Action

The monster delivers a high-speed bite attack, repeatedly gnashing at the target for massive damage. *Sonic Fangs* has a CoS of **Accuracy, Evasion** of inflicting (11 x STR) + d10, (ARM / 2) Physical damage.

XP Modifier: 97

Gil Modifier: 32

Modifiers: *Piercing, Power Strike*

ACTION ABILITIES

Action Abilities fill in the cracks between attacks, Spells, and Job Abilities, covering special techniques and capabilities that don't have counterparts anywhere else. Unless otherwise specified, all Abilities are Single target, require an Ability Action to use, and are sealed by the Status Condition *Curse*.

NAME THE ABILITY

Like Attacks, Abilities are given descriptive names for identification purposes. Unlike Attacks, however, many of the Action Ability effects given here – such as *Clone, Alarm, and Restore* – are 'complete packages' rather than individual components. For this reason, it may be easier to just keep the default name.

SELECT EFFECTS

Listed below are a number of basic templates for Action Abilities. Select one to set the Ability's mechanical effects.

ADD STATUS

Effect: The monster can use an Ability Action to automatically add a positive Status Condition (4) to a Single target. XP and Gil values are given per Status added, and depend on the exact Status taken:

Class I: *Float, Agility Up, Spirit Up, [Element] Spikes*

Class II: *Protect, Shell, Armor Up, Mental Up*

Class III: *Haste, Reflect, Power Up, Magic Up*

Class IV: *Regen, Aura, Vanish*

Add Status can be used to add more than one Status Condition at a time, though it is recommended that this option be reserved for Boss monsters and creatures of Level 30 or above.

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+14	+4
Class II	+18	+6
Class III	+26	+9
Class IV	+38	+12

ALARM

Effect: The monster can use an Ability Action to summon an additional monster into battle. The new monster arrives on the battlefield at the beginning of the following Round, forming a Group

with the original monster, and generates Initiative as normal. Once used, *Alarm* cannot be used again until the summoned monster has been defeated or incapacitated.

The type of monster summoned by *Alarm* should be noted in the Ability's description. Multiple monsters can be summoned through a single *Alarm*; in this case, multiply the XP and Gil Modifiers given below by the number of monsters summoned. It is generally recommended that any monsters summoned through *Alarm* be of equal or lower Level to the monster doing the summoning.

XP MODIFIER	GIL MODIFIER
+32	+18

CANNIBALIZE

Effect: The monster can consume other monsters to increase its own strength. A monster can *Cannibalize* a Single ally of a Level no higher than (Monster's Level / 2) at the cost of one Ability Action. This automatically reduces the target's HP to 0 – treat this as an Eject-type effect.

XP and Gil values for *Cannibalize* depend on what effects it has. By default, the monster regains (Target's Current HP) Hit Points, but *Cannibalize* can instead bestow one positive Status Condition (4) on the monster. XP and Gil values are given per Status added, and depend on the exact Status taken:

Class I: *Float, Agility Up, Spirit Up, [Element] Spikes*

Class II: *Protect, Shell, Armor Up, Mental Up*

Class III: *Haste, Reflect, Power Up, Magic Up*

Class IV: *Regen, Aura, Vanish*

Monsters destroyed by *Cannibalize* reward XP and Gil as if they had targeted by an Eject effect, though they only will do so once the monster that *Cannibalized* them is defeated.

EFFECT	XP MODIFIER	GIL MODIFIER
Regain HP	+36	+12
Add Class I Status	+10	+3
Add Class II Status	+15	+5
Add Class III Status	+22	+8
Add Class IV Status	+32	+11

CLONE

Effect: The monster can use an Ability Action to create a copy of one of its opponents to act as an active combatant in the current battle. The clone has all the Attributes, Combat Statistics, Equipment, and Abilities of the original character, and generates Initiative as normal, fighting on the monster's behalf until killed or incapacitated. No XP or Gil is awarded for defeating opponents created by *Clone*.

XP MODIFIER	GIL MODIFIER
+64	+32

ESCAPE

Effect: The monster has the ability to make Escape Actions, allowing

it to flee from battle. Monsters that successfully escape are not counted as defeated, and award no XP, Gil, or Items to the players. *Escape* is sealed by the Status Condition *Immobilize*.

XP MODIFIER	GIL MODIFIER
+5	+2

IMPRISON

Effect: The monster is capable of seizing and imprisoning opponents in battle. Doing so requires the monster to use an Ability Action. Whilst imprisoned, the prisoner is afflicted with the Status Condition *Immobilize* – even if he would normally be Immune to it – and suffers 50% of any damage done to the monster after it has been modified for ARM or M. ARM. The prisoner's ARM and M. ARM can be used to further reduce this damage.

By default, the prisoner is only released if the monster decides to let him go – this is done during the Status Phase, and costs no Actions to do – or if the monster is incapacitated. However, *Imprison* has a number of special Modifiers that can be added to give it more strategic depth.

A **Binding Prison** prevents the captured target from making Actions or generating Initiative for as long as he remains in the monster's clutches.

An **Insecure Prison** gives the target the opportunity to make an Escape Action. The opposed roll for the Escape Action uses **(Monster's AGI + Monster's Level)** instead of the monster's SPD Rating.

A **Sheltered Prison** prevents the captured target from taking damage when the monster is damaged in battle.

A target in a **Damaging Prison** loses **10%** of his maximum Hit Points at the end of every Status Phase he still remains imprisoned for.

A **Vulnerable Prison** releases the target released from the monster's clutches once the monster suffers damage equal to **10%** of the monster's maximum Hit Points. This damage is cumulative, and does not have to be done in one attack.

These Modifiers may be combined as the GM chooses. The XP and Gil modifiers given for each option come on top of the basic cost for *Imprison*.

TYPE	XP MODIFIER	GIL MODIFIER
Imprison	+36	+12
+ Binding Prison	+12	+4
+ Insecure Prison	-9	-3
+ Sheltered Prison	-9	-3
+ Damaging Prison	+9	+3
+ Vulnerable Prison	-12	-4

ITEM USE

Effect: The monster can make Item Actions, and has an Inventory of its own. Items made available to a monster via its Inventory are

separate from the monster's Treasure Tables; anything still left in the monster's Inventory when it is defeated is awarded to the players alongside the usual treasure. Successful use of *Steal* liberates a random item from the monster's Inventory until there is nothing left to steal; at this point, subsequent uses of *Steal* take items from the Treasure Table as normal. *Item Use* is sealed by the Status Condition *Disable*.

XP MODIFIER	GIL MODIFIER
+15	+0

RESTORE

Effect: The monster has the ability to regenerate even grievous damage. Through the use of an Ability Action, a monster with *Restore* can regenerate **25%**, **50%**, or **75%** of its maximum Hit Points. Creatures under the Status Condition *Zombie* suffer the appropriate amount of damage instead.

HP RESTORED	XP MODIFIER	GIL MODIFIER
25%	+20	+13
50%	+60	+40
75%	+100	+75

STEAL STATUS

Effect: The monster is capable of stealing Status Conditions from another combatant. *Steal Status* requires an Ability Action to carry out, and transfers the newest Status Condition added to the target to the monster, duration included, canceling it on the target in the process. XP and Gil values depend on whether the monster will steal any Status Condition, or only the newest positive Status Condition added to the target. *Steal Status* may take multiple Status Conditions with just one Action; in this case, multiply the values given below by the maximum number of Status Conditions *Steal Status* can take.

When dealing with *Auto-* or *SOS-* Status Conditions, *Steal Status* will add the Status Condition in question to the monster without canceling the original; Status Conditions stolen in this manner automatically have a Timer of **(4)**.

STATUS TAKEN	XP MODIFIER	GIL MODIFIER
Positive Only	+12	+4
Positive or Negative	+9	+3

SELECT MODIFIERS

Several of the Action Abilities above can be combined in with the Modifiers given earlier on. These are: *Delta Attack*, *Countdown*, *MP Cost*, *Slow*, *SOS-Gain*, *SOS-Lose*, and *Unsealable*. If you add a Modifier, make a note of the XP and Gil modifiers listed.

CALCULATE TOTAL PRICE

Once any and all Modifiers have been assigned, total up all of the Gil and XP modifiers incurred during the process of assembling the Ability, then apply them to the Ability's basic XP and Gil costs. Always add all the values before multiplying the remainder. For example, if a

Controller has a *Clone* Ability with the *Countdown* and *MP Cost* modifiers, its XP value is $(64 \times 0.75) \times 0.75$, or 36. Once this is done, note down the final value of the Ability.

! New Abilities

While the MCS aims to be comprehensive, there is still plenty of room to add more options. If you want to create a new Ability, look at the cost of comparable effects to develop a rough baseline for pricing it; if it is more powerful than one Ability but less powerful than another, the best place to pitch the price is somewhere in between the two 'yardsticks'.

SPELLS

The PCs aren't the only ones capable of wielding magic. Indeed, spellcasting monsters are commonplace in many worlds, though attack magic among monsters is more akin to an unconscious reflex than studied magery.

In the *FFRPG*, a monster with magical capabilities can cast Spells from the Black, Blue, Red, Time, White, and Call lists. A monster's spellcasting ability is considered a Magic Ability, and can be sealed through use of the Status Condition *Silence* as normal. Each Spell has its own XP and Gil modifiers based on Spell Level or MP cost; the modifiers for a monster's spellcasting ability are equal to the sum of all Spells it can cast.

SPELL	XP MODIFIER	GIL MODIFIER
Level 1	+8	+5
Level 2	+15	+9
Level 3	+25	+14
Level 4	+33	+21
Level 5	+45	+30
Level 6	+55	+37
Level 7	+64	+44
Level 8	+80	+55
Blue (1 - 9 MP)	+8	+5
Blue (10 - 18 MP)	+15	+9
Blue (19 - 27 MP)	+25	+14
Blue (28 - 40 MP)	+33	+21
Blue (41 - 54 MP)	+45	+30
Blue (55 - 67 MP)	+55	+37
Blue (68 - 84 MP)	+64	+44
Blue (85+ MP)	+80	+55
Call (1 - 25 MP)	+27	+14
Call (26 - 60 MP)	+42	+29
Call (61 - 100 MP)	+64	+44
Call (101+ MP)	+88	+59

Giving a monster the ability to cast *Holy*, *Flare* and *Meteor* – three Level 8 Spells – would thus incur XP and Gil modifiers **+240** and **+165** respectively. Note that unlike Mages, monsters are not required to purchase a Spell's prerequisites in order to obtain the Spell itself, nor are they bound by any other restrictions; Black, White

and Time Spells may be freely mixed with one another. Spells, however, are bought as-is, and cannot be combined with Modifiers.

One thing to keep in mind when purchasing magic is the fact that monsters have significantly higher Hit Point values than a comparative PC. Because of this, a Spell that causes a respectable amount of damage against a monster will usually annihilate a PC in one shot. One way to regulate this is to slow monsters' Spell progression, giving them higher-level magic like *Blizzaga* 7 to 10 Levels after the PCs have obtained it; the other is to keep monsters' MAG scores low.

JOB ABILITIES

Monsters can also be given Job Abilities from the Ability Sets in **Chapter 4**, though such additions need to be carefully weighed – damage-dealing Abilities in particular can decimate a Party if carelessly chosen. To keep these problems in bounds, monsters should obtain Abilities 10 to 20 Levels after the PCs would normally have access to them. In addition, it may help to keep monsters' damage-determining Attributes relatively low.

Job Abilities are bought 'as-is,' and cannot be combined with Modifiers. Any Ability based on an Attack Action uses the monster's weakest Attack Action as a basis for damage; for Abilities that use Expertise, use the monster's M. ACC - 50 instead.

Each Ability added has its own XP and Gil modifiers based on the Level at which the Ability would normally be acquired by a PC. Abilities may be freely mixed and matched from several Ability Sets, though this may result in combinations many times more powerful than their basic Level would indicated. Pricing in this case can be adjusted as needed, as Level alone is not always a reliable indicator of overall power.

ABILITY AT LEVEL	XP MODIFIER	GIL MODIFIER
Level 1 – 5	+10	+3
Level 6 – 12	+18	+7
Level 13 – 19	+26	+9
Level 20 – 26	+32	+12
Level 27 – 33	+44	+16
Level 34 – 40	+53	+19
Level 41 – 47	+61	+22
Level 48 – 54	+70	+25
Level 55 – 61	+78	+28
Level 62+	+86	+31

MOVEMENT ABILITIES

Movement Abilities govern how a monster moves in combat. Most monsters will only have one Movement Ability, usually *Move-Ground*, some may combine multiple forms of movement, giving them greater versatility – and nuisance value.

Monsters with multiple movement types can switch between them at the cost of an Action in combat, a fact that means they can be combined with the *SOS-Lose*, *SOS-Gain*, and *MP Cost* Modifiers

presented earlier. If Modifiers are applied, change the Movement Ability's XP and Gil modifiers accordingly.

MOVE-BURROW

Effect: The monster tunnels through the earth, although it may not be capable of attacking until it surfaces. Burrowing monsters ignore all terrain modifiers unless attempting to tunnel through water; in this case, normal modifiers are applied. While burrowing, a monster's EVA, ARM, and M. ARM values are at **+100%**.

XP MODIFIER	GIL MODIFIER
+60	+20

MOVE-FLIGHT

The monster is capable of flying, and is treated as if afflicted with a permanent *Flight* effect. Unlike the Status Condition of the same name, this *Flight* may not be dispelled or otherwise removed during the course of the battle, except through the use of effects like the Time Magic Spell *Drag*.

XP MODIFIER	GIL MODIFIER
+20	9

MOVE-FLOAT

Effect: The monster levitates, hovering up to one meter off the ground as if afflicted with a permanent *Float* effect. Unlike the Status Condition of the same name, this *Float* may not be dispelled or otherwise removed during the course of the battle, except through the use of effects like the Time Magic Spell *Drag*.

XP MODIFIER	GIL MODIFIER
+19	+6

MOVE-GROUND

Effect: The monster has the ability to move on land. Standard Movement Ability for most monsters.

XP MODIFIER	GIL MODIFIER
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MOVE-TELEPORT

Effect: The monster is capable of displacing itself through space, moving from one location to the next in the blink of an eye. While this has no effect on a monster's movement range, it does confer two important advantages. Firstly, if the monster is targeted by a Single-target Slow Action and teleports before it goes off, the Action has no effect – the monster is assumed to have relocated far enough away to avoid any ill effects. Secondly, the monster's SPD Rating is doubled when the players roll to Escape, making it significantly harder to run from. As it is a natural ability rather than a Spell, *Move-Teleport* cannot be sealed through the use of Status Conditions.

XP MODIFIER	GIL MODIFIER
+60	+40

MOVE-WATER

Effect: A monster with *Move-Water* is able to effectively drift, float, and swim in a submarine environment, ignoring all penalties for moving through Shallow and Deep Water as well as being able to act Underwater without penalties. However, without the *Move-Ground* Movement Ability, they cannot venture onto dry land.

XP MODIFIER	GIL MODIFIER
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SUPPORT ABILITIES

A monster's Support Abilities confer specific benefits and properties without the need to spend an Action to activate them. *Notorious* monsters gain the Support Abilities *Status Immunity (Death)* and *Status Immunity (Condemn)* at no additional XP or Gil cost; Boss and End Boss monsters the Support Ability *Status Immunity (Fatal)*. Support Abilities cannot be sealed and can only be combined with the *SOS-Gain* and *SOS-Lose* Modifiers.

AUTO-STATUS

Effect: The monster is permanently under the effects of a certain Status Condition, and begins the battle with that Condition active. This Condition can be removed through the use of Spells or Abilities such as *Dispel*, but will be re-added during the next Status Phase and only fully cancelled once the monster is defeated. *Auto-Status* can be taken in conjunction with both positive and negative Status Conditions. XP and Gil values depend on the exact Status being taken:

- Class I Positive:** *Float, Agility Up, Spirit Up, [Element] Spikes*
- Class II Positive:** *Protect, Shell, Armor Up, Mental Up*
- Class III Positive:** *Haste, Reflect, Power Up, Magic Up*
- Class IV Positive:** *Regen, Aura, Vanish*
- Class I Negative:** *Berserk, Blind, Poison, Sleep, Slow, Zombie*
- Class II Negative:** *Confuse, Sap, Unaware*
- Class III Negative:** *Mini, Toad, Venom*
- Class IV Negative:** *Condemn, Petrify*

TYPE	XP MODIFIER	GIL MODIFIER
Class I Positive	+19	+6
Class II Positive	+30	+10
Class III Positive	+44	+15
Class IV Positive	+64	+21
Class I Negative	-19	-6
Class II Negative	-30	-10
Class III Negative	-44	-15
Class IV Negative	-64	-21

BAD SCAN

Effect: If analyzed via the *Scan* Spell, the Equipment Ability *Sensor*, or any similar effect, the monster will return incorrect information intended to mislead the Party. How the *Scan* is 'tampered' with is left to the designer to decide, but should be noted in the monster's writeup – one of the more obvious uses would have the monster register as having a Weakness to an Element they in fact Absorb, or vice versa, though there are other possibilities. Useless or not, scanning the monster still costs MP or Actions as usual.

XP MODIFIER	GIL MODIFIER
+14	+7

CAN'T SCAN

Effect: The monster cannot be analyzed by means of the *Scan* Spell, the Equipment Ability *Sensor*, or any similar effect. Any attempts to do so cost Actions and MP as usual, but return no useful information.

XP MODIFIER	GIL MODIFIER
+10	+4

COMEBACK

Effect: The monster cannot be killed by normal means. Attacks can damage and even incapacitate it, but it is only a matter of time before the fell beast is back on its feet and ready for more action. If reduced to 0 or fewer HP in battle, a monster with *Comeback* is incapacitated as normal, but begins regenerating damage immediately. After a certain number of Rounds, regeneration is complete, and the monster comes back into the battle with **100%** of its Hit Points and Magic Points restored. *Comeback's* XP and Gil values depend on the number of Rounds the monster needs to regenerate.

COMEBACK DELAY	XP MODIFIER	GIL MODIFIER
2 Rounds	+50	+18
4 Rounds	+37	+14
6 Rounds	+25	+9

CRITICAL ATTACK

Effect: By default, monsters' Attack Actions cannot land Critical Hits in combat. A monster with *Critical Attack*, however, is no longer subject to his restriction. *Critical Attack's* XP and Gil values depend on the likelihood of a Critical Hit being landed.

CRITICAL RANGE	XP MODIFIER	GIL MODIFIER
Standard (1 - 10)	+8	+3
Critical+ (1 - 20)	+13	+5
Critical++ (1 - 30)	+18	+7

ELEMENTAL ABSORBANCE

Effect: The monster has an extremely strong affinity towards one or more of the nine Combat Elements, and is considered to have an Absorbance to it. Select which Element *Elemental Absorbance*

applies to when taking this Ability. *Elemental Absorbance* cannot be taken in conjunction with a Weakness, Resistance, or Immunity for the same Element. XP and Gil modifiers are given per Element – having Absorbance towards *Wind* and *Earth* would carry a combined modifier of +66/+30.

XP MODIFIER	GIL MODIFIER
+33	+15

ELEMENTAL IMMUNITY

Effect: The monster has a strong affinity towards one or more of the nine Combat Elements, and is considered to have an Immunity to it. Select which Element *Elemental Immunity* applies to when taking this Ability. *Elemental Immunity* cannot be taken in conjunction with a Weakness, Resistance, or Absorbance for the same Element. XP and Gil modifiers are given per Element – having Immunity towards *Wind* and *Earth* would carry a combined modifier of +30/+14.

XP MODIFIER	GIL MODIFIER
+15	+7

ELEMENTAL POTENCY

Effect: The monster's elemental attacks are more potent than usual, circumventing natural and magical defenses with ease. Select an Element when taking this Ability; any time the monster deals damage associated with that Element, it will deal **125%** damage unless the target has a Weakness to it, where it deals **150%** as normal. Combatants with a Resistance to the Element in question take **100%** damage; a Immunity reduces damage to **50%**, while Absorbance reduces it to **0**. XP and Gil modifiers are given per Element – having *Potency* towards *Wind* and *Earth* would carry a combined modifier of +120/+82.

XP MODIFIER	GIL MODIFIER
+60	+41

ELEMENTAL RESISTANCE

Effect: The monster has an affinity towards one or more of the nine Combat Elements, and is considered to have a Resistance to it. Select which Element *Elemental Resistance* applies to when taking this Ability. *Elemental Resistance* cannot be taken in conjunction with a Weakness, Resistance, or Absorbance for the same Element. XP and Gil modifiers are given per Element – having Resistance towards *Wind* and *Earth* would carry a combined modifier of +14/+6.

XP MODIFIER	GIL MODIFIER
+7	+3

ELEMENTAL WEAKNESS

Effect: The monster is vulnerable towards one or more of the nine Combat Elements, and is considered to have a Weakness to it. Select which Element *Elemental Weakness* applies to when taking this

Ability. *Elemental Weakness* cannot be taken in conjunction with a Resistance, Immunity, or Absorbance for the same Element. XP and Gil modifiers are given per Element – having Weaknesses towards *Wind* and *Earth* would carry a combined modifier of -18/-8.

XP MODIFIER	GIL MODIFIER
-9	-4

EVADER

Effect: A monster with this ability is extremely adept at evading harm. Attacks and Abilities that target the monster have their CoS halved, although Critical Hits may still be scored. Abilities that hit a target automatically only have a CoS of **Accuracy**, **Evasion** of affecting a monster with *Evader*: With Magic Abilities, this CoS is **M. Accuracy**, **M. Evasion**. Item accuracy remains unaffected.

XP MODIFIER	GIL MODIFIER
+35	+25

EVASION+

Effect: Improves the monster's ability to dodge physical attacks by increasing its base Evasion rating. The amount by which the monster's EVA increases determines the XP and Gil modifiers.

TYPE	XP MODIFIER	GIL MODIFIER
Evasion +10%	+10	+3
Evasion +25%	+19	+6
Evasion +50%	+35	+25
Evasion +75%	+60	+25

HEAVY ARMOR

Effect: The monster sports armor heavier than the norm, giving it better resistance against armor-piercing attacks. When a monster with *Heavy Armor* is struck by any attack or Ability which would normally ignore or reduce ARM, ARM is factored into the attack as normal. Note that this does not affect Status Conditions such as *Armor Break* and *Meltdown*, which continue to work as normal.

XP MODIFIER	GIL MODIFIER
+10	+3

LOW EVASION

Effect: The monster is especially sluggish when it comes to dodging. As a result, the following formula is used to calculate the monster's Evasion:

$$([\text{Level} / 2] + \text{SPD} + \text{AGI})$$

Because of the strong impact this can have on a monster's Gil and XP values, this option should not be used on low-Level monsters.

XP MODIFIER	GIL MODIFIER
-33	-11

LOW MAGIC EVASION

Effect: The monster is highly vulnerable to the effects of spellcasting. As a result, the following formula is used to calculate the monster's M. Evasion:

$$([\text{Level} / 2] + \text{MAG} + \text{SPR})$$

Because of the strong impact this can have on a monster's Gil and XP values, this option should not be used on low-Level monsters.

XP MODIFIER	GIL MODIFIER
-33	-11

MAGIC EVASION+

Effect: The monster is more adept than usual at resisting incoming magical attacks, increasing its base M. EVA rating. The amount by which the monster's M. EVA increases determines how much the monster's value is increased by.

TYPE	XP MODIFIER	GIL MODIFIER
M. Evasion +10%	+10	+3
M. Evasion +25%	+19	+6
M. Evasion +50%	+35	+25
M. Evasion +75%	+60	+25

MANABOUND

Effect: As a creature of pure magic, the monster's mana is its lifeblood. A *Manabound* monster whose Magic Points reach 0 is treated as if its Hit Points had been reduced to 0.

XP MODIFIER	GIL MODIFIER
-30	-10

MINION

Effect: The monster's existence is tied to another monster's, usually a controlling or summoning influence. Select a specific monster as the designated 'master' when taking *Minion*; if that monster is reduced to 0 or fewer HP during the course of battle, all *Minions* attached to it are immediately reduced to 0 HP as well.

XP MODIFIER	GIL MODIFIER
-20	-7

MYSTIC RESISTANCE

Effect: The monster is capable of weathering significantly more magical damage than the norm, allowing it to resist even armor-piercing spells. When a monster with *Mystic Resistance* is struck by any attack or Ability which would normally ignore or reduce M. ARM, M. ARM is factored into the attack as normal. Note that this does not affect Status Conditions such as *Spirit Break*, which continue to work as normal.

XP MODIFIER	GIL MODIFIER
+10	+3

NULL DRAIN

Effect: The monster is immune to attacks which draw on its vital or magical essences. Attacks or Abilities that drain HP or MP from a monster with *Null Drain* do damage as normal, but do not restore the attacker's Hit Points or Magic Points.

XP MODIFIER	GIL MODIFIER
+15	+7

RESIST DRAIN

Effect: The monster has improved resistance against attacks which draw on its vital or magical essences. Attacks or Abilities that drain HP or MP from a monster with *Resist Drain* do damage as normal, but only restore **50%** of the Hit Points or Magic Points the attacker would normally regain from such an Action.

XP MODIFIER	GIL MODIFIER
+7	+3

SOS-STATUS

Effect: The monster is subject to a certain Status Condition, activated when its current Hit Points reach **25%** of their maximum value. As with *Auto-Status*, a Status Condition inflicted by *SOS-Status* can be removed through the use of Spells or Abilities such as *Dispel*; but will be re-added during the next Status Phase and only fully cancelled once the monster is defeated. Should the monster be healed to above **25%** of its maximum Hit Points, the Condition will cancel automatically. *SOS-Status* can be taken in conjunction with both positive and negative Status Conditions. XP and Gil values depend on the exact Status being taken:

Class I Positive: *Float, Agility Up, Spirit Up, [Element] Spikes*

Class II Positive: *Protect, Shell, Armor Up, Mental Up*

Class III Positive: *Haste, Reflect, Power Up, Magic Up*

Class IV Positive: *Regen, Aura, Vanish*

Class I Negative: *Berserk, Blind, Poison, Sleep, Slow, Zombie*

Class II Negative: *Confuse, Sap, Unaware*

Class III Negative: *Mini, Toad, Venom*

Class IV Negative: *Condemn, Petrify*

TYPE	XP MODIFIER	GIL MODIFIER
Class I Positive	+7	+2
Class II Positive	+12	+4
Class III Positive	+20	+8
Class IV Positive	+36	+12
Class I Negative	-7	-2
Class II Negative	-12	-4
Class III Negative	-20	-8
Class IV Negative	-36	-12

STATUS RESISTANCE (CATEGORY)

Effect: The monster is partially immune to the effects of one of the Status Condition categories outlined in **Chapter 7**. Any rolls to inflict a Status Condition belonging to this category have their CoS halved. Gil

and XP modifiers depend on the exact category the monster resists.

TYPE	XP MODIFIER	GIL MODIFIER
Immunity: Fatal	+13	+5
Immunity: Mystify	+9	+4
Immunity: Seal	+11	+4
Immunity: Time	+6	+2
Immunity: Toxin	+6	+2
Immunity: Transform	+9	+3
Immunity: Weaken	+9	+4

STATUS RESISTANCE (SINGLE)

Effect: The monster is partially immune to the effects of a particular Status Condition. Any rolls to inflict this Status Condition have their CoS reduced by **-50%**. Gil and XP modifiers depend on the Class of Status Condition the monster is Immune to:

Class I: *Berserk, Blind, Immobilize, Poison, Sleep, Slow, Zombie, Lock*

Class II: *Condemn, Confuse, Curse, Disable, Petrify, Silence, Sap, Unaware*

Class III: *Eject, Mini, [Attribute] Down, [Attribute] Break, Stop, Toad, Venom, Element Weak*

Class IV: *Charm, Death, Frozen, Gravity, Heat, Meltdown, Stone*

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+2	+1
Class II	+4	+1
Class III	+6	+2
Class IV	+8	+3

STATUS IMMUNITY (CATEGORY)

Effect: The monster is wholly immune to the effects of one of the Status Condition categories outlined in **Chapter 7**. Any rolls to inflict a Status Condition belonging to this category have a CoS of 0. Gil and XP modifiers depend on the exact category the monster is Immune to.

TYPE	XP MODIFIER	GIL MODIFIER
Immunity: Fatal	+25	+10
Immunity: Mystify	+18	+8
Immunity: Seal	+22	+9
Immunity: Time	+12	+5
Immunity: Toxin	+13	+5
Immunity: Transform	+18	+7
Immunity: Weaken	+19	+8

STATUS IMMUNITY (SINGLE)

Effect: The monster is wholly immune to the effects of a particular Status Condition. Any rolls to inflict this Status Condition have a CoS of 0. Gil and XP modifiers depend on the Class of Status Condition the monster is Immune to:

Class I: *Berserk, Blind, Immobilize, Poison, Sleep, Slow, Zombie, Lock*

Class II: *Condemn, Confuse, Curse, Disable, Petrify, Silence, Sap, Unaware*

Class III: *Eject, Mini, [Attribute] Down, [Attribute] Break, Stop, Toad, Venom, Element Weak*

Class IV: *Charm, Death, Frozen, Gravity, Heat, Meltdown, Stone*

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+5	+2
Class II	+9	+3
Class III	+12	+5
Class IV	+16	+6

WEAK SPOT

Effect: The monster is vulnerable to a certain kind of attack or effect. Select a single Ability, Item, or damage type as a vulnerability when adding *Weak Spot* to a monster, as well as one or more negative Status Conditions. If an attack or effect the monster is vulnerable to is used on it, the selected Status Condition – or Conditions – will automatically be added to the monster. XP and Gil modifiers for *Weak Spot* depend on the actual Condition inflicted, and are given per Status – to have a monster suffer from *Confuse* and *Slow* if struck by Lightning Elemental damage, for instance, incurs a modifier of -29/9.

Class I: *Berserk (4), Blind (4), Curse (4), Disable (4), Immobilize (4), Poison (∞), Silence (4), Sleep (4), Slow (4)*

Class II: *Condemned (4), Confuse (4), Petrify (4), [x] Down (6), Sap (4), Unaware (1)*

Class III: *Eject, Mini (4), Toad (4), [x] Break (6), Stop (4), Venom (4), Zombie (∞)*

Class IV: *Charm (4), Death, Frozen (4), Heat (4), Meltdown (2), Stone (∞)*

TYPE	XP MODIFIER	GIL MODIFIER
Class I	-10	-3
Class II	-19	-6
Class III	-30	-10
Class IV	-44	-15

X-FIGHT

Effect: The monster can take two Attack Actions at the cost of just one Action in battle. Targets must be declared separately for each attack, though both may target the same combatant.

XP MODIFIER	GIL MODIFIER
+50	+18

REACTION ABILITIES

Monster Reaction Abilities work like those used by the PCs, and are triggered by specific circumstances in combat. They are sealed by the Status Condition *Immobilize*, and may be combined with the *SOS-Gain*, *SOS-Lose*, and *Unsealable* Modifiers.

COUNTER ATTACK

Effect: The monster is capable of responding to enemy attacks with a potent counter-assault. *Counter Attack* triggers when the monster takes Physical damage from an enemy Action, and allows the monster to immediately use a specific Attack, Spell, or Action Ability against that opponent at no Action cost. Select one Attack, Spell, or Action Ability to use in conjunction with *Counter Attack* when taking this Reaction Ability, or create a new one; the XP and Gil costs for *Counter Attack* depend on its CoS, and are added to the attack's final value.

COUNTER CoS	XP MODIFIER	GIL MODIFIER
50%	+14	+7
75%	+22	+11
Automatic	+44	+22

COUNTER MAGIC

Effect: The monster is capable of responding to enemy magic with a potent counter-assault. *Counter Magic* has a CoS of either **30%** or **60%** of triggering when the monster takes Magical damage from an enemy Action, allowing the monster to immediately use a specific Attack, Spell, or Action Ability against that opponent at no Action cost. Select one Attack, Spell, or Action Ability to use in conjunction with *Counter Magic* when taking this Reaction Ability, or create a new one; the XP and Gil costs for *Counter Magic* are added to the attack's final value.

COUNTER CoS	XP MODIFIER	GIL MODIFIER
30%	+15	+7
60%	+24	+12
Automatic	+48	+24

COUNTER STANCE

Effect: By entering into a special defensive posture at the cost of an Action, the monster can intercept opponents' attacks. Select an Attack, Action Ability, or Spell for *Counter Stance* to be attached to, as well as a damage type – Physical or Magical – to respond to. For as long as the *Counter Stance* remains in effect, the monster will counter with the chosen attack when it takes damage of the selected type from an opponent's Action. The monster cannot make any other Actions while in a *Counter Stance*, but can come out of it as a free action on its turn.

TYPE	XP MODIFIER	GIL MODIFIER
Physical	+15	+7
Magical	+15	+7

COUNTER STATUS

Effect: The monster's power increases in response to the attacks of its opponents. Power Up automatically adds a positive Status Condition (4) to the monster when it takes a specific kind of damage – Physical, Magical, or one of the nine kinds of Elemental – from an enemy Action. Specify which of the three triggers Counter Status,

and select a corresponding Status Condition; XP and Gil values are given per Status added, and depend on the exact Status taken:

Class I: *Float, Agility Up, Spirit Up, [Element] Spikes*

Class II: *Protect, Shell, Armor Up, Mental Up*

Class III: *Haste, Reflect, Power Up, Magic Up*

Class IV: *Regen, Aura, Vanish*

Though Counter Status can add multiple Status Conditions, adding this feature to a monster below Boss level is not recommended.

TYPE	XP MODIFIER	GIL MODIFIER
Class I	+30	+14
Class II	+35	+16
Class III	+43	+20
Class IV	+59	+24

FINAL ATTACK

Effect: Before dying, the monster can unleash one last attack on its opponents. Select an Attack, Action Ability, or Spell for *Final Attack* to be attached to; the monster will automatically use it upon being reduced to 0 or fewer HP, selecting targets as normal.

XP MODIFIER	GIL MODIFIER
+20	+10

FISSION

Effect: The monster is capable of splitting into identical copies of itself. Select a damage type – Physical, *one* of the nine kinds of Elemental, or Magical – when adding *Fission* to a monster. If reduced to 0 or fewer HP by the selected damage type during the course of a Round, the monster will split into two copies during the Status Phase. Each copy is treated as if it were the monster revived with full HP and MP, and generates Initiative as normal. If defeated, the copies award XP and Gil equal to that of the original monster.

XP MODIFIER	GIL MODIFIER
+10	+3

RETURN DAMAGE

Effect: A certain percentage of all damage inflicted on the monster after modifying for ARM and M. ARM is automatically returned to the combatant that originally dealt it. The combatant's ARM and M. ARM can be used to further reduce this damage. XP and Gil modifiers depend on the exact percentage of damage returned.

RETURNED	XP MODIFIER	GIL MODIFIER
5%	+25	+7
10%	+30	+10
25%	+50	+17

ROTATING WEAKNESS

Effect: The monster's vulnerabilities are always in flux. In order to take *Rotating Weakness*, the monster must have at least one *Elemental Weakness* already in place. If the monster takes damage

from an Element it currently has a *Weakness* against during the course of a Round, the *Weakness* immediately changes; roll a d8 and consult the table below to determine which Element the monster now has a *Weakness* towards. If the Element rolled is the same as the one the monster currently has a *Weakness* towards, the monster's new *Weakness* will be Bio.

Roll	Weakness
1	Earth
2	Fire
3	Water
4	Wind
5	Ice
6	Lightning
7	Holy
8	Shadow

A *Weakness* inflicted by *Rotating Weakness* takes precedence over *Elemental Resistance*, *Elemental Immunity*, and *Elemental Absorbance*, though Status Conditions still override it as normal.

XP MODIFIER	GIL MODIFIER
+21	+7

SAMPLE REACTIONS

Here are a few sample Reactions put together with this system. The monster's Level is given to the right of the attack name.

CHARGE UP

LEVEL 30

Target: Self

Type: Reaction

The monster thrives on electrical energy, and is invigorated by surges of electricity. When triggered, *Charge Up* bestows the Status Conditions *Power Up (4)* and *Magic Up (4)*.

Trigger: Lightning Elemental damage successfully targeting the monster

Attached Attack: --

XP Modifier: 86

Gil Modifier: 40

COUNTER LASER EYE

LEVEL 8

Target: Single

Type: Reaction

When triggered, *Counter Laser Eye* allows the monster to immediately cast the Blue Magic Spell *Laser Eye* on the combatant that targeted the monster. If the monster is *Silenced* or does not have enough MP for the Spell, nothing happens.

Trigger: Magical damage successfully targeting the monster

Attached Attack: *Blue Magic (1 - 9 MP)*

XP Modifier: 56

Gil Modifier: 29

FIELD EFFECTS

Field Effects are special Abilities that allow a monster to change the nature of the immediate battlefield to seal a party's powers or otherwise inconvenience them. A Field Effect takes a single Action to

deploy. Its effects only harm the PCs and their allies; the only way to stop an Effect is by defeating the monster that deployed it. Because Field Effects can have a drastic impact on combat difficulty, it is recommended that they be restricted to Boss monsters and creatures summoned through *Alarm* or *Slave Parts*.

Only one Field Effect may be active at any one time even if multiple monsters can use them, though the current Field Effect can be changed by expending an Action to deploy a new Effect.

ATTACK LOCK

Effect: Basic attacks are locked down. No Attack Actions may be used for as long as *Attack Lock* remains active, though Abilities that take an Attack Action as a basis remain unaffected.

XP MODIFIER	GIL MODIFIER
+22	+7

HP SAP

Effect: The surrounding area continuously drains the party's health, reducing their HP by **5%** of its maximum value at the end of every Round. This Effect is cumulative with anything else that deals damage over time, such as the Status Condition *Poison*, and remains in effect as long as *HP Sap* is active.

XP MODIFIER	GIL MODIFIER
+48	+16

ITEM LOCK

Effect: Item use is locked down. No Item Actions may be taken for as long as *Item Lock* remains active. This includes Abilities that use an Item Action as their basis, such as *Auto-Potion*.

XP MODIFIER	GIL MODIFIER
+33	+11

MAGIC LOCK

Effect: All magical energy on the battlefield is sealed. No Magic Abilities may be used for as long as *Magic Lock* remains active.

XP MODIFIER	GIL MODIFIER
+48	+16

MAGNETIC FIELD

Effect: A powerful magnetic field dominates the area, weighing down any combatant with metallic equipment. Characters wearing Mail, Helmets, Shields, or Gauntlets are afflicted with the Status Condition *Slow*, even if they would normally be immune to it; the same applies to characters wielding any Weapon other than Boomerangs, Bows, Flails, Gloves, Rods or Staves. *Slow* cannot be canceled for as long as *Magnetic Field* remains active.

XP MODIFIER	GIL MODIFIER
+48	+16

MP SAP

Effect: The surrounding area continuously drains the party's mana, reducing their MP by **5%** of its maximum value at the end of every Round. This Effect is cumulative with anything else that deals damage over time, such as the Status Condition *Venom*, and remains in effect as long as *MP Sap* is active.

XP MODIFIER	GIL MODIFIER
+48	+16

SPELL LOCK

Effect: A powerful anti-magic field disrupts all spellcasting in the area. No Spells may be used for as long as *Spell Lock* remains active.

XP MODIFIER	GIL MODIFIER
+33	+11

TECHNIQUE LOCK

Effect: Non-magical techniques are locked down. No Slow or Fast Abilities may be used for as long as *Technique Lock* remains active, though Magic Abilities continue to function as normal.

XP MODIFIER	GIL MODIFIER
+48	+16

BOSS ABILITIES

The following Support Abilities are powers only available to Boss and End Boss monsters.

DECOY

Effect: For protection's sake, the monster surrounds itself with doppelgangers, taking safety in numbers. A *Decoy* is entirely identical in appearance to the monster it replicates; not even a *Scan* Spell would be able to find a difference between the two. For this reason, *Decoys* are treated as a separate targets in combat, though they have no HP of their own and may make no Actions; the only way to destroy them is to eliminate their 'parent.'

The *Decoy's* effects depend on how the Party direct its attacks. If the original monster is hit, it will take damage as normal, but striking a *Decoy* will result in an immediate counterattack; the monster itself suffers no ill effects. This attack takes the form of a Reaction Ability that must be assembled and paid for separately from the *Decoy*. XP and Gil values are given per *Decoy* assigned; a monster with three *Decoys* would incur XP and Gil modifiers of +60 and +75 respectively.

XP MODIFIER	GIL MODIFIER
+20	+25

IMMUNITY-ALL

Effect: The monster has Immunity to all negative Status Conditions –

Fatal-type, Mystify-type, Seal-type, Time-type, Toxin-type, Transform-type, and Weaken-type. Any rolls to inflict a Status Condition have a CoS of 0.

XP MODIFIER	GIL MODIFIER
+80	+30

SLAVE PART

Effect: Some bosses in the *Final Fantasy* games are so large that they are actually composed of multiple parts. In the *FFRPG*, this is simulated by giving a Boss *Slave Parts*. A *Slave Part* is created as if it were an individual monster with the *Slave Part* Ability, and is treated as an individual combatant with its own Initiative in combat. However, it cannot move under its own power – it moves where the Boss moves.

Slave Parts are incapacitated as normal when they are reduced to 0 HP, though they award no Gil or Experience when defeated; instead, the XP and Gil values of a Boss's *Slave Parts* are added to the Boss's own. When the Boss is reduced to 0 HP, all of its *Slave Parts* are also reduced to 0 Hit Points, regardless of current HP, ARM, or M. ARM. *Slave Parts* come in three types:

Normal Parts begin the battle with the Boss, and are permanently incapacitated when reduced to 0 HP in combat.

Summoned Parts must be brought into battle by the Boss at the cost of an Ability Action. If reduced to 0 or fewer Hit Points in combat, the controlling monster may revive them with full HP and MP at the cost of a second Action.

Auto-Reviving Parts revive with full Hit Points and Magic Points two Rounds after being incapacitated.

You can mix and match types as needed – a Boss could easily be composed of two Normal Parts and a Summoned Part.

TYPE	XP MODIFIER	GIL MODIFIER
Normal	-30	-10
Summoned	-10	-5
Auto-Reviving	0	0

X-ACTION

Effect: The monster can take two Actions for the cost of just one, provided neither of the two is *Slow* or on a *Countdown*. The Actions take effect one after the other; after the resolution of the second, the monster's turn ends. In the interests of fairness, it is not recommended that *X-Action* be used for two consecutive Actions with Target: Group or two Actions targeting the same combatant.

XP MODIFIER	GIL MODIFIER
+80	+30

REWARDS

Once a monster's details, Attributes, Combat Statistics, and Abilities have been defined, the creation process is essentially complete. All

that's left to do is to figure out how much the resulting beast is worth.

EXPERIENCE VALUE

Add up all the XP Modifier values tallied up during the creation process, then multiply the total by the monster's Level. The end result is the monster's **XP Value**. As should be apparent at this point, the XP value of a monster is directly dependent on how much of a challenge it poses to your players.

GIL VALUE

Aside from the Experience Points it grants upon being defeated, every monster has also a **Gil Value**. This is calculated by adding together all of the Gil Modifiers tallied during the creation process and multiplying the total by the monster's Level. What this represents is up to the GM; most e-games have monsters just drop Gil when they are defeated, regardless of feasibility.

In a more 'realistic' game, the monster's Gil Value represents the monetary worth of components and materials extracted via a successful *Scavenging* Skill Test. This **Loot** is carried in the party's Inventory, and can then be sold in the next town for a number of Gil equal to the monster's Gil value. Loot can be fairly diverse, as almost any part of a monster has *some* use – leather, fur, oils, perfumes, meat, ivory, or simple trophies are all acceptable Loot items.

If the party needs money more than experience, GMs should feel at liberty to swap a monster's XP and Gil values.

ITEMS

In addition to the more obvious Gil and XP awards, monsters may drop items and other pieces of equipment on occasion. These can also be stolen by Thieves by means of the *Steal* and *Mug* Abilities. To track these, fill out a **Treasure Table** for the monster. A Treasure Table has four entries, and is set out as follows:

Roll	Item
51-100	Common Item
25-50	Uncommon Item
08-24	Rare Item
01-07	Very Rare Item

The classifications used here are relatively self-explanatory. Common items will be those most frequently dropped by the monster, with each subsequent slot representing items of increasing rarity and value. A filled-out table thus might look something like this:

Roll	Item
51-100	Potion
25-50	Hi-Potion
08-24	Hi-Ether
01-07	Phoenix Down

To determine which items and equipment a monster relinquishes, the GM rolls a d% after the battle is over and simply checks the Table for the corresponding entry. Note that not every creature must

have all four slots filled, nor does each slot have to be unique. Some monsters may only drop a single kind of item, and infrequently at that.

Recovery Items, Battle Items, and One-Shot Items will make up the vast majority of monster drops; in most cases, these should be tailored to coincide with the monster's origins, properties and attacks. Creatures that use *Poison* and *Venom* should drop the occasional Antidote as a matter of common courtesy; aerial creatures like the Thrustaevis, on the other hand, would be good candidates for items like Shear Feathers and Windmills. A Treasure Table can also contain Weapons, Armor, Accessories, and Key Items. Guidelines for awarding all of these can be found in **Chapter 10**.

“How many steaks do you think we can get out of these?”

Wakka
FINAL FANTASY X

For GMs wondering how to reconcile item drops with creatures who would have no reason to carry items in the first place, item rewards can be synthesized from Loot once the players sell it.

? Treasure Tables in Action

Having dispatched the last of Deathstight's forces, the players now take a minute to catch their breath and count the spoils.

Rodger (GM): That's the end of the soldiers. Searching the bodies, you find...

Checking his notes, Rodger finds the Soldiers' item table to be set out as follows:

Roll	Item
51-100	Potion
25-50	Echo Screen
08-24	Echo Screen
01-07	Phoenix Down

He rolls a d% three times, once for each defeated monster, coming up with a 79, a 35 and a 84 – a Potion, an Echo Screen and another Potion.

Rodger: Two Potions and an Echo Screen.

Rob (Hiro): I'm taking the Potions, then. Anybody want the Echo Screen?

Blair (Mint): I'll take it. I've been doing a lot of Item-slinging of late.

Rob: Sure.

Rodger: As you prepare to step over the prone bodies, a deep rumble shakes the length of the airship. From above, you can hear panicked shouting.

M (Haze): “This doesn't bode well,” Haze remarks, pushing the door open. “Let's hurry up and find a way to get off this thing.”

CONVERTING MONSTERS

With hundreds of fierce and fearsome opponents on offer, many GMs will want to turn to the Final Fantasy games for creatures to throw at their players. Converting an e-game monster to the **FFRPG** ruleset requires some careful decision-making, but becomes a relatively straightforward process with practice.

The first thing to do is fill out the monster's profile. Type, Size, Intelligence, Reaction and Habitat will be either based directly on the information given in the game, or on a few educated guesses from the available data. Here, real-life sources may help to flesh out details glossed over by the game itself, particularly when dealing with monsters based on actual flora or fauna.

While it's easy to discover a monster's Level in a given game, bear in mind that each game has its own definition of 'high-end.' In the **FFRPG**, PCs peak at or around Level 65, whereas the e-games may see characters tackling their final challenges at anywhere between Level 50 and 80. Make an approximation by considering how far into the e-game a monster is encountered, and how difficult the encounter was for the party at the time. Monsters encountered near the beginning of the game generally translate to Levels 1 through 10 in the **FFRPG** system, whilst those near the end-game will be at Levels 70 and above. The Levels 90 to 100 should be reserved solely for end-of-game opponents and high-powered 'challenge bosses' such as Shinryuu, Ruby Weapon, Omega Weapon, and Yiazmat.

Due to the differences in Attributes from game to game, any numbers available should be used as a rough guideline rather than as gospel. Instead, observe how the creature performs in battle and note down the monster's dominant characteristics as they become apparent. Attribute Points can then be assigned according to your observations: 'tough and strong,' for instance, means pumping up VIT and STR; 'fast, powerful magic,' on the other hand, would indicate that most of the monster's Attribute Points go to SPD and MAG. The same reasoning extends to the monster's Combat Statistics.

Attacks are, again, a matter of observing and making a judgment call based on the result. As a rule of thumb, an evenly-matched monster should take off roughly 10% of a character's maximum HP with a normal attack; adjust STR accordingly, adding Status Conditions, special properties and Elemental affinities as needed.

If a monster appears in several e-games, things become either simpler or more complex, depending on how fleshed-out each extant version is. The first rule of thumb is to always respect uniqueness; if a given monster is a palette-swapped variation on another creature in one game and a distinctively individual creation in another, always go for the latter. Because the **FFRPG** is a 'middle ground' between several different e-games, it is perfectly acceptable to pick and mix abilities and properties from several different games rather than attempting to use just one particular version as a benchmark.

Elemental Resistances, Immunities, Absorbances and Weaknesses can be ported over directly; the same goes for Immunities in regard to Status Conditions. Some allowances will inevitably have to be

made for Status Conditions and Elements which do not appear in the FFRPG or in the e-game in question. For instance, the elements Water and Shadow are not strongly defined until later in the series, and a distinct Shadow-type Spell did not appear until **Final Fantasy IX**. In cases such as this, you may need to go back and retroactively assign Element Immunities and Weaknesses as appropriate, even if the original creature did not have them.

Other Status Conditions just don't have an equivalent in the FFRPG. Examples of this include **Final Fantasy Tactics'** *Chicken* and *Oil* and **Final Fantasy IX's** *Trouble* and *Virus*. While it may be tempting to include rules for such Statuses on grounds of completeness, it should be pointed out that many of these were deliberately excluded from the FFRPG core rules due to balance and playability concerns. The best examples of this are the various Transform-type Status Conditions floating around the series. While most games – and by extension, the FFRPG – use *Toad*, **Final Fantasy IV** and **VI** replaced it with *Pig* and *Imp*, respectively. While the three are different from a cosmetic standpoint, there is no mechanical difference between

turning a character into a toad and turning them into a pig. For this reason, the FFRPG only uses *Toad* – there is no need for three separate Status Conditions when just one will do.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Armor Base. Base value determining a monster's overall ARM.

Hit Base. Base value determining a monster's overall HP.

Magic Base. Base value determining the monster's overall MP.

Magic Armor Base. Base value determining a monster's M. ARM.

Modifier. Any additional property attached to a basic Attack to enhance its effects. Can also be used in conjunction with Abilities in some cases.

Monster Family. A grouping of monsters who share similar characteristics.

“Are you our enemy?”
“That is up to you...”

Zidane Tribal and Ramuh
FINAL FANTASY IX

This Appendix introduces the world of Summon Magic, one of the most powerful and challenging schools of magic in the *Final Fantasy* universe.

THE BASICS OF SUMMONING

Fundamentally speaking, Summon Magic is the ability to command a host of powerful arcane beings collectively known as the *Summons*. What its practitioners bring into the physical world is not the Summon itself, but an *avatar*, an extension or 'echo' of a more powerful magical entity known as the *Prime Summon*. The Prime Summon dwells on a plane of existence separate from the physical realm at large, interacting with material beings by projecting images of itself across the gap.

Because of the enormous quantities of magical energy required to sustain these images, an avatar can only exist in the physical realm for a limited time before disappearing once again. Typically, this energy is supplied by the summoner, and is drawn from the summoner's own mana reserves. As a result, the avatar's 'lifespan' hinges heavily on the summoner's training and natural power. Callers, who learn summoning alongside other schools of magic, cannot keep avatars 'grounded' for more than a handful of seconds; full-fledged Summoners can draw this out as long as fifteen or twenty minutes, albeit only after many years of training.

An alternative is to bind the avatar to a locus in the physical world. Generally, this is a particular location where the levels of ambient magic are high enough to feed the avatar's needs, or a magically charged artifact such as a crystal in which the avatar can hibernate. In extreme cases, the avatar can even take residence in the body or mind of a living creature, though such a fusion has serious consequences for the 'host.'

Avatars can vary greatly in appearance and power, depending on their proximity to the Prime Summon they are derived from. Some basic features are universal; the fire Summon Ifrit has varied from green-skinned giant to furred beast-man, but each incarnation retains the same pair of great horns that have become his trademark. His icy counterpart, Shiva, typically appears as a pale-skinned woman, though her form veers between recognizably

human and distinctly alien. Others are more predictable: Bahamut always appears as a great dragon, while Leviathan takes the form of a mighty sea serpent.

While a Summon's physical appearance can be shaped radically by beliefs and imagination, most summoners have a particular image of each Summon drilled into them over the course of their training. This leads to a certain homogeneity among avatars in a given world.

Restrictions

Because Summon Magic is not like other kinds of magic, there are two important restrictions on how it can be used in the *FFRPG*. These are:

A Summoner may only have one active Summon at any one time. In order to change Summons, the active Summon must be dismissed and a new Summon brought into battle.

A Summon cannot be Summoned or Called by anybody else as long as it remains an active combatant. In essence, this means that if Ifrit is Summoned, nobody else may Summon or Call Ifrit until he is dismissed. Calls have no such limit because they do not 'anchor' a Summon, but merely bring it into the battle for a few seconds.

USING EVOCATION MAGIC

Also known as *Calling*, Evocation Magic is the simplest form of Summoning known to spellcasters. By sacrificing duration for ease of conjuration, Evocation allows even mages who do not specialize in Summon Magic to access the power of a Summon in combat.

Evocation Magic works like any other Spell in the *FFRPG*: a target is selected, the appropriate number of Magic Points are subtracted from the caster's total, and the effects are applied. The exact effects of Calling a Summon are listed at the end of its profile.

Because of its fire-and-forget nature, Evocation Magic cannot be used to make a Summon carry out complex tasks, though the offensive and curative effects of a Call can be used both in and out of combat in the same manner as any other Spell.

USING SUMMON MAGIC

Because it makes an active combatant out of the Summons it calls on, true Summon Magic is rather more complicated than its little brother, but enjoys significantly greater flexibility and power in exchange.

Targeting

A Summon acts as an independent combatant on the battlefield, and may be targeted accordingly. As long as the Summon is active, however, its Summoner cannot be targeted either directly or indirectly. During this time period, any damage that the Summoner would normally suffer is taken by the Summon instead. The only exception to this is damage inflicted by Death, Near-Fatal, and Gravity-type effects – see the section on *Status Conditions* below for more details.

Attributes

A Summon's Attributes are equal to those of its Summoner, including any bonuses from Equipment Abilities. In practice, this means that the Summoner's Attributes are used in all damage calculations. If a Summon is called up to perform a specific task that would normally require a Task Check against an Attribute – say, Summoning Titan to support a collapsing house – the GM may waive the Task Check if the Summoner's physique or shape seems particularly suited to the task.

Combat Statistics

Hit Points: A Summon's maximum Hit Points are equal to its Summoner's maximum Hit Points – Equipment Ability bonuses included – multiplied by the Summon's Hit Point modifier. For instance, a Summoner with 300 Hit Points summoning Lakshmi (x 1.5) would result in a Lakshmi with a maximum HP value of 450 HP.

A Summon who has 1 or more HP remaining is a valid target for Recovery Items and effects, and may use them to regain Hit Points. Out of battle, Summons also restore Hit Points if the Summoner rests or uses a healing fixture. In this case, the Summon regains Hit Points at the same rate as the Summoner would – **100%** for Full or Intensive Rest, **75%** for Travel Rest, **50%** for Fitful Rest, and so forth.

Because of this, a Summon's current HP value carries over between summonings, making it possible for a Summon to enter battle with fewer than its maximum Hit Points. For instance, if Lakshmi had suffered 200 HP worth of damage before being dismissed and had not been healed between summonings, she would be summoned the second time with just 250 out of 450 Hit Points remaining.

Summons whose current Hit Points are 0 cannot be summoned again until they have been restored by rest, as explained below.

! Lakshmi A, Meet Lakshmi B

While a Summon cannot be brought into battle as an active combatant by two different parties at once, it *is* possible for multiple combatants to draw on the same Summon over the course of a battle. Because each Summoner calls up his or her own 'version' of a Summon, damage does not carry over from Summoner to Summoner, but only affects the Summoner's own 'version.' If one Summoner calls up Ifrit and dismisses him with 200 Hit Points remaining and a second Summoner calls Ifrit up later in the same battle, the second Summoner's version of Ifrit will not be affected by the first version's Hit Point loss. Similarly, if the first Summoner's Ifrit is reduced to 0, this will not prevent the second Summoner from calling upon his services.

Magic Points: Summons have no Magic Points of their own. Any Action that has an MP cost associated with it instead draws these MP from the Summoner's own reserves.

M. ACC, DEX, and MND are all equal to the Summoner's own, Equipment Ability modifiers included.

ACC is equal to the Summoner's own, using the Summoner's highest available Weapon Skill.

ARM and **M. ARM** are both 0.

Support and Equipment Abilities

All Summons come with their own distinctive Support Abilities. These Abilities apply to the Summon and the Summon alone; the Summoner gains no benefit from them just as the Summon gains no benefit from the Summoner's Support Abilities.

Similarly, the Summon does not directly benefit from the Summoner's Equipment Abilities, though there are four Equipment Abilities that can indirectly affect the Summon's actions: *Headhunter*, *Sensor*, *Auto-MP Quarter*, and *Auto-MP Half*.

Actions

A Summon may act immediately upon being Summoned, and will generate Initiative as normal in subsequent Rounds. The following Actions are available to Summons:

Attack. A Summon can make Attack Actions in the same manner as a PC. The Damage Code for the Attack can be found in the Summon's profile.

Defend. The Summon can make Defense Actions as normal.

Wait. The Summon can make Wait Actions as normal.

Ability. The Summon can use an Ability Action to use its Summon Ability or cast a Spell from the list given in the Summon's profile. Depending on the circumstances, they may also be able to use a Grand Summon Ability. Grand Summon Abilities are designated with an asterisk (*) in the Summon's profile.

Any Ability that costs MP will draw that MP from the Summoner's pool. If the Summoner does not have enough Magic Points left for the Ability, it may not be used.

Status Conditions

Barrier and Enhance-type Status Conditions are the only ones capable of affecting a Summon. All others – including Death, Near-Fatal, and Gravity-type effects – will affect its Summoner, though the Summon's Combat Statistics are used to resist such attacks where appropriate. If the Summon is struck by an attack that inflicts damage as well as a Status Condition, the Summon suffers damage as normal, transferring only the Status Condition to its Summoner.

As long as the Summon remains in combat, the effects of all Status Conditions active on its Summoner, positive or otherwise, are suspended. However, certain Status Conditions may result in a Summon's instant dismissal – see the section on *Dismissal* below for more details.

Dismissal

Once called up, a Summon can stay on the battlefield for up to six (6) rounds before automatically being dismissed. A Summon will be dismissed sooner than this if:

The battle ends. An active Summon is automatically dismissed once the last opponent on the battlefield is incapacitated.

The Summon loses all Hit Points. An active Summon is automatically dismissed if its current Hit Points are reduced to 0 or fewer.

The Summoner is unable to direct the Summon's actions. This occurs when the Summoner falls *Unconscious* or is afflicted with the Status Conditions *Stone*, *Stop*, or *Toad*.

A Grand Summon Ability is used. If a Grand Summon Ability is used, the Summon is automatically dismissed after the Ability's effects have been resolved. This does not include Spells that are only available if the Summon is brought into battle with *Grand Summon* – these can be cast without penalty.

Once the Summon is dismissed, the Summoner becomes an active target once again and is subject to the effects of any remaining active Status Conditions.

Healing Summons

Once summoned, a Summon's Hit Points can be restored by recovery effects and items in the same manner as any other party member's. They also benefit from the effects of resting as described in **Chapter 9**, and regain Hit Points at the appropriate rate. However, Summons reduced to 0 or fewer Hit Points cannot be revived by normal means – the only way to bring them back to fighting fitness is through Full or Intensive Rest.

Advancement

Summons grow in power with the Summoner, gaining new and stronger powers as the Summoner advances in Levels. To reflect this, every Summon has an advancement chart included in its profile, listing the attacks and Spells it gains as the Summoner advances, as well as the damage done by its Abilities at its current Level. These values are absolute – a Summoner cannot choose to 'roll back' these advancements and do less damage in exchange for a lower MP cost.

SUMMON PROFILES

The profiles that make up the rest of this Appendix contain all information needed for Callers and Summoners to work their craft. Each Summon is introduced with a 'summon animation,' followed by its available Abilities, Spells, and Call effect. Any Ability marked with an asterisk (*) cannot be used unless the Summoned Beast was brought into battle by Grand Summon. All damage-dealing effects are modified for the targets' ARM (if STR or AGI based) or M. ARM (if MAG based) unless otherwise noted.

Table AIII-1: Master Summon List

SUMMON	POWERS	SUMMON	POWERS	SUMMON	POWERS
Alexander	Elemental (Holy)	Golem	Support Status (Barrier)	Quetzalcoatl	Elemental (Lightning)
Anima	Elemental (Shadow) Status (Fatal)	Hades	Elemental (Bio) Status (Special)	Ramuh	Elemental (Lightning)
Ark	Multiple	Ifrit	Elemental (Fire)	Remora	Arcane (Physical) Status (Time)
Asura	Recovery Status (Barrier)	Kirin	Recovery Status (Strengthen)	Salamander	Elemental (Fire)
Atomos	Status (Fatal)	Kujata	Elemental (Special)	Seraphim	Recovery
Bahamut	Arcane (Magical)	Lakshmi	Recovery	Shiva	Elemental (Ice)
Bismarck	Elemental (Water)	Leviathan	Elemental (Water)	Siren	Status (Mystify) Arcane (Magical)
Cait Sith	Arcane (Magical) Status (Time)	Lich	Elemental (Shadow) Status (Various)	Syldra	Elemental (Special)
Carbuncle	Status (Barrier) Status (Strengthen)	Jormungand	Elemental (Earth)	Sylph	Recovery
Catoblepas	Arcane (Magical) Status (Seal)	Madeen	Elemental (Holy)	Titan	Elemental (Earth)
Cerberus	Arcane (Magical) Status (Time) Status (Strengthen)	Magus Sisters	Arcane (Magical)	Typhon	Elemental (Wind) Status (Fatal)
Crusader	Arcane (Physical)	Mist Dragon	Elemental (Ice)	Unicorn	Recovery
Diabolos	Status (Fatal)	Odin	Arcane (Physical) Status (Death)	Valefor	Arcane (Magical) Status (Time)
Doomtrain	Elemental (Bio) Status (Special)	Pandemonium	Elemental (Wind)	Valigarmanda	Elemental (Special)
Fairy	Recovery	Phantom	Arcane (Magical) Status (Special)	Yojimbo	Arcane (Physical) Status (Death)
Fenrir	Arcane (Magical) Status (Special)	Phoenix	Elemental (Fire) Recovery		

Lakshmi

A shaft of soft light shines down from above, gradually solidifying into the shape of a beautiful dark-skinned young woman. Draped with a loose-fitting blue robe and crowned with a sunburst of purest gold, she takes her place on the battlefield with all the grace and dignity of a queen.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Regen*

WARM EMBRACE

VARIABLE COST

Target: Single

Type: Recovery

Lakshmi floats behind the target and encircles it within her arms, creating a burst of amber energy that refreshes the target to the core. *Warm Embrace* restores a certain number of Hit Points to the target – see the Advancement table for more details.

LOVING EMBRACE*

VARIABLE COST

Target: Party

Type: Recovery

Lakshmi drifts to the center of the battlefield, tantalizingly raising her hands above her head. On cue, her crown begins to glow, forming a ball of light that radiates out over the Summoner's allies to restore and revitalize all. *Loving Embrace* restores a certain number of Hit Points to all eligible combatants – see the Advancement table for more details.

Table AIII-2: Lakshmi's Advancement

LEVEL	ATTACK	WARM EMBRACE	LOVING EMBRACE*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (5 MP)	---	<i>Poisona</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (10 MP)	---	<i>Stona</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (13 MP)	---	<i>Regen</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (17 MP)	---	<i>Basuna</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (24 MP)	(15 x MAG) + 4d10 (42 MP)	---
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (29 MP)	(17 x MAG) + 4d10 (54 MP)	<i>Esuna*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (37 MP)	(18 x MAG) + 4d12 (60 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (49 MP)	(20 x MAG) + 4d12 (69 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (55 MP)	(22 x MAG) + 4d12 (78 MP)	---

CALL

ALLURING EMBRACE

14 MP

Target: Party

Type: Recovery

Lakshmi spreads her arms, creating a dazzling display of golden light to revitalize the party. *Alluring Embrace* restores **(3 x MAG) + d10 HP** to all eligible combatants.

Valefor

The clouds part as Valefor swoops down from the heavens, great leathery wings cracking like distant thunder. Like many of her ilk, Valefor defies easy description: her tail, hind legs, and wings are of a deep purple hue, resembling those of a drake or great dragon; her upper body almost humanoid in spite of the rust-red feathers and a beaked head white as bone. Great curled claws spring from her shoulders, their awkward look and placement reminiscent of a second pair of wings; a golden chain hangs from one, swinging ever so slowly as Valefor moves in to land before the Summoner and awaits her first command.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float*

SONIC WINGS

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Time)

Valefor takes to the air, wings beating slower and slower until time itself seems to lag behind the Summon; at this point, a final snap of the wings sends a destructive gust of air soaring towards the target, all but bowling it over. *Sonic Wings* inflicts a certain amount of Magical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Sonic Wings* also has a CoS of (M. ACC - 50), M. Evasion of reducing the target's current Initiative by 25%. This has no effect if the target has no further Actions in the current Round.

ENERGY BLAST*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

In one acrobatic sloop, Valefor ascends to hover high above the battlefield, beak glowing golden as magical energy begins to pour into her body. As the accumulated energy reaches its apex, an arcane array shimmers to life in the air in front of the Summon; in an instant, power pours into the array, sending wild blasts of magic roaring into enemy lines. *Energy Blast* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-3: Valefor's Advancement

LEVEL	ATTACK	SONIC WINGS	ENERGY BLAST*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (10 MP)	---	<i>Blizzard, Fire, Thunder</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Water</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Watera</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (29 MP)	(15 x MAG) + 4d10 (47 MP)	---
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (34 MP)	(17 x MAG) + 4d10 (59 MP)	---
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (42 MP)	(18 x MAG) + 4d12 (65 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (54 MP)	(20 x MAG) + 4d12 (74 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (60 MP)	(22 x MAG) + 4d12 (83 MP)	---

CALL

ENERGY RAY

15 MP

Target: Group

Type: Arcane (Magical)

With a piercing cry, Valefor flies up, blue-white power gathering in her open mouth; upon reaching an ideal altitude, she sends a ray of intense energy directly into the enemy group, cleaving the very ground itself in two. *Energy Ray* inflicts (3 x MAG) + d10, M. ARM Magical damage to all eligible combatants, striking automatically.

Remora

The air of battle seems to thicken, becoming viscous, almost liquid. As other combatants struggle to regain their bearings, a swarm of small, golden-scaled fish circle up around the Summoner, baring a fearsome array of razor-sharp teeth as they prepare to move in for the kill...

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Agility Up*

CONSTRICT

18 MP

Target: Single

Type: Status (Special)

Without warning, a portion of the Remora swarm surges forth. In a matter of seconds, a dozen jaws have grabbed hold of the target, all but smothering it in a blanket of thrashing, biting fish. *Constrict* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Agility Down (6)* and *Slow (6)*. Roll separately for each status condition.

FLYING PIRANHA*

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Status (Time)

A large group of Remoras detach from the swarm, gnashing at the target in a frenzy of vicious activity until blood and ichor flow freely. *Flying Piranha* inflicts a certain amount of Physical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal. *Flying Piranha* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Sap (6)*.

Table AIII-4: Remora's Advancement

LEVEL	ATTACK	CONSTRICT	FLYING PIRANHA*	SPELLS
1 - 8	(2 x AGI) + d8	---	---	<i>Burn Ray, Yawn</i>
9 - 16	(3 x AGI) + d8	---	---	<i>Speed</i>
17 - 24	(5 x AGI) + 2d8	---	---	<i>Slow, Ray Bomb</i>
25 - 32	(6 x AGI) + 2d8	---	---	<i>Immobilize</i>
33 - 40	(8 x AGI) + 4d8	---	(15 x AGI) + 4d10 (52 MP)	<i>Slowga*</i>
41 - 48	(10 x AGI) + 3d8	---	(17 x AGI) + 4d10 (64 MP)	<i>Disable*</i>
49 - 56	(11 x AGI) + 4d8	---	(18 x AGI) + 4d12 (70 MP)	---
57 - 64	(13 x AGI) + 4d8	---	(20 x AGI) + 4d12 (79 MP)	---
65+	(14 x AGI) + 5d8	---	(22 x AGI) + 4d12 (88 MP)	---

CALL

LATCH-ON

16 MP

Target: Single

Type: Status (Time)

The summoned Remoras strike as one, overwhelming the target in short order by sheer weight of numbers. *Latch-On* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Immobilize (6)* and *Slow (6)*. Roll separately for each status condition.

Ifrit

The ground rumbles and shakes as a fountain of magma erupts from the earth, carrying a great and fiendish figure with it. Reflected flame glints from its massive horns, highlighting sinewed, ruddy skin and rippling muscles; the figure of a god in a body half man, half beast. With a thud, Ifrit lands squarely on the cooling lava, hellfire erupting from his canine maw as he throws back his head and bellows his defiance to the skies.

Hit Point Modifier: x 2

Support Abilities: *Fire Enhancer, Elemental Absorbance: Fire, Elemental Weakness: Water/Ice*

BURNING STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Fire)

Ifrit lets out a chilling roar as flames begin to dance across his claws. Lunging forward, he smashes his fist into the ground; below the target, the earth cracks and breaks open, releasing gouts of flame and fountains of lava. *Burning Strike* inflicts a certain amount of Fire Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

HELLFIRE*

VARIABLE COST

Target: Group

Type: Elemental (Fire)

Leaping into the air, Ifrit creates two spheres of fire in his hands, waiting just a split-second before hurling them towards the enemy. Even as flames engulf everything in sight, Ifrit spits another roaring blast of flame; the resulting explosion creates a coruscating sphere of fire magic that envelops the enemy, leaving them suspended in mid-air. Foes now immobilized, Ifrit delivers the *coup de grace*: tearing up a great fragment of earth to hurl at the hovering conflagration, shattering the spell and sending everything plummeting back down to earth. *Hellfire* inflicts a certain amount of Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-5: Ifrit's Advancement

LEVEL	ATTACK	BURNING STRIKE	HELLFIRE	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (7 MP)	---	<i>Fire</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (12 MP)	---	<i>Element Spikes (Fire)</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (15 MP)	---	<i>Fira</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (19 MP)	---	<i>Drain</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (26 MP)	(17 x MAG) + 4d10 (59 MP)	<i>Firaga*, Null Element (Ice)*</i>
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (31 MP)	(18 x MAG) + 4d10 (65 MP)	<i>Null Element (Water)*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	---

CALL

INFERNAL BLAZE

21 MP

Target: Group

Type: Elemental (Fire)

The ground shudders as a sphere of molten rock and fire bursts forth beneath Ifrit's feet, carrying Ifrit many feet into the air. As the ball comes into position above the party, the Summon leaps from it, bringing both fists down hard on the rock. The force of the blow sends the fiery mass hurtling towards the enemy until it lands, obliterating all in a mass of flames and superheated rock. *Infernal Blaze* inflicts (6 x MAG) + 2d10, M. ARM Fire Elemental damage to all eligible combatants, striking automatically.

Ramuh

Thunder rumbles in the distance as dark, foreboding clouds gather over the battlefield, casting the proceedings in an eerie half-light. Without warning, bolts of lightning burst forth from the clouds and strike the ground in front of the Summoner, obscuring everything in a single blinding flash. When the glare has faded and the last peal of thunder rung out, the Summoner has been joined by a wizened man with a long grey beard, dressed in loose gray robes and carrying a gnarled staff. Despite his age, not a flicker of weakness or infirmity passes over Ramuh's face; his expression is hard, eyes shining with a terrible majesty.

Hit Point Modifier: x 2

Support Abilities: *Lightning Enhancer*; *Elemental Absorbance: Lightning*,
Elemental Weakness: Earth/Water

SHOCK STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Lightning)
Support

Ramuh lifts his staff high, allowing it to be struck by an errant bolt of lightning from the clouds. Whirling his staff once over his head, he points it at the target and the accumulated electrical charge leaps out, sending countless thousand volts into the target's body. *Shock Strike* inflicts a certain amount of Lightning Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Shock Strike* also has a CoS of **(M. ACC - 50)**, **M. Evasion** to cancel all Enhance- and Barrier-type Status Conditions on the target, save *Shield*.

JUDGEMENT BOLT*

VARIABLE COST

Target: Group

Type: Elemental (Lightning)

The wind begins to howl as Ramuh chants in an arcane language, drawing a swirling, twisting mass of stormclouds to him. He stands unflinching as lightning begins to flash and crackle, letting the bolts strike him again and again until his staff sizzles with barely contained power before hoisting it aloft. In an instant, electricity springs forth in all directions, a rolling wheel of million-volt devastation that spins and scorches with erratic but deadly force. *Judgment Bolt* inflicts a certain amount of Lightning Elemental damage to all eligible combatants in the Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-6: Ramuh's Advancement

LEVEL	ATTACK	SHOCK STRIKE	JUDGEMENT BOLT*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (10 MP)	---	<i>Poison, Thunder</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Element Spikes (Lightning)</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Thundara</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Bio</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (29 MP)	(17 x MAG) + 4d10 (59 MP)	<i>Null Element (Earth)*</i> , <i>Thundaga*</i>
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (34 MP)	(18 x MAG) + 4d10 (65 MP)	<i>Null Element (Water)*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (42 MP)	(20 x MAG) + 4d12 (74 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (54 MP)	(22 x MAG) + 4d12 (83 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (60 MP)	(24 x MAG) + 4d12 (91 MP)	---

CALL

JUDGMENT STAFF

21 MP

Target: Group

Type: Elemental (Lightning)

Tiny arcs of blue-white electricity surge over Ramuh's body as he charges his staff with the wrath of the heavens themselves, waiting until the very tip of it glows golden before hurling it into the midst of the enemy with unexpected force. The gathered power bursts forth on impact, creating an ever-expanding circle of pure lightning that shocks everything in its vicinity with a merciless barrage of bolts. *Judgment Staff* inflicts **(6 x MAG) + 2d10, M. ARM** Lightning Elemental damage to all eligible combatants, striking automatically.

Shiva

As the Summoner completes the final motions of the summoning ritual, man-sized fragments of ice come crashing down on the battlefield, creating a jagged tower of polished, glistening cold. Yet this spectacular structure is only the beginning; instantly, a soft shaft of light falls down upon it, illuminating the gentle fall of snowflakes as a lithe female figure descends from above, landing in the midst of the ice. For a moment, only her reflection is visible: the delicate blue skin covered in strange, inhuman markings, the scant scraps of clothing protecting only her modesty from the elements, multiplied into infinity by countless facets of ice. Then her eyes snap open, shattering the frozen carapace. Shiva, queen of ice, stands ready for battle.

Hit Point Modifier: x 2

Support Abilities: *Ice Enhancer*, *Elemental Absorbance: Ice*, *Elemental Weakness: Fire/Lightning*

HEAVENLY STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Ice)

Status (Time)

Shiva regards her target with a cool, disdainful gaze. Judging the foe unworthy of effort, she waves her hand and freezes the air above the target into an enormous block of ice that immediately drops down, delivering a crushing blow. *Heavenly Strike* inflicts a certain amount of Ice Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Heavenly Strike* also has a CoS of (M. ACC - 50), M. Evasion of reducing the target's current Initiative by 25%. This has no effect if the target has no further Actions in the current Round.

DIAMOND DUST*

VARIABLE COST

Target: Group

Type: Elemental (Ice)

Shifting her stance for stability, Shiva gathers a charge of magic in her hands, barely pausing before unleashing a blast of pure frigid might against the Summoner's enemies. Even the mightiest foe is quickly entombed as relentless streams of supercool air build layer after layer of sharp, gleaming ice, trapping everything in range beneath a frozen wall. A snap of Shiva's fingers promptly shatters the ice prison, showering its victims with a cascade of tiny fragments – a biting assault to balance the sudden shock as temperatures abruptly return to normal. *Diamond Dust* inflicts a certain amount of Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-7: Shiva's Advancement

LEVEL	ATTACK	HEAVENLY STRIKE	DIAMOND DUST*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (10 MP)	---	<i>Blizzard</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Element Spikes (Ice)</i> , <i>Rasp</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Blizzara</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Osmose</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (29 MP)	(17 x MAG) + 4d10 (59 MP)	<i>Null Element (Fire)*</i> , <i>Blizzaga*</i>
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (34 MP)	(18 x MAG) + 4d12 (65 MP)	<i>Null Element (Lightning)*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (42 MP)	(20 x MAG) + 4d12 (74 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (54 MP)	(22 x MAG) + 4d12 (83 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (60 MP)	(24 x MAG) + 4d12 (91 MP)	---

CALL

SNOWSTORM

21 MP

Target: Group

Type: Elemental (Ice)

Shiva whirls on the spot, sending motes of blue snow scattering across the battlefield. Where they land, the snowflakes instantly grow a hundredfold, hardening into cruel spikes of ice that freeze and pierce with impunity. *Snowstorm* inflicts (6 x MAG) + 2d10, M. ARM Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Sylph

The instant the Summoner begins the summoning ritual, a light breeze gusts through the battlefield, carrying with it the sound of girlish giggles. While the ritual continues, sparkling pink energy roams across the Summoner's body, whirling about in loose spirals that become full-fledged orbits as each sparkle grows into a fist-sized globule of magic. With a series of soft pops, the globules 'hatch,' resolving into slender female figures just large enough to fit in the palm of a human hand. Dressed in scant tunics whose dark, natural colors offer a sharp contrast to their porcelain skin, the Sylphs are as alluring as they are mischievous, darting to and fro in a swarm whose true numbers defy the casual observer.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float*

SYLVAN TOUCH

VARIABLE COST

Target: Single

Type: Recovery

A single Sylph separates from the group, trailing rose-hued pixie dust as it flits toward the target. With a mischievous giggle, she taps it, a feather-light touch that coaxes chi and mana from the target's body and transfers it to the Sylph's own. Thus loaded down with stolen life force, the Sylph flies back to the party and swoops around them, distributing its plunder in a shower of sparkling motes. *Sylvan Touch* inflicts a certain amount of Magical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal, and **50%** of this damage is subtracted from the target's Hit Points and Magic Points, respectively. All active Party members then regain a number of Hit and Magic Points equal to **(Hit Points Lost by Target / Number of Party Members)** and **(Magic Points Lost by Target / Number of Party Members)**, respectively. If the attack inflicts 100 damage, for instance, the target would lose 50 Hit and Magic Points, which would then be evenly divided between the combatants in the Party.

SYLVAN DANCE*

VARIABLE COST

Target: Group

Type: Recovery

A cloud of Sylphs swarms the battlefield, whirling through enemy lines in a wild dance that snatches chi and mana away from the Summoner's foes. After completing their twirl with the targets, the Sylphs swoop back to the party to disperse their ill-gotten gains in a series of fluttering pirouettes. *Sylvan Dance* inflicts a certain amount of Magical damage to the targets, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal, and **50%** of this damage is subtracted from the target's Hit Points and Magic Points, respectively. All active Party members then regain a number of Hit and Magic Points equal to **(Hit Points Lost by Target / Number of Party Members)** and **(Magic Points Lost by Target / Number of Party Members)**, respectively. If the attack inflicts 100 damage, for instance, the target would lose 50 Hit and Magic Points, which would then be evenly divided between the combatants in the Party.

Table AIII-8: Sylph's Advancement

LEVEL	ATTACK	SYLVAN TOUCH	SYLVAN DANCE*	SPELLS
1 - 8	(2 x AGI) + d8	(6 x MAG) + 2d10 (18 MP)	---	<i>Burn Ray</i>
9 - 16	(3 x AGI) + d8	(8 x MAG) + 2d10 (21 MP)	---	<i>Float</i>
17 - 24	(5 x AGI) + 2d8	(10 x MAG) + 3d10 (25 MP)	---	<i>Ray Bomb</i>
25 - 32	(6 x AGI) + 2d8	(11 x MAG) + 3d10 (32 MP)	---	<i>Drain, Osmose</i>
33 - 40	(8 x AGI) + 4d8	(13 x MAG) + 3d10 (37 MP)	(17 x MAG) + 4d10 (62 MP)	<i>Flare Star*</i>
41 - 48	(10 x AGI) + 3d8	(15 x MAG) + 4d10 (45 MP)	(18 x MAG) + 4d12 (68 MP)	---
49 - 56	(11 x AGI) + 4d8	(17 x MAG) + 4d10 (57 MP)	(20 x MAG) + 4d12 (77 MP)	<i>Syphon*</i>
57 - 64	(13 x AGI) + 4d8	(18 x MAG) + 4d12 (63 MP)	(22 x MAG) + 4d12 (86 MP)	---
65+	(14 x AGI) + 5d8	(20 x MAG) + 4d12 (72 MP)	(24 x MAG) + 4d12 (94 MP)	---

CALL

WHISPERING WIND

26 MP

Target: Single

Type: Recovery

A soft breeze can be felt as two Sylphs flutter towards the target and begin circling it in tight, coordinated spirals, coaxing forth its chi. The target is enveloped in a soft blue glow as its life force is drained away, a glow that quickly blossoms into an intense sphere of energy as the Sylphs complete their flight and pitch the stolen vitality back to the Summoner's allies. *Whispering Wind* inflicts **(10 x MAG) + 3d10, M. ARM** Magical damage to the target, striking automatically. All active Party members then regain a number of Hit Points equal to **(Hit Points Lost by Target / Number of Party Members)**.

Siren

Soft harp music resounds in the air as a wave of foaming surf washes across the battlefield, transforming it into a hallucinatory ocean landscape illuminated by golden light. As the water splashes and laps around the combatants, a woman of unimaginable beauty emerges from the ocean depths, peach-skinned body barely concealed by feathers of scarlet and amber. Her blonde hair flows freely, wafting in even the slightest breeze; the face it frames a vision of feral beauty. An ornate harp is slung under one arm, revealed only as Siren takes her place before the Summoner, wings unfurled; her long, cruel nails pick the strings with inhuman dexterity, coaxing sounds to bewitch and addle her enemies.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Spirit Up*

LUNATIC VOICE

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Mystify)

Siren locks her eyes on a single target, strumming the beginnings of a wordless song that leaps straight into the victim's heart, inflaming its ardor until every shred of control has been stripped away. *Lunatic Voice* inflicts a certain amount of Magical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Lunatic Voice* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Berserk* (6).

LOVELY VOICE*

VARIABLE COST

Target: Group

Type: Arcane (Magical)
Status (Mystify)

With a coy smile, Siren begins coaxing streams of music from her harp, creating a soundscape thick with unspoken invitations and unrequited love – a sonic cocktail designed to wrap the Summoner's enemies around her little finger. Instantly smitten, the song's victims begin fighting friend and foe alike for the Siren's affections, dissolving into a chaotic, lust-crazed melee. *Lovely Voice* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Lovely Voice* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Confusion* (6) – roll separately for each eligible combatant.

Table AIII-9: Siren's Advancement

LEVEL	ATTACK	LUNATIC VOICE	LOVELY VOICE*	SPELLS
1 - 8	(2 x AGI) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Blind, Sleep</i>
9 - 16	(3 x AGI) + d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Berserk</i>
17 - 24	(5 x AGI) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Silence</i>
25 - 32	(6 x AGI) + 2d8	(11 x MAG) + 3d10 (29 MP)	---	<i>Confuse</i>
33 - 40	(8 x AGI) + 4d8	(13 x MAG) + 3d10 (34 MP)	(17 x MAG) + 4d10 (69 MP)	<i>Curse*</i>
41 - 48	(10 x AGI) + 3d8	(15 x MAG) + 4d10 (42 MP)	(18 x MAG) + 4d12 (75 MP)	<i>Charm*</i>
49 - 56	(11 x AGI) + 4d8	(17 x MAG) + 4d10 (54 MP)	(20 x MAG) + 4d12 (84 MP)	---
57 - 64	(13 x AGI) + 4d8	(18 x MAG) + 4d12 (60 MP)	(22 x MAG) + 4d12 (93 MP)	---
65+	(14 x AGI) + 5d8	(20 x MAG) + 4d12 (69 MP)	(24 x MAG) + 4d12 (101 MP)	---

CALL

SILENT VOICE

32 MP

Target: Group

Type: Arcane (Magical)
Status (Seal)

Ghostly waves splash into enemy lines as Siren plays her harp, weaving glowing ribbons of sound that ensnare and enrapture the Summoner's foes, striking them dumb on the spot. *Silent Voice* inflicts **(6 x MAG) + 2d10**, **M. ARM** Magical damage to all eligible combatants in the targeted Group, striking automatically. *Silent Voice* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Silence* (6) – roll separately for each eligible combatant.

Titan

A deep rumbling is felt in the earth as the battleground becomes a web of cracks and fissures, finally erupting to disgorge an exquisitely muscled man clad in little more than a loincloth. Perhaps his skin is the color of earth; perhaps it *is* the earth, rock and soil come together to mold a physique as mighty as a mountain. As dust and grit cascade off his body, Titan bellows with rage, glowering at those who would dare befool the sanctity of the land.

Hit Point Modifier: x 2.5

Support Abilities: *Earth Enhancer; Elemental Absorbance: Earth, Elemental Weakness: Water/Wind*

ROCK THROW

VARIABLE COST

Target: Single

Type: Elemental (Earth)

Titan slams his fist into the ground, tearing away a gigantic fragment of bedrock and hurling it into the enemy with a wordless snarl. The multi-ton projectile crashes home with bone-shattering power, all but crushing the luckless target. *Rock Throw* inflicts a certain amount of Earth Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

ANGER OF THE LAND*

VARIABLE COST

Target: Group

Type: Elemental (Earth)

Titan plunges his powerful fists deep into the ground and, with a deep snarling grunt, rips loose a large slab from beneath the enemy. Growling and bellowing, he upends the slab, slamming several tons of solid rock on the Summoner's foes with enough force to shatter it into a thousand fragments. *Anger of the Land* inflicts a certain amount of Earth Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-10: Titan's Advancement

LEVEL	ATTACK	ROCK THROW	ANGER OF THE LAND*	SPELLS
1 - 8	(2 x STR) + d10	(6 x MAG) + 2d10 (12 MP)	---	---
9 - 16	(4 x STR) + d10	(8 x MAG) + 2d10 (15 MP)	---	---
17 - 24	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	---
25 - 32	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	---
33 - 40	(10 x STR) + 3d10	(13 x MAG) + 3d10 (31 MP)	(18 x MAG) + 4d10 (65 MP)	<i>Null Element (Wind)*</i>
41 - 48	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Null Element (Water)*</i>
49 - 56	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Quake*</i>
57 - 64	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	---
65+	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---

CALL

EARTHEN FURY

40 MP

Target: Group

Type: Elemental (Earth)

Titan leaps into the thick of the enemy, slamming his incredible fists as he lands. The resulting impact buckles the earth and creates a shockwave that ripples through the Summoner's foes, sending them toppling every which way. *Earthen Fury* inflicts **(10 x MAG) + 3d10, M. ARM** Earth Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Kirin

A circle of white energy hangs suspended in mid-air, pulsing and glowing until a single shaft of light breaks through. What follows is a unlikely amalgamation even by Summon standards: a gray-skinned creature sporting the body of a horse, the tail of an ox, the antlers of a deer, and the horned head of a noble dragon. Long emerald-colored fur marks the back of each leg, shoulders and neck, flowing into a continuous mane at the nape that flutters in the wind as Kirin trots to take its place at the Summoner's side.

Hit Point Modifier: x 2

Support Abilities: *SOS-Regen*

HOLY AURA

VARIABLE COST

Target: Single

Type: Recovery
Status (Strengthen)

Kirin cranes his neck to face the target as his antlers begin to glow, emitting a soothing light that restores and invigorates in equal measure. *Holy Aura* restores a certain number of Hit Points to the target – see the Advancement Table for more details. In addition, it bestows the Status Condition *Regen* on the target (6).

VORTEX*

100 MP

Target: All

Type: Recovery
Support

Lowering his head toward the ground, Kirin lets out a throaty rumble and begins to radiate twisted patterns of light from his antlers, catching friend and foe alike within an array of loops and circles that seem to sap the very magic from the air. *Vortex* cancels all active Status Conditions on the battlefield except those of the Strengthen- and Barrier-type; it has a CoS of (M. ACC - 50), M. EVA of canceling the latter. Roll separately for each eligible combatant.

Table AIII-11: Kirin's Advancement

LEVEL	ATTACK	HOLY AURA	VORTEX*	SPELLS
1 - 8	(2 x STR) + d8	(6 x MAG) + 2d10 (30 MP)	---	<i>Poisona</i>
9 - 16	(3 x STR) + d8	(8 x MAG) + 2d10 (32 MP)	---	<i>Stona</i>
17 - 24	(5 x STR) + 2d8	(10 x MAG) + 3d10 (37 MP)	---	<i>Regen</i>
25 - 32	(6 x STR) + 2d8	(11 x MAG) + 3d10 (44 MP)	---	<i>Basuna, Debarrier</i>
33 - 40	(8 x STR) + 3d8	(13 x MAG) + 3d10 (49 MP)	---	<i>Dispel*</i>
41 - 48	(10 x STR) + 3d8	(15 x MAG) + 4d10 (57 MP)	---	<i>Esuna*</i>
49 - 56	(11 x STR) + 4d8	(17 x MAG) + 4d10 (69 MP)	---	<i>Resist*</i>
57 - 64	(13 x STR) + 4d8	(18 x MAG) + 4d12 (75 MP)	---	---
65+	(14 x STR) + 5d8	(20 x MAG) + 4d12 (84 MP)	---	---

CALL

LIFE GUARD

46 MP

Target: Party

Type: Status (Strengthen)

Kirin's entire body glows, turning a ghostly blue as holy energy spills forth and engulfs the Summoner's allies. Where it touches living flesh, this divine aura slowly begins mending cuts and wounds, suffusing its targets with renewed vigor. *Life Guard* bestows the Status Condition *Regen* on the Caller and all eligible allies in the immediate Party (6).

Cait Sith

Without ceremony, a black cat drops onto the Summoner's head, making a great show of dusting itself off before leaping for solid ground. Though no larger than a housecat, even the most casual of observers can see that Cait Sith is no ordinary feline. For one, he stands on two legs, sauntering about as easily as any human would. Then there is the matter of his attire: with his well-worn boots, ragged red cape, and a tiny toy crown perched securely on his head, Cait Sith looks like a refugee from a comic pantomime gone horribly awry, happy smile radiating almost indescribable quantities of smugness. With a mocking bow, the little cat-man assumes position, ready to inflict his own brand of havoc on the battle.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Spirit Up*

BATTLE TRUMPET

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Clearing his throat, Cait Sith raises a battered megaphone to his mouth and issues a screeching, high-pitched yowl amplified to terrifying proportions. Braver foes simply endure the sonic assault; lesser enemies quail and shudder, desperately looking for some means to make it all end. *Battle Trumpet* inflicts a certain amount of Physical damage on the targeted opponent, striking automatically – see the Advancement Table below for details. This attack ignores ARM.

MARVELOUS CHEER*

VARIABLE COST

Target: Group

Type: Arcane (Physical)
Status (Time)

Once again, Cait Sith reaches for his megaphone and lets out a mighty wail. This time, however, he leaps straight into the fray, bringing his insufferable caterwauling directly to the enemy. No matter how much they may claw and swipe, the little cat-man is unstoppable, dancing his merry way through the enemy ranks without a pause for breath or one merciful drop in volume. *Marvelous Cheer* inflicts a certain amount of Physical damage on all eligible combatants in the targeted Group, striking automatically – see the Advancement Table below for details. This damage is reduced by ARM as normal. In addition, *Marvelous Cheer* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Disable* (6) – roll separately for each eligible combatant.

Table AIII-12: Cait Sith's Advancement

LEVEL	ATTACK	BATTLE TRUMPET	MARVELOUS CHEER*	SPELLS
1 - 8	(2 x AGI) + d8	(6 x AGI) + 2d10 (25 MP)	---	<i>Blind</i>
9 - 16	(3 x AGI) + d8	(8 x AGI) + 2d10 (28 MP)	---	<i>Float</i>
17 - 24	(5 x AGI) + 2d8	(10 x AGI) + 3d10 (32 MP)	---	<i>Immobilize</i>
25 - 32	(6 x AGI) + 2d8	(11 x AGI) + 3d10 (39 MP)	---	<i>Confuse</i>
33 - 40	(8 x AGI) + 3d8	(13 x AGI) + 3d10 (44 MP)	(18 x AGI) + 4d12 (75 MP)	<i>Disable*</i>
41 - 48	(10 x AGI) + 3d8	(15 x AGI) + 4d10 (52 MP)	(20 x AGI) + 4d12 (84 MP)	<i>Mini*</i>
49 - 56	(11 x AGI) + 4d8	(17 x AGI) + 4d10 (64 MP)	(22 x AGI) + 4d12 (93 MP)	<i>Toad</i>
57 - 64	(13 x AGI) + 4d8	(18 x AGI) + 4d12 (70 MP)	(24 x AGI) + 4d12 (101 MP)	---
65+	(14 x AGI) + 5d8	(20 x AGI) + 4d12 (79 MP)	(26 x AGI) + 5d10 (112 MP)	---

CALL

CAT RAIN

52 MP

Target: Group

Type: Status (Mystify)

Cait Sith bounds onto the battlefield, merrily bouncing from one monster to another as he tosses pawfuls of sparkling powder into the air. *Cat Rain* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Confuse* (6) on all eligible combatants in the targeted Group – roll separately for each eligible combatant.

Fairy

A warm golden light surrounds the Summoner, growing in intensity until it forms the outlines of a winged woman hovering over the Summoner's shoulder. As the glow diffuses, it reveals a delicate, dark-haired woman kept aloft by multiple feathered wings, long silk dress fluttering in the wind. With movements lighter than air itself, Fairy flutters into position over the party, serenely awaiting her orders.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float, SOS-Regen*

WINGED LIGHT

VARIABLE COST

Target: Single

Type: Recovery

Fairy beats her wings, scattering feathers over the target. As they drift and spin through the air, they begin to light up, turning into blazing specks that reinvigorate everything they come into contact with. *Winged Light* restores a certain number of Hit Points to the target – see the Advancement Table for more details.

FEY LIGHT*

VARIABLE COST

Target: Party

Type: Recovery

Fairy soars over the party, every movement dislodging a fresh shower of sunlit feathers until the Summoner's allies have been blanketed entirely. *Fey Light* restores a certain number of Hit Points to the Summoner and all eligible allies in the immediate Party – see the Advancement Table for more details.

Table AIII-13: Fairy's Advancement

LEVEL	ATTACK	WINGED LIGHT	FEY LIGHT*	SPELLS
1 - 8	(3 x AGI) + d8	(8x MAG) + 2d10 (13 MP)	---	<i>Aero</i>
9 - 16	(5 x AGI) + d8	(10 x MAG) + 2d10 (17 MP)	---	<i>Float</i>
17 - 24	(6 x AGI) + 2d8	(11 x MAG) + 3d10 (24 MP)	---	<i>Aera, Regen</i>
25 - 32	(8 x AGI) + 2d8	(13 x MAG) + 3d10 (29 MP)	---	---
33 - 40	(10 x AGI) + 3d8	(15 x MAG) + 3d10 (37 MP)	(20 x MAG) + 4d12 (69 MP)	<i>Aeraga*</i>
41 - 48	(11 x AGI) + 3d8	(17 x MAG) + 4d10 (49 MP)	(22 x MAG) + 4d12 (78 MP)	<i>Flight*</i>
49 - 56	(13 x AGI) + 4d8	(18 x MAG) + 4d12 (55 MP)	(24 x MAG) + 4d12 (86 MP)	---
57 - 64	(14 x AGI) + 4d8	(20 x MAG) + 4d12 (64 MP)	(26 x MAG) + 5d10 (97 MP)	---
65+	(16 x AGI) + 5d8	(22 x MAG) + 4d12 (73 MP)	(28 x MAG) + 5d10 (100 MP)	---

CALL

CRYSTAL LIGHT

60 MP

Target: Party

Type: Recovery

Fairy emerges from the Summoner's shadow clasping a delicate rosy crystal within her hands. As she hoists it aloft, pale pink light begins to pulse at its core, bathing the party in vital energy. *Crystal Light* restores **(14 x MAG) + 4d10** Hit Points to the Summoner and all eligible allies in the immediate Party.

Atomos

A dark shadow envelops the battlefield as Atomos appears, its titanic body barely more than a giant mouth fringed by pulsating, formless pink flesh. Deep within that gaping maw, a singular light glows; a cold, endless blue that seems to draw the very warmth and life from its surroundings. To stare too long into that strange void is to invite madness – what horrors wait on the other side is best left to the imagination.

Hit Point Modifier: x 2.5

Support Abilities: *SOS-Spirit Up*

ENGULF

50 MP

Target: Single

Type: Status (Fatal)

Atomos fixes a single opponent with tiny, mindless eyes, mouth glowing a threatening violet as an irresistible force seizes the victim. Slowly, inch by agonizing inch, the unfortunate foe is dragged towards that terrible void, fighting every step of the way. *Engulf* has a CoS of **(M. ACC - 50)**, **M. Evasion** of *Ejecting* the target.

G-FORCE INFINITY*

125 MP

Target: Group

Type: Status (Fatal)

The blue depths of Atomos suddenly turn dark; the already foreboding void in the Summon's innards grows deeper and blacker, turning into an irresistible force that draws in the Summoner's foes without mercy. *G-Force Infinity* has a CoS of **(M. ACC - 50)**, **M. Evasion** of *Ejecting* all eligible combatants in the targeted Group; roll separately for each eligible combatant.

Table AIII-14: Atomos's Advancement

LEVEL	ATTACK	ENGULF	G-FORCE INFINITY*	SPELLS
1 - 8	(3 x STR) + d8	---	---	---
9 - 16	(5 x STR) + d8	---	---	<i>Meteorite</i>
17 - 24	(6 x STR) + 2d8	---	---	<i>Gravity</i>
25 - 32	(8 x STR) + 2d8	---	---	<i>Comet</i>
33 - 40	(10 x STR) + 3d8	---	---	<i>Demi*</i>
41 - 48	(11 x STR) + 4d8	---	---	<i>Quasar*</i>
49 - 56	(13 x STR) + 4d8	---	---	<i>Quarter*</i>
57 - 64	(14 x STR) + 5d8	---	---	---
65+	(16 x STR) + 5d8	---	---	---

CALL

G-FORCE 199

67 MP

Target: Group

Type: Status (Fatal)

Atomos looms over the battlefield, vomiting forth a crushing singularity without ceremony. This dark sphere hovers ominously over the enemy, by and by drawing in and crushing all surrounding matter until the Caller's foes too are caught in its inexorable pull. *G-Force 199* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting a certain amount of Magical damage to all eligible combatants in the targeted Group. This amount is determined by the Caller's current Hit Points, and is equal to a certain percentage of the combatants' maximum HP. Treat this as a Gravity-type effect.

Caller's Current HP	Damage Inflicted
100 - 76% of maximum	50% of maximum
75 - 51% of maximum	30% of maximum
50 - 26% of maximum	25% of maximum
25 - 1% of maximum	10% of maximum

Though this damage is not modified for ARM or M. ARM, *G-Force 199* may never inflict more than 999 damage regardless of how many HP the target currently possesses. Roll separately for each eligible combatant.

Fenrir

Dark clouds gather over the battlefield, turning day to night as a towering column of rock bursts forth from the ground. Suddenly, a howl rings out from on high. There atop the great rockface stands a majestic horned wolf, violet fur broken up by whorled tufts of white and gold that almost look like wings in what little light remains. Rearing his head back, Fenrir gives another howl and prepares to enter the fray.

Hit Point Modifier: x 2

Support Abilities: *SOS-Agility Up*

MOON SONG

VARIABLE COST

Target: Single

Type: Status (Special)

The dark clouds part, allowing a pale moon to shimmer into existence over the battlefield. As Fenrir snarls, beams of light begin pouring down, enveloping a single ally in their uplifting glow. *Moon Song* adds *Agility Up* and several other Status Conditions to the target (6) – see the Advancement table for more details. In addition, *Moon Song* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6).

MILLENNIAL DECAY*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

With a fierce growl, Fenrir leaps from his perch, rocketing towards the Summoner's foes at such speeds that his very form begins to blur into a comet of green energy. Seconds before striking, the wolf's body separates into five ghostly images that whirl around the battlefield, creating a vortex to engulf the enemy. *Millennial Decay* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-15: Fenrir's Advancement

LEVEL	ATTACK	MOON SONG	MILLENNIAL DECAY*	SPELLS
1 - 8	(4 x STR) + d10	<i>Agility Up</i> (13 MP)	---	<i>Burn Ray, Yawn</i>
9 - 16	(6 x STR) + 2d10	<i>Agility Up</i> (13 MP)	---	<i>Blink, Speed</i>
17 - 24	(8 x STR) + 2d10	+ <i>Protect</i> (33 MP)	---	<i>Immobilize, Slow</i>
25 - 32	(10 x STR) + 3d10	+ <i>Protect</i> (33 MP)	---	<i>Ray Bomb, Ruse</i>
33 - 40	(11 x STR) + 3d10	+ <i>Shell</i> (53 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Disable*, Slowga*</i>
41 - 48	(13 x STR) + 4d10	+ <i>Shell</i> (53 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Flare Star*</i>
49 - 56	(15 x STR) + 4d10	+ <i>Regen</i> (73 MP)	(24 x MAG) + 4d12 (91 MP)	<i>Stop*, Vanish*</i>
57 - 64	(17 x STR) + 5d10	+ <i>Regen</i> (73 MP)	(26 x MAG) + 5d10 (102 MP)	---
65+	(19 x STR) + 5d10	+ <i>Haste</i> (103 MP)	(28 x MAG) + 5d10 (105 MP)	---

CALL

ECLIPTIC HOWL

73 MP

Target: Party

Type: Status (Strengthen)

A shadow falls across the moon as Fenrir howls from his rocky perch, growing larger and larger until only a faint halo of light remains. Suddenly, the light flares up to an unexpected intensity, bathing the party in a soft, luminous glow. *Ecliptic Howl* bestows the Status Conditions *Agility Up* (6) and *Spirit Up* (6) on the Caller and all eligible allies in the immediate Party.

Diabolos

A dry, dusty fluttering fills the air as a swarm of ethereal bats gathers above the Summoner, merging together to form an immense globe of pure darkness. Black liquid begins to drip; silently, a bat-winged humanoid descends from the globe. The fire-red of Diabolos's muscular body forms a stark contrast to the dark plates edging it; his horned head sparkles with animal malevolence, a humorless, sharp-toothed grin touching his lipless mouth as he contemplates his latest batch of victims.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Spirit Up*

GRAVIJA

VARIABLE COST

Target: Single

Type: Status (Fatal)

Diabolos cups his taloned hands, fashioning a pulsating sphere of gray and violet energy that quickly grows into a man-size anomaly. With a casual toss, the newly-created mass is sent floating towards the victim; once positioned overhead, it ripples and crackles, increasingly local gravity a thousandfold. *Gravija* has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the target's current Hit Points by **(x)%** and its Magic Points by **(x / 2)%** – see the Advancement table for more details. Treat this as a Gravity-type effect except when resolving *Gravija* at Level 65+, at which point it becomes a Near-Fatal effect instead. Regardless of how much damage is rolled, the target's current Hit Points cannot be reduced below 1.

RUINOUS OMEN*

VARIABLE COST

Target: Group

Type: Status (Fatal)

A hellish-looking glyph glows as the globe of blackness from which Diabolos emerged implodes back into a shrieking cloud of bats, turning the battlefield into a nightmare of fluttering wings and ultrasonic wails that seem to sap the very essence of the Summoner's foes. *Ruinous Omen* has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the target's current Hit Points by **(x)%** and its Magic Points by **(x / 2)%** – see the Advancement table for more details. Treat this as a Gravity-type effect except when resolving *Ruinous Omen* at Level 65+, at which point it becomes a Near-Fatal effect instead. Regardless of how much damage is rolled, the target's current Hit Points cannot be reduced below 1.

Table AIII-16: Diablos's Advancement

LEVEL	ATTACK	GRAVIJA	RUINOUS OMEN*	SPELLS
1 - 8	(3 x AGI) + d8	x = 10 + d10 (25 MP)	---	<i>Cure</i>
9 - 16	(5 x AGI) + 2d8	x = 20 + d10 (37 MP)	---	<i>Gravity</i>
17 - 24	(6 x AGI) + 2d8	x = 30 + d10 (50 MP)	---	<i>Cura</i>
25 - 32	(8 x AGI) + 3d8	x = 40 + d10 (62 MP)	---	<i>Demi</i>
33 - 40	(10 x AGI) + 3d8	x = 50 + d10 (75 MP)	x = 40 + 2d10 (90 MP)	<i>Curaga*</i>
41 - 48	(11 x AGI) + 4d8	x = 60 + d10 (87 MP)	x = 50 + 2d10 (105 MP)	---
49 - 56	(13 x AGI) + 4d8	x = 70 + d10 (100 MP)	x = 60 + 2d10 (120 MP)	---
57 - 64	(14 x AGI) + 5d8	x = 80 + d10 (112 MP)	x = 70 + 2d10 (135 MP)	---
65+	(16 x AGI) + 5d8	x = 90 + d10 (125 MP)	x = 80 + 2d10 (150 MP)	---

CALL

DARK MESSENGER

75 MP

Target: Group

Type: Status (Fatal)

Diabolos lifts one arm to cup the sphere that birthed him, charging it with crackling energy before hurling it into the midst of the enemy. The black mass seems almost elastic as it descends with crushing force; at impact, sinister summoning circles materialize in a ring around the sphere, adding an appropriately infernal edge to the attack. *Dark Messenger* has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the targeted combatants' current Hit Points by **(Caller's Current Level)%**. Treat this as a Gravity-type effect. Though this damage is not modified for ARM or M. ARM, *Dark Messenger* may never inflict more than 999 damage regardless of how many HP the target currently possesses. Roll separately for each eligible combatant.

Bismarck

The haunting melody of whalesong fills the area as the air grows thicker and murkier, seeming almost liquid in places. From the midst of this morass emerges a great humpback whale, white skin shining like a beacon as it glides and splashes its way through the phantasmal water.

Hit Point Modifier: x 2.5

Support Abilities: *Water Enhancer, Elemental Absorbance: Water, Elemental Weakness: Ice/Lightning*

GEYSER

VARIABLE COST

Target: Single

Type: Elemental (Water)

Bismarck dives at a single hapless opponent, swallowing the unfortunate foe whole before once again ejecting it from his blowhole in a mighty spray of water. *Engulf* inflicts a certain amount of Water Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

BREACH BLAST*

VARIABLE COST

Target: Group

Type: Elemental (Water)

Bismarck's whale song fills the area as the entire battlefield is flooded with water. Without warning, the white whale sets off through this newly-created ocean, pulling great waves behind him; in mere moments, whale and water collide with the helpless enemy, thoroughly crushing everything everything in the vicinity. *Breach Blast* inflicts a certain amount of Water Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-17: Bismarck's Advancement

LEVEL	ATTACK	ENGULF	BREACH BLAST*	SPELLS
1 - 8	(4 x STR) + d10	(8 x MAG) + 2d10 (15 MP)	---	---
9 - 16	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	<i>Water</i>
17 - 24	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	---
25 - 32	(10 x STR) + 3d10	(13 x MAG) + 4d10 (31 MP)	---	<i>Watera</i>
33 - 40	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Null Element (Lightning)*</i>
41 - 48	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Null Element (Ice)*, Waterga*</i>
49 - 56	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	---
57 - 64	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---
65+	(19 x STR) + 5d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	---

CALL

SEA SONG*

77 MP

Target: Group

Type: Elemental (Water)

A great wave of magical water washes over the Caller's foes, temporarily submerging them. Even as they struggle to break to the surface, a whale the size of a battleship rushes towards them, singing mournfully as the waves kicked up by its bulk brush away what little resistance is left. *Sea Song* inflicts **(14 x MAG) + 4d10, M. ARM** Water Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Pandemonium

Winds begin to whip up the battlefield, quickly condensing into a howling tornado. What looms over the enemy when all has dispersed looks like something out of a fever dream: a faceless giant, purple skin dappled and mottled with splashes of pink and white, sizing the field up with an eyeless gaze. As three long tubes slung over one shoulder start drawing in the surrounding air, what at first appeared to be a tail begins to grow in size, swelling until it is almost almost spherical and creaking with tension. Pandemonium, lord of the four winds, is ready to strike.

Hit Point Modifier: x 2

Support Abilities: *Wind Enhancer, Elemental Absorbance: Wind, Elemental Weakness: Earth/Bio*

AERIAL BLAST

VARIABLE COST

Target: Single

Type: Elemental (Wind)

Pandemonium releases the accumulated contents of his wind-bag in a single violent torrent that all but blasts the target out of the battle. *Aerial Blast* inflicts a certain amount of Wind Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

WIND BLADE*

VARIABLE COST

Target: Group

Type: Elemental (Wind)

The 'mouths' of Pandemonium's air-tubes flare wide, unleashing three screaming torrents of wind that twist and intertwine as they surge towards the enemy. *Wind Blade* inflicts a certain amount of Wind Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-18: Pandemonium's Advancement

LEVEL	ATTACK	AERIAL BLAST	WIND BLADE*	SPELLS
1 - 8	(4 x STR) + d10	(8 x MAG) + 2d10 (15 MP)	---	<i>Aero</i>
9 - 16	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	---
17 - 24	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	<i>Aera</i>
25 - 32	(10 x STR) + 3d10	(13 x MAG) + 4d10 (31 MP)	---	---
33 - 40	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Aeraga*</i>
41 - 48	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Null Element (Earth)*</i>
49 - 56	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	<i>Null Element (Bio)*</i>
57 - 64	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---
65+	(19 x STR) + 5d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	---

CALL

TORNADO ZONE

77 MP

Target: Group

Type: Elemental (Wind)

Pandemonium rises tall above the enemy, air-tubes open and at the ready. At once, he begins to draw in air, ruthlessly sucking in everything in his sight. Rocks, trees, loose flagstones, clouds, lava, massed enemy ranks – all disappear into his ever-swelling bag until it has finally reached capacity, bulging and creaking. His work done, Pandemonium reverses the flow, spewing out his 'collection' in a single torrent of destruction. *Tornado Zone* inflicts **(14 x MAG) + 4d10, M. ARM** Wind Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Syldra

The ground ripples; in an instant, solid ground has turned to churning surf, and the great sea serpent Syldra rises from the depths. A long, serpentine neck breaks through the water as four thrashing flippers propel the lavender serpent through the illusory waves as effortlessly as any ocean; at its tip, a crested dragon's head, eyes sparkling with warmth and intelligence.

Hit Point Modifier: x 2

Support Abilities: *Elemental Immunity: Lightning/Water, Elemental Weakness: Ice/Earth*

WAVE STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Special)

Listing to one side, Syldra waves a mighty flipper, sending a torrent of water splashing down onto her target. Once the foe has been thoroughly soaked, she opens her mouth, spewing arcs of deadly electricity over the now-superconductive target. *Wave Strike* counts as two separate attacks, both of which strike the targeted combatant automatically for a certain amount of damage – see the Advancement table for more details. The first attack inflicts Water Elemental damage, the second inflicts Lightning Elemental damage. Both attacks ignore M. ARM.

ROLLING THUNDER*

VARIABLE COST

Target: Group

Type: Elemental (Special)

Syldra ducks her head beneath the waves and dives forward, disappearing from sight only to resurface again moments later in a great leap. In a single bound, she has cleared the enemy ranks, landing back in the water with a splash that drenches the Summoner's foes to the bone. Before they even have time to recover from the shock, however, the *coup de grace* follows; Syldra's head emerges from the water, vomiting forth crackling bolts of lightning in all directions. *Rolling Thunder* counts as two separate attacks, both of which strike every eligible combatant in the targeted Group for a certain amount of damage – see the Advancement table for more details. The first attack deals Water Elemental damage, the second Lightning Elemental damage. Both attacks ignore M. ARM.

Table AIII-19: Syldra's Advancement

LEVEL	ATTACK	WAVE STRIKE	ROLLING THUNDER*	SPELLS
1 - 8	(4 x STR) + d10	(2x MAG) + d10 (13 MP)	---	<i>Thunder</i>
9 - 16	(6 x STR) + 2d10	(3 x MAG) + d10 (18 MP)	---	<i>Water</i>
17 - 24	(8 x STR) + 2d10	(4 x MAG) + d10 (21 MP)	---	<i>Thundara</i>
25 - 32	(10 x STR) + 3d10	(5 x MAG) + 2d10 (25 MP)	---	<i>Watera</i>
33 - 40	(11 x STR) + 3d10	(6 x MAG) + 2d10 (34 MP)	(9 x MAG) + 3d10 (68 MP)	<i>Null Element (Ice)*</i>
41 - 48	(13 x STR) + 4d10	(7 x MAG) + 2d10 (43 MP)	(10 x MAG) + 3d10 (77 MP)	<i>Null Element (Earth)*</i>
49 - 56	(15 x STR) + 4d10	(8 x MAG) + 2d10 (51 MP)	(11 x MAG) + 3d10 (86 MP)	
57 - 64	(17 x STR) + 5d10	(9 x MAG) + 3d10 (63 MP)	(12 x MAG) + 3d10 (94 MP)	---
65+	(19 x STR) + 5d10	(10 x MAG) + 3d10 (72 MP)	(13 x MAG) + 4d10 (105 MP)	---

CALL

THUNDERSTORM

77 MP

Target: Group

Type: Elemental (Special)

The sea serpent Syldra appears in front of the Caller's party at the crest of a formidable wave. A flick of the tail sends the roaring waters racing towards the Caller's foes; as the wave crashes home, Syldra unleashes an electrical burst from the depths of her maw, creating a devastating double shock. *Thunderstorm* counts as two separate attacks, both inflicting **(6 x MAG) + 2d10** damage on all eligible combatants in the targeted Group, striking automatically. The first attack does Water Elemental damage, the second Lightning Elemental.

Asura

A beautiful woman floats down serenely from the heavens, bringing with her a sense of peace and balance. As she comes to hover in front of the summoner, it becomes apparent that Asura is actually three bodies and three faces joined together within a single head, collectively reclining back-to-back in a lotus position. The first body is that of a lovely blonde woman, hands folded in her lap. The second is a woman with red skin and hair and a dark scowl on her face, threateningly brandishing a sword. The final body is that of a woman with blue skin and light yellow hair, a vacant smile on her face as she playfully tosses a dagger from one hand to the other. When Asura acts, she spins slowly in front of the party, each face bestowing a different gift.

Hit Point Modifier: x 2

Support Abilities: *Auto-Agility Up, Auto-Float*

SPECIAL RULES

Asura's effect is random, determined by which head is facing the battlefield at the time she is called. When Asura is brought into battle, roll a d% and consult the appropriate table to find out which effect is used. For Calls, use the fixed values given here rather than consulting the Advancement table.

CALL (80 MP)

Roll	Effect
1 - 50	<i>Face of Yang</i>
51 - 85	<i>Face of Yin</i> (18 x MAG) + 4d12)
86 - 100	<i>Face of Asura</i> (10 x MAG) + 3d10)

SUMMON (86 MP)

Roll	Effect
1 - 40	<i>Face of Yang</i>
41 - 75	<i>Face of Yin</i>
76 - 100	<i>Face of Asura</i>

GRAND SUMMON* (106 MP)

Roll	Effect
1 - 25	<i>Face of Yang</i>
26 - 50	<i>Face of Yin</i>
51 - 100	<i>Face of Asura</i>

FACE OF YANG

Target: Party

Type: Barrier

Asura spins, and the red-skinned woman scowls at the party. A warrior by nature, she points her sword at them, urging them to defeat their enemies. *Face of Yang* bestows the Status Conditions *Protect (6)* and *Shell (6)* on all immediate allies.

FACE OF YIN

Target: Party

Type: Recovery

Asura spins, and the blue-skinned woman with the vacant smile faces the party. She gestures toward them with her dagger, granting a feeling of peace and happiness. *Face of Yin* restores a certain amount of Hit Points to all immediate allies – see the Advancement table for more details.

FACE OF ASURA

Target: Party

Type: Recovery

Asura spins, and the blonde woman casts her benevolent gaze upon the party. With a vague nod of her head, their wounds disappear and fallen comrades find new hope. *Face of Asura* restores a certain amount of Hit Points to all immediate allies – see the Advancement table for more details. In addition, all *Unconscious* allies are revived as if they had been targeted by the Spell *Raise*.

Table AIII-20: Asura's Advancement

LEVEL	ATTACK	FACE OF YANG	FACE OF YIN	FACE OF ASURA	SPELLS
1 - 8	(4 x STR) + d10	---	(10 x MAG) + 3d10	(4 x MAG) + d10	<i>Float</i>
9 - 16	(6 x STR) + 2d10	---	(11 x MAG) + 3d10	(6 x MAG) + 2d10	<i>Speed</i>
17 - 24	(8 x STR) + 2d10	---	(13 x MAG) + 4d10	(8 x MAG) + 2d10	<i>Protect</i>
25 - 32	(10 x STR) + 3d10	---	(15 x MAG) + 4d10	(10 x MAG) + 3d10	<i>Shell</i>
33 - 40	(11 x STR) + 3d10	---	(17 x MAG) + 4d10	(11 x MAG) + 3d10	<i>Raise*</i>
41 - 48	(13 x STR) + 4d10	---	(18 x MAG) + 4d12	(13 x MAG) + 4d10	<i>Protectga*</i>
49 - 56	(15 x STR) + 4d10	---	(20 x MAG) + 4d12	(15 x MAG) + 4d10	<i>Shellga*</i>
57 - 64	(17 x STR) + 5d10	---	(22 x MAG) + 4d12	(17 x MAG) + 4d10	---
65+	(19 x STR) + 5d10	---	(24 x MAG) + 4d12	(18 X MAG) + 4d12	---

Mist Dragon

The Summoner closes her eyes as cold wisps of fog pour from her mouth, rapidly expanding and shrouding her in a billowing wall of chilly vapor. Within the billows and gusts of the fog, a shadowy reptilian form is coalescing. The Summoner has invoked the power of the Mist Dragon, and none are safe from its icy rage.

Hit Point Modifier: x 2

Support Abilities: *Potent Ice, Elemental Absorbance: Ice, Elemental Immunity: Water, Elemental Weakness: Fire/Lightning*

SPECIAL RULES

All of Mist Dragon's attacks inflict damage based on her current HP. If Mist Dragon's current HP is **100%** to **76%** of its maximum value, her attacks inflict **100%** damage; **75%** damage if current HP is **75%** to **51%** of maximum, **50%** if current HP is **50%** to **26%** of maximum, and **25%** if current HP is **25%** or less of Mist Dragon's maximum HP.

FROST BREATH

VARIABLE COST

Target: Single

Type: Elemental (Ice)

The Mist Dragon exhales a steam of chilly vapor at an enemy, bathing it in flesh-numbing cold that sucks the very heat from its bones. *Frost Breath* inflicts a certain amount of Ice Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

BILLOWING MIST*

VARIABLE COST

Target: Group

Type: Elemental (Ice)

The Mist Dragon converts its remaining essence into power and unleashes a massive blast of ice and frozen air. As the targets are recovering from the sub-zero onslaught the Mist Dragon slowly fades away, along with the fog that acted as its shelter. *Billowing Mist* inflicts a certain amount of Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-21: Mist Dragon's Advancement

LEVEL	ATTACK	FROST BREATH	BILLOWING MIST*	SPELLS
1 - 8	(3 x STR) + d8	(10 x MAG) + 3d10 (16 MP)	---	<i>Blizzard</i>
9 - 16	(5 x STR) + 2d8	(11 x MAG) + 3d10 (23 MP)	---	---
17 - 24	(6 x STR) + 2d8	(13 x MAG) + 4d10 (28 MP)	---	<i>Blizzara</i>
25 - 32	(8 x STR) + 3d8	(15 x MAG) + 4d10 (36 MP)	---	---
33 - 40	(10 x STR) + 3d8	(17 x MAG) + 4d10 (48 MP)	(22 x MAG) + 4d12 (77 MP)	<i>Blizzaga*</i> , <i>Null Element (Fire)*</i>
41 - 48	(11 x STR) + 4d8	(18 x MAG) + 4d12 (54 MP)	(24 x MAG) + 4d12 (85 MP)	<i>Null Element (Lightning)*</i>
49 - 56	(13 x STR) + 4d8	(20 x MAG) + 4d12 (63 MP)	(26 x MAG) + 5d10 (96 MP)	---
57 - 64	(14 x STR) + 5d8	(22 x MAG) + 4d12 (72 MP)	(28 x MAG) + 5d10 (99 MP)	---
65+	(16 x STR) + 5d8	(24 x MAG) + 4d12 (80 MP)	(30 x MAG) + 5d10 (126 MP)	<i>Freeze*</i>

CALL

MIST BREATH

82 MP

Target: Group

Type: Elemental (Ice)

An icy wind blows in, carrying a cold mist that covers the battlefield. The mist resolves into the form of a powerful dragon that sprays its chilling breath at the targets in swirling sheets. *Mist Breath* inflicts a certain amount of Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically – this damage is determined by the Caller's current Hit Points, as shown below.

Caller's Current Hit Points

Damage Done

100 - 76% of maximum	(18 x MAG) + 4d12, M. ARM
75 - 51% of maximum	(14 x MAG) + 4d10, M. ARM
50 - 26% of maximum	(10 x MAG) + 3d10, M. ARM
25 - 1% of maximum	(6 x MAG) + 2d10, M. ARM

Quetzalcoatl

A eye-widening explosion of thunder and lightning rocks the battlefield, revealing a strange beast hovering above the Summoner's head. Its body is entirely smooth and almost featureless; the rudimentary shape of a bird with great flapping wings and long trailing tendrils hinting at a majestic tail, pale green skin flashing golden here and there. Its entire body seems to glitter as it refracts the light from the constant electrical arcs rippling up and down its serpentine body; its head, eyeless and mouthless, nonetheless seems to regard the Summoner's foes with an ancient and terrible wisdom.

Hit Point Modifier: x 2

Support Abilities: *Potent Lightning, Elemental Absorbance: Lightning, Elemental Immunity: Wind, Elemental Weakness: Earth/Water*

SPECIAL RULES

All of Quetzalcoatl's attacks inflict damage based on its current HP. If Quetzalcoatl's current HP is **100 to 76%** of its maximum value, its attacks inflict **100%** damage; **75%** damage if current HP is **75% to 51%** of maximum, **50%** if current HP is **50% to 26%** of maximum, and **25%** if current HP is **25%** or less of Quetzalcoatl's maximum HP.

THUNDERCLOUD

VARIABLE COST

Target: Single

Type: Elemental (Lightning)

Quetzalcoatl raises its snout to the skies and calls down a bolt of crackling electrical energy to smite one opponent with high-voltage devastation. *Thundercloud* inflicts a certain amount of Lightning Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

THUNDER SPARK*

VARIABLE COST

Target: Group

Type: Elemental (Lightning)

With an earth-shattering roar, Quetzalcoatl engulfs its enemies in a thundering holocaust of electrical energy, stripping flesh and boiling blood with its ancient power. *Thunder Spark* inflicts a certain amount of Lightning Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-22: Quetzalcoatl's Advancement

LEVEL	ATTACK	THUNDERCLOUD	THUNDER SPARK*	SPELLS
1 - 8	(3 x STR) + d8	(10 x MAG) + 3d10 (16 MP)	---	<i>Thunder</i>
9 - 16	(5 x STR) + 2d8	(11 x MAG) + 3d10 (23 MP)	---	---
17 - 24	(6 x STR) + 2d8	(13 x MAG) + 4d10 (28 MP)	---	<i>Thundara</i>
25 - 32	(8 x STR) + 3d8	(15 x MAG) + 4d10 (36 MP)	---	---
33 - 40	(10 x STR) + 3d8	(17 x MAG) + 4d10 (48 MP)	(22 x MAG) + 4d12 (77 MP)	<i>Thundaga*</i>
41 - 48	(11 x STR) + 4d8	(18 x MAG) + 4d12 (54 MP)	(24 x MAG) + 4d12 (85 MP)	<i>Null Element (Earth)*</i>
49 - 56	(13 x STR) + 4d8	(20 x MAG) + 4d12 (63 MP)	(26 x MAG) + 5d10 (96 MP)	<i>Null Element (Water)*</i>
57 - 64	(14 x STR) + 5d8	(22 x MAG) + 4d12 (72 MP)	(28 x MAG) + 5d10 (99 MP)	---
65+	(16 x STR) + 5d8	(24 x MAG) + 4d12 (80 MP)	(30 x MAG) + 5d10 (126 MP)	---

CALL

FLASH ARC

82 MP

Target: Group

Type: Elemental (Lightning)

Quetzalcoatl gathers electrical energy from the entirety of its body, skin dulling as crackling bolts of blue-white lightning converge at the tip of its featureless head. When the charge has built critical mass, the thunderbolts flare out in merciless arcs, striking the Caller's foes again and again. *Flash Arc* inflicts a certain amount of Lightning Elemental damage to all eligible combatants in the targeted Group, striking automatically – this damage is determined by the Caller's current Hit Points, as shown below.

Caller's Current Hit Points	Damage Done
100 - 76% of maximum	(18 x MAG) + 4d12, M. ARM
75 - 51% of maximum	(14 x MAG) + 4d10, M. ARM
50 - 26% of maximum	(10 x MAG) + 3d10, M. ARM
25 - 1% of maximum	(6 x MAG) + 2d10, M. ARM

Salamander

Fissures spread under the summoner's feet, turning the ground into a spiderweb of red and gold. The earth vibrates ominously, rumbling and rocking before it breaks apart under the press of a solid column of lava, bathing the entire battlefield in sickly, foreboding red. A careful observer will notice the flash of scale in the midst of the eruption, the movement of giant flippers and the serpentine head casually turning in the midst of the liquid fire before the lava finally cools into a pillar of black, steaming rock. For a moment, all is silent – then the column shatters, sending fragments of obsidian flying across the battlefield. In its place is a crimson-scaled serpent as large as a house, burning with a flame hot enough to warp the air around it into shimmering mirages. This is Salamander.

Hit Point Modifier: x 2

Support Abilities: *Potent Fire, Elemental Absorbance: Fire, Elemental Immunity: Earth, Elemental Weakness: Ice/Water*

SPECIAL RULES

All of Salamander's attacks inflict damage based on his current HP. If Salamander's current HP is **100** to **76%** of its maximum value, his attacks inflict **100%** damage; **75%** damage if current HP is **75%** to **51%** of maximum, **50%** if current HP is **50%** to **26%** of maximum, and **25%** if current HP is **25%** or less of Salamander's maximum HP.

FIREBLAST

VARIABLE COST

Target: Single

Type: Elemental (Fire)

Salamander draws in a deep breath before unleashing a massive torrent of pure flame, smothering the target in a sea of burning agony. *Fireblast* inflicts a certain amount of Fire Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

SCORCHED EARTH*

VARIABLE COST

Target: Group

Type: Elemental (Fire)

Salamander hovers in mid-air, body going from red to orange to brilliant yellow as it accumulates heat and power. Finally, the white-hot serpent dives back into the earth, effortlessly melting through until it has disappeared from sight. Lines of fire trace the Summon's progress, snaking beneath the enemy; the earth rumbles, the fissures grow wider, and Salamander emerges in an explosion of flame and steam, showering the Summoner's foes with magma. *Scorched Earth* inflicts a certain amount of Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-23: Salamander's Advancement

LEVEL	ATTACK	FIREBLAST	SCORCHED EARTH*	SPELLS
1 - 8	(3 x STR) + d8	(10 x MAG) + 3d10 (16 MP)	---	<i>Fire</i>
9 - 16	(5 x STR) + 2d8	(11 x MAG) + 3d10 (23 MP)	---	---
17 - 24	(6 x STR) + 2d8	(13 x MAG) + 4d10 (28 MP)	---	<i>Fira</i>
25 - 32	(8 x STR) + 3d8	(15 x MAG) + 4d10 (36 MP)	---	---
33 - 40	(10 x STR) + 3d8	(17 x MAG) + 4d10 (48 MP)	(22 x MAG) + 4d12 (77 MP)	<i>Firaga*</i> , <i>Null Element (Ice)*</i>
41 - 48	(11 x STR) + 4d8	(18 x MAG) + 4d12 (54 MP)	(24 x MAG) + 4d12 (85 MP)	<i>Null Element (Water)*</i>
49 - 56	(13 x STR) + 4d8	(20 x MAG) + 4d12 (63 MP)	(26 x MAG) + 5d10 (96 MP)	---
57 - 64	(14 x STR) + 5d8	(22 x MAG) + 4d12 (72 MP)	(28 x MAG) + 5d10 (99 MP)	---
65+	(16 x STR) + 5d8	(24 x MAG) + 4d12 (80 MP)	(30 x MAG) + 5d10 (126 MP)	<i>Nuke*</i>

CALL

WYRMFIRE

82 MP

Target: Group

Type: Elemental (Fire)

In the blink of an eye, Salamander's body is covered in crackling flame, an aura of pure elemental fire that fades from cherry red to lazy orange as it expands across the battlefield in a withering shockwave of heat, bowling through the enemy. *Wyrmfire* inflicts a certain amount of Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically – this damage is determined by the Caller's current Hit Points, as shown below.

Caller's Current Hit Points	Damage Done
100 - 76% of maximum	(18 x MAG) + 4d12, M. ARM
75 - 51% of maximum	(14 x MAG) + 4d10, M. ARM
50 - 26% of maximum	(10 x MAG) + 3d10, M. ARM
25 - 1% of maximum	(6 x MAG) + 2d10, M. ARM

Catoblepas

The fell Catoblepas charges onto the battlefield in a great thundering of hooves, flailing legs casting great clouds of earth up in his wake. The large green-furred beast that skids to a halt in front of the Summoner is almost pathetically ugly, bearing the body of an ox with a serpentine neck barely strong enough to hold its great, pig-like head at ground level. Seemingly aware of the silent scorn of his observers, Catoblepas snorts defiantly, single eye aglow with the promise of baleful power.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Spirit Up*

MEDUSA'S EYE

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Seal)

Catoblepas lifts his ponderous head and stares intently at the target, his eye glowing a dull orange. The target's eyes are drawn to the gaze and fixed with terror... then the beast blinks, lowering his head once more. *Medusa's Eye* inflicts a certain amount of Magical damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. In addition, *Medusa's Eye* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞).

DEVIL'S EYE*

96 MP

Target: Group

Type: Status (Seal)

Catoblepas cranes his head upward and stares across the battlefield, his single eye glowing a bright red. Visions of lifeless stones and statues float around the hideous beast as the Summoner's foes frantically attempt to break away from the intent stare before they, too, are added to the ranks of the statuary. *Devil's Eye* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞) on all eligible combatants in the targeted Group – roll separately for each eligible combatant.

Table AIII-24: Catoblepas's Advancement

LEVEL	ATTACK	MEDUSA'S EYE	DEVIL'S EYE*	SPELLS
1 - 8	(4 x STR) + d12	(10 x MAG) + 3d10 (52 MP)	---	---
9 - 16	(6 x STR) + 2d12	(11 x MAG) + 3d10 (59 MP)	---	---
17 - 24	(9 x STR) + 2d12	(13 x MAG) + 4d10 (64 MP)	---	---
25 - 32	(11 x STR) + 3d12	(15 x MAG) + 4d10 (72 MP)	---	---
33 - 40	(13 x STR) + 3d12	(17 x MAG) + 4d10 (84 MP)	---	<i>Stone</i> *
41 - 48	(15 x STR) + 4d12	(18 x MAG) + 4d12 (90 MP)	---	<i>Quake</i> *
49 - 56	(17 x STR) + 4d12	(20 x MAG) + 4d12 (99 MP)	---	---
57 - 64	(19 x STR) + 5d12	(22 x MAG) + 4d12 (108 MP)	---	---
65+	(21 x STR) + 5d12	(24 x MAG) + 4d12 (116 MP)	---	<i>Break</i> *

CALL

DEMON'S EYE

84 MP

Target: Group

Type: Status (Seal)

The cycloptic bull-demon Catoblepas steps onto the battlefield, letting its fearsome gaze wander over each of the Caller's foes in turn before retreating once more. *Demon's Eye* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Petrify* (4) on all eligible combatants in the targeted Group – roll separately for each eligible combatant.

Jormungand

The Summoner falls to her knees and places her palms to the ground in supplication. With a deafening rumble, the ground around the Summoner shatters and falls away, leaving her standing on a patch of scarred scaly flesh that slowly vanishes back into the ground. The Summoner has awoken the World Serpent, and her foes will pay the dearest price for its disturbance.

Hit Point Modifier: x 2

Support Abilities: *Earth Enhancer, Elemental Absorbance: Earth, Elemental Weakness: Water/Wind*

EARTH AURA

VARIABLE COST

Target: Single

Type: Elemental (Earth)

The Summoner points a finger at her foe and, with the wrenching snap of shattered stone, the World Serpent thrusts a gigantic spike of rock from the ground, impaling the target instantly. Seconds later, the stone collapses back into the ground as Jormungand's writhing destroys its foundations, leaving nothing but dust to mark its passing. *Earth Aura* inflicts a certain amount of Earth Elemental damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

ABYSSAL MAW*

VARIABLE COST

Target: Group

Type: Elemental (Earth)

Releasing a bellow of world-shaking proportions, Jormungand strikes down the Summoner's enemies in a terrifying eruption of collapsing stone and massive scaly flesh. The after-image of massive, glowing serpent-eyes lingers as the World Serpent returns to its rest... for now. *Abyssal Maw* inflicts a certain amount of Earth Elemental damage to to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-25: Jormungand's Advancement

LEVEL	ATTACK	EARTH AURA	ABYSSAL MAW*	SPELLS
1 - 8	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	---
9 - 16	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	---
17 - 24	(10 x STR) + 3d10	(13 x MAG) + 4d10 (31 MP)	---	---
25 - 32	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	---	---
33 - 40	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Null Element (Wind)*</i>
41 - 48	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	<i>Null Element (Water)*, Quake*</i>
49 - 56	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---
57 - 64	(19 x STR) + 5d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	---
65+	(21 x STR) + 5d10	(24 x MAG) + 4d12 (83 MP)	(30 x MAG) + 5d10 (132 MP)	---

CALL

MAGNITUDE 8

87 MP

Target: Group

Type: Elemental (Earth)

The world-spanning serpent crashes up through the ground beneath the targets and begins flailing its bulk, crushing and smashing the earth around itself. The targets are shaken and battered for **(18 x MAG) + 4d12, M. Armor** Earth damage.

Valigarmanda

With the beating of feathery wings, the rainbow dragon Valigarmanda swoops down from the skies. Feathers and scales shimmer red, blue, gold and green in the light as he gently sets down on four short legs. A tuft of iridescent fur tips the end of his twitching serpentine tail, a long tongue flicks from a beak-like mouth and battle-hardened eyes peer from beneath an ancient bronze helmet.

Hit Point Modifier: x 2

Support Abilities: *Elemental Immunity: Fire/Ice/Lightning*

ANTIPODE

VARIABLE COST

Target: Single

Type: Elemental (Special)

Rearing back his head, Valigarmanda lifts his wings and lets out a roar. Blue and red particles flow from his mouth, encircling the target in a whirlwind of fire and ice. The particles converge, causing a massive explosion as raging heat meets freezing cold. *Antipode* counts as two separate attacks, both of which strike the targeted combatant automatically for a certain amount of damage – see the Advancement table for more details. The first attack inflicts Fire Elemental damage, the second inflicts Ice Elemental damage. Both attacks ignore M. ARM.

TRI-DISASTER*

VARIABLE COST

Target: Group

Type: Elemental (Special)

Taking to the air once more, Valigarmanda spreads wide his wings and whips his tail downward. Showers of energy rain from him onto the battlefield, engulfing the enemies first in searing flames, then freezing them in ice and finally unleashing a blast of thunder to shock the targets. *Tri-Disaster* counts as three separate attacks, all of which strike every eligible combatant in the targeted Group for a certain amount of damage – see the Advancement table for more details. The first attack deals Fire Elemental damage, the second Ice Elemental, and the last Lightning Elemental. All three attacks ignore M. ARM.

Table AIII-26: Valigarmanda's Advancement

LEVEL	ATTACK	ANTIPODE	TRI-DISASTER*	SPELLS
1 - 8	(6 x AGI) + 2d10	(4 x MAG) + d10 (21 MP)	---	<i>Blizzard, Fire, Thunder</i>
9 - 16	(8 x AGI) + 2d10	(5 x MAG) + 2d10 (25 MP)	---	---
17 - 24	(10 x AGI) + 3d10	(6 x MAG) + 2d10 (34 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(11 x AGI) + 3d10	(7 x MAG) + 2d10 (43 MP)	---	---
33 - 40	(13 x AGI) + 4d10	(8 x MAG) + 2d10 (51 MP)	(6 x MAG) + 2d12 (71 MP)	<i>Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(15 x AGI) + 4d10	(9 x MAG) + 3d12 (63 MP)	(7 x MAG) + 3d12 (86 MP)	---
49 - 56	(17 x AGI) + 5d10	(10 x MAG) + 3d12 (72 MP)	(8 x MAG) + 3d10 (97 MP)	---
57 - 64	(19 x AGI) + 5d10	(11 x MAG) + 3d12 (81 MP)	(9 x MAG) + 3d10 (110 MP)	---
65+	(21 x AGI) + 5d10	(12 x MAG) + 3d12 (89 MP)	(10 x MAG) + 3d10 (138 MP)	---

CALL

TRI-DAZER

90 MP

Target: Group

Type: Elemental (Special)

The dragon snake Valigarmanda descends from the clouds and releases a burst of electrical fury from the tips of his wings, quickly followed by a gust of frozen air and a blast of fiery breath so fierce that Valigarmanda simply dissolves into burning embers. *Tri-Dazer* counts as three separate attacks, each inflicting **(6 x MAG) + 2d10** damage on all eligible combatants in the targeted Group, striking automatically. The first attack does Lightning Elemental damage, the second Ice Elemental, and the third Fire Elemental.

Phantom

An eerie stillness fills the air. Seemingly from nothing, a figure engulfed in dark mist appears and then disappears, fading in and out of existence. This ghostly Phantom is never easy to see, but its presence can be felt by all; a chance glimpse reveals a creature little more than a translucent cloak and two glowing eyes. Unlike most spirits, however, this is no evil apparition; its eyes hide a benevolent spark, although only for the Summoner.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Vanish*

SPIRIT LIGHT

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Weaken)

Phantom's cloak briefly uncovers its face; searing, otherworldly light pours from its eyes, burning the resolve of anything unlucky enough to meet Phantom's gaze. *Spirit Light* inflicts a certain amount of Magical damage on the targeted opponent, striking automatically – see the Advancement Table for more details. This damage is reduced by M. ARM as normal. In addition, *Spirit Light* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Agility Break* (6).

GHOSTLY VEIL*

113 MP

Target: Party

Type: Status (Strengthen)

Phantom's ghostly cloak spreads out to cover the entire party, hiding them away from the world of the living for a few precious moments. *Ghostly Veil* bestows the Status Conditions *Vanish* (6), *Float* (6), and *Agility Up* (6) to the Summoner and all immediate allies.

Table AIII-27: Phantom's Advancement

LEVEL	ATTACK	SPIRIT LIGHT	GHOSTLY VEIL*	SPELLS
1 - 8	(5 x AGI) + 2d8	(11 x MAG) + 3d10 (39 MP)	---	<i>Burn Ray, Float, Yawn</i>
9 - 16	(6 x AGI) + 2d8	(13 x MAG) + 4d10 (44 MP)	---	<i>Blink, Gravity, Speed</i>
17 - 24	(8 x AGI) + 3d8	(15 x MAG) + 4d10 (52 MP)	---	<i>Ray Bomb, Berserk</i>
25 - 32	(10 x AGI) + 3d8	(17 x MAG) + 4d10 (64 MP)	---	<i>Ruse</i>
33 - 40	(11 x AGI) + 4d8	(18 x MAG) + 4d12 (70 MP)	---	<i>Demi*</i>
41 - 48	(13 x AGI) + 4d8	(20 x MAG) + 4d12 (79 MP)	---	<i>Flare Star*</i>
49 - 56	(14 x AGI) + 5d8	(22 x MAG) + 4d12 (88 MP)	---	<i>Vanish*</i>
57 - 64	(16 x AGI) + 5d8	(24 x MAG) + 4d12 (96 MP)	---	<i>Quarter*</i>
65+	(28 x AGI) + 5d8	(26 x MAG) + 5d10 (107 MP)	---	---

CALL

FADER

93 MP

Target: Party

Type: Recovery

The faint outline of a humanoid form shimmers into existence around the Caller, its eerie gaze taking stock of its surroundings. Without making a sound, it fades away again, leaving naught but a phantasmal residue in its wake. *Fader* bestows the Status Condition *Vanish* on the Caller and all immediate allies (6).

Unicorn

The Summoner raises her hand high, a sparkle of light shining from her fingers. As the light grows in intensity, it slips free of the Summoner's grasp, shooting off into the distance before exploding in a shower of brilliant sparks. The sudden burst of light outlines a shining white beast, indistinguishable from a horse until it begins to gallop towards the battle. Only as it draws closer does it become obvious that this is Unicorn: a dazzling creature with pure white hide, golden mane and tail, long spiraled horn glowing with an aura of health and good fortune.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Regen*

PURIFYING HORN

50 MP

Target: Party

Type: Recovery

Unicorn's horn glow silver as it sends a wave of curative energy rushing through the party. *Purifying Horn* cancels the Status Conditions *Berserk*, *Blind*, *Poison*, *Sleep*, and *Zombie* on all immediate allies.

FOUNTAINHEAD*

150 MP

Target: Party

Type: Recovery
Status (Strengthen)

Unicorn's horn literally erupts with light, sending torrents of vital energy crashing down on the party until the Unicorn itself has winked out of existence. *Fountainhead* cancels all negative Status Conditions on all immediate allies, as well as bestowing the Status Condition *Resist (2)*.

Table AIII-28: Unicorn's Advancement

LEVEL	ATTACK	PURIFYING HORN	FOUNTAINHEAD*	SPELLS
1 - 8	(5 x STR) + 2d8	---	---	<i>Poisona</i>
9 - 16	(6 x STR) + 2d8	---	---	<i>Stona</i>
17 - 24	(8 x STR) + 3d8	---	---	<i>Regen</i>
25 - 32	(10 x STR) + 3d8	---	---	<i>Basuna</i>
33 - 40	(11 x STR) + 4d8	---	---	<i>Dispel*</i>
41 - 48	(13 x STR) + 4d8	---	---	<i>Esuna*</i>
49 - 56	(14 x STR) + 5d8	---	---	<i>Resist*</i>
57 - 64	(16 x STR) + 5d8	---	---	<i>Temporal Shift*</i>
65+	(18 x STR) + 5d8	---	---	<i>Vaccine*</i>

CALL

HEALING HORN

100 MP

Target: Party

Type: Recovery

The magnificent Unicorn casually trots towards the Caller, horn aglow with a brilliant white light that lifts ailments from all who behold it. *Healing Horn* cancels all negative Status Conditions afflicting the Caller and all immediate allies.

Carbuncle

A glowing portal opens in the ground in front of the Summoner, creating a perfectly round opening mere inches from her feet. What emerges could almost be a child's plaything: a small, mousy creature with neat turquoise fur, long ears, and large, curious eyes possessed of an unexpected intelligence. Its most notable feature, however, is the polished jewel nestled in its forehead, glowing with a warm inner light. That jewel now sparkles as Carbuncle does a little somersault in mid-air before landing, eager to be of service to its new master.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Reflect*

JEWEL LIGHT

VARIABLE COST

Target: Single

Type: Status (Strengthen)
Status (Barrier)

Carbuncle raises its head, causing the light of the sun to reflect off of its ruby brightly. The reflected light seems to coat one of the Summoner's party members. As the light dies, the affected party member feels lighter in spirit, as though the light is protecting him.

Jewel Light bestows a number of Status Conditions on the target dependent on the Summoner's current Level. Initially, this will be *Reflect (6)*, but additional Conditions (6) are added onto the base effect as the Summoner gains experience – see the Advancement table for more details.

HOLY GUARD*

165 MP

Target: Party

Type: Status (Strengthen)
Status (Barrier)

Carbuncle rears up onto its hind legs, lifting its head towards the sun. As light strikes the jewel, it begins to flare up; an ethereal cone of energy shoots forth, diffusing into mana-rich particles at its apex. These motes quickly descend on the party, wrapping them in a blanket of divine power. *Holy Guard* bestows the Status Conditions *Reflect (6)*, *Shell (6)*, and *Spirit Up (6)* on all immediate allies

Table AIII-29: Carbuncle's Advancement

LEVEL	ATTACK	JEWEL LIGHT	HOLY GUARD*	SPELLS
1 - 8	(5 x STR) + 2d8	+ Spirit Up (85 MP)	---	---
9 - 16	(6 x STR) + 2d8	---	---	<i>Faith</i>
17 - 24	(8 x STR) + 3d8	+ Regen (105 MP)	---	---
25 - 32	(10 x STR) + 3d8	---	---	<i>Shell</i>
33 - 40	(11 x STR) + 4d8	+ Shell (115 MP)	---	---
41 - 48	(13 x STR) + 4d8	---	---	<i>Shellga*</i>
49 - 56	(14 x STR) + 5d8	+ Magic Up (135 MP)	---	<i>Reflect*</i>
57 - 64	(16 x STR) + 5d8	---	---	---
65+	(18 x STR) + 5d8	+ Haste (165 MP)	---	---

CALL

RUBY LIGHT

107 MP

Target: Party

Type: Status (Barrier)

A hole opens in the ground in front of the Caller and a small green lizard with a ruby in its forehead peeks out. The creature furtively looks around, withdraws for a moment and then leaps into the air, its ruby scattering the ambient light across the party. *Ruby Light* bestows the Status Condition *Reflect (6)* on the Caller and all eligible allies in the immediate Party.

Golem

The earth rumbles but does not fissure. A ripple appears before the Summoner, and a hand made of stone slowly emerges as if being formed from the ground itself. Another hand follows, and the rest of the stone body hoists itself up onto the surface to reveal Golem, the great earth protector.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Protect*

EARTHEN DEFENDER

100 MP

Target: Single

Type: Support

Golem leans over and thrusts a hand into the ground. Should an enemy make a successful Physical attack against any ally, the hand will rise from the earth and block the attack; Golem takes the damage instead. Once the attack has been blocked, Golem pulls its hand back and counterattacks, making an immediate Attack Action against the opponent who made the original attack. After this, *Earthen Defender* has no further effect – it must be used again.

EARTHEN GUARDIAN*

125 MP

Target: Party

Type: Support

Golem stands firm as large boulders materialize over its head and a massive rockslide tumbles down onto it. Rather than burying it, however, the rocks simply add to Golem's mass, making a much larger presence on the field. Once *Earthen Guardian* is engaged, all Physical damage dealt to allies is dealt to Golem instead. Unlike other Grand Summon Abilities, using *Earthen Guardian* does not result in Golem's dismissal; instead, it remains in effect until the Summoner is incapacitated, Golem is reduced to 0 or fewer Hit Points, or the battle ends.

Table AIII-30: Golem's Advancement

LEVEL	ATTACK	EARTHEN DEFENDER	EARTHEN GUARDIAN*	SPELLS
1 - 8	(6 x STR) + 2d12	---	---	---
9 - 16	(9 x STR) + 2d12	---	---	<i>Faith</i>
17 - 24	(11 x STR) + 3d12	---	---	<i>Protect</i>
25 - 32	(13 x STR) + 3d12	---	---	---
33 - 40	(15 x STR) + 4d12	---	---	<i>Protectga*</i>
41 - 48	(17 x STR) + 4d12	---	---	---
49 - 56	(19 x STR) + 5d12	---	---	<i>Wall*</i>
57 - 64	(21 x STR) + 5d12	---	---	---
65+	(23 x STR) + 5d12	---	---	---

CALL

EARTHEN WALL

107 MP

Target: Party

Type: Status (Barrier)

The Caller draws a gigantic man made of clay and stone from the ground and inscribes a magic word on its forehead. The Golem's eyes light up when the final letter is recorded and it assumes its mission - to defend its masters. The Golem spreads its enormous arms out in front of the party, preparing to shield them from all damage. *Earthen Wall* bestows the Status Condition *Wall* on the Caller and all immediate allies (6).

Seraphim

The Summoner bows her head and closes her eyes, imparting a prayer for assistance to her chosen deity. As she does so, a golden beam of light shines down from above, and a winged woman wearing a simple white robe descends from the sky to gently touch down before the party.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float, SOS-Regen*

HEALING RAIN

VARIABLE COST

Target: Single

Type: Recovery

Seraphim gazes hopefully upwards and sings a single note. Light shines from the heavens and bathes a single party member in warmth, healing them of wounds. *Healing Rain* restores a certain amount of Hit Points to the targeted combatant – see the Advancement table for more details.

ANGEL FEATHERS*

VARIABLE COST

Target: Party

Type: Recovery

Seraphim spreads her wings and flies high into the air as an angelic chorus is heard from above. As her wings flap, feathers begin to slowly fall, showering the party. The feathers disappear as soon as they touch each party member, providing healing for the entire group. *Angel Feathers* restores a certain amount of Hit Points to all eligible allies in the immediate Party – see the Advancement table for more details.

Table AIII-31: Seraphim's Advancement

LEVEL	ATTACK	HEALING RAIN	ANGEL FEATHERS*	SPELLS
1 - 8	(5 x STR) + 2d8	(11 x MAG) + 3d10 (24 MP)	---	<i>Cure, Poisona</i>
9 - 16	(6 x STR) + 2d8	(13 x MAG) + 4d10 (29 MP)	---	<i>Float, Stona</i>
17 - 24	(8 x STR) + 3d8	(15 x MAG) + 4d10 (37 MP)	---	<i>Cura, Regen</i>
25 - 32	(10 x STR) + 3d8	(17 x MAG) + 4d10 (49 MP)	---	<i>Basuna</i>
33 - 40	(11 x STR) + 4d8	(18 x MAG) + 4d12 (55 MP)	(24 x MAG) + 4d12 (86 MP)	<i>Curaga*, Raise*</i>
41 - 48	(13 x STR) + 4d8	(20 x MAG) + 4d12 (64 MP)	(26 x MAG) + 5d10 (97 MP)	<i>Esuna*, Flight*</i>
49 - 56	(14 x STR) + 5d8	(22 x MAG) + 4d12 (73 MP)	(28 x MAG) + 5d10 (100 MP)	---
57 - 64	(16 x STR) + 5d8	(24 x MAG) + 4d12 (81 MP)	(30 x MAG) + 5d10 (127 MP)	---
65+	(18 x STR) + 5d8	(26 x MAG) + 5d10 (92 MP)	(33 x MAG) + 5d10 (149 MP)	---

CALL

REVIVER

111 MP

Target: Party

Type: Recovery

An angel descends from the heavens, accompanied by beautiful light and a divine chorus. She turns towards the party and spreads her six sets of wings, refracting the light across the party, instilling them with newfound health and courage. *Reviver* restores (22 x MAG) + 4d12 Hit Points to the Caller and all allies in the immediate area.

Ark

The skies darken as a blood-red moon looms over the battlefield. A twinkle of light in the midst of that ominous sphere quickly grows into the battle-scarred shape of an ancient, dragon-headed airship studded with fearsome metal blades, hovering above the battlefield on a single mighty propeller. Suddenly, something inside the airship shudders into life; the rotor folds up, the prow splits in two, and the entire hull begins to fold and twist, by and by transforming the vehicle into an elegant mechanical knight.

Hit Point Modifier: x 2

Support Abilities (Airship): *Elemental Immunity: Earth, Elemental Weakness: Wind, Auto-Flight*

Support Abilities (Knight): *Elemental Immunity: Shadow, Elemental Weakness: Holy, Auto-Float*

SPECIAL RULES

Roll a d% when Ark is summoned. On a roll of 75 or higher, Ark appears in Knight form; otherwise, Ark will appear in Airship form. If brought into battle through *Grand Summon*, Ark automatically appears in Knight form. Ark can transform from Airship to Knight and back again at the cost of an Action. The form Ark takes determines which attacks and Support Abilities are available to it. In Airship form, it can use *Boomerang*, while in Knight form, it can use *Photon* and *Eternal Darkness*. Attack damage remains constant across both forms.

BOOMERANG

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Ancient mechanisms creak as two ornate blades swing out from the airship's back and whirl towards the target, cutting straight through it before returning to their starting positions. *Boomerang* inflicts a certain amount of Physical damage on the targeted opponent, striking automatically – see the Advancement Table for more details. This damage is reduced by ARM as normal.

PHOTON

140 MP

Target: Single

Type: Status (Fatal)

Weapon tubes flick open along the airship's battle-scarred carapace. The glow of energy fills each opening and beams arc out, twisting towards the target to sear its life away in a single intense barrage. *Photon* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 1 HP, regardless of its current HP score, Armor, or M. Armor rating. Treat this as a Near-Fatal effect.

ETERNAL DARKNESS*

VARIABLE COST

Target: Group

Type: Elemental (Shadow)

A beam of red light shoots out from Ark's forehead, tracing a complex symbol on the ground below. As the symbol is completed, its patterns light up; target thus acquired, Ark swings his wings backwards and lets loose with hundreds of golden-white energy blasts that turn the battlefield into a glowing inferno. As the flames rage and smoke rises, the mechanoid Summon administers the *coup de grace* – a sizzling lance of energy projected from what was once the ram of his airship form, striking and re-igniting the residual energy around the enemy in a column of destruction that spills out into deepest space. *Eternal Darkness* inflicts a certain amount of Shadow Elemental damage on all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-32: Ark's Advancement

LEVEL	ATTACK	BOOMERANG	PHOTON	ETERNAL DARKNESS*	SPELLS
1 - 8	(6 x STR) + d10	(11 x AGI) + 3d10 (26 MP)	---	---	<i>Aero</i>
9 - 16	(8 x STR) + 2d10	(13 x AGI) + 4d10 (31 MP)	---	---	<i>Dark, Float</i>
17 - 24	(10 x STR) + 3d10	(15 x AGI) + 4d10 (39 MP)	---	---	<i>Aera</i>
25 - 32	(11 x STR) + 3d10	(17 x AGI) + 4d10 (51 MP)	---	---	<i>Confuse</i>
33 - 40	(13 x STR) + 4d10	(18 x AGI) + 4d12 (57 MP)	---	(24 x MAG) + 4d12 (91 MP)	<i>Aeraga*</i> , <i>Scourge*</i>
41 - 48	(15 x STR) + 4d10	(20 x AGI) + 4d12 (66 MP)	---	(26 x MAG) + 5d10 (102 MP)	<i>Flight*</i>
49 - 56	(17 x STR) + 5d10	(22 x AGI) + 4d12 (75 MP)	---	(28 x MAG) + 5d10 (105 MP)	---
57 - 64	(19 x STR) + 5d10	(24 x AGI) + 4d12 (83 MP)	---	(30 x MAG) + 5d10 (132 MP)	---
65+	(21 x STR) + 5d10	(26 x AGI) + 5d10 (94 MP)	---	(33 x MAG) + 5d10 (154 MP)	---

CALL

When Called, *Ark* will appear in one of two forms. Roll a d% to determine which form – and effect – is brought into battle.

Roll	Effect
1 - 60	Airship (<i>Propeller Wind</i>)
61 - 100	Knight (<i>Jet Breeze</i>)

PROPELLER WIND

119 MP

Target: Group **Type:** Elemental (Wind)
Status (Mystify)

The airship *Ark* screams across the battlefield, leaving a vacuum in the wake of its propeller. In an instant, the surrounding air rushes in to fill the vacuum, creating a swirling vortex that buffets the Caller's foes. *Propeller Wind* inflicts **(22 x MAG) + 4d12, M. Armor** Wind Elemental damage on all eligible combatants in the targeted Group, striking automatically. In addition, it has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Confuse (6)* – roll separately for each eligible combatant.

JET BREEZE

119 MP

Target: Group **Type:** Elemental (Wind)
Support

The knight *Ark* skims over the battlefield on jets of flame, thrusters kicking into overdrive as it sweeps over the thick of the enemy. The resulting backdraft is devastating, nearly blowing the Caller's foes off the battlefield entirely even as the party is plucked up and suspended on cushions of air. *Jet Breeze* inflicts **(26 x MAG) + 5d10, M. Armor** Wind Elemental damage on all eligible combatants in the targeted Group, striking automatically. In addition, it bestows the Status Condition *Float (6)* on the Caller and all immediate allies.

Doomtrain

Out of nowhere, train tracks rise from the ground; in the distance, a steam whistle sounds, faint and mournful. Before the astonished combatants can react, an ancient locomotive rumbles into sight, trailing behind it a long string of darkened, battered cars. As the whistle sounds again, however, the pitted iron shell melts away, revealing the horror underneath: a half-mechanical creature bedecked in red, gold, and brass; its frame a skeletal serpent encasing a heart of steam and pistons, its face a hollow-eyed phantom frozen in a rictus of permanent despair. This is the Doomtrain, transport of the dead and the damned, drawn from its course by the Summoner's behest.

Hit Point Modifier: x 2

Support Abilities: *Bio Enhancer*, *Elemental Absorbance: Bio*, *Elemental Weakness: Earth/Wind/Water*

DIABOLIC WHISTLE

VARIABLE COST

Target: Single

Type: Elemental (Bio)
Status (Special)

Noxious steam erupts from the Doomtrain's smokestack as its whistle rings out, a sound shrill and loud enough to break through the world of the living and into the realms of the dead. As if on command, a host of evil spirits emerge from the foul vapors, chittering and cackling as they swarm the target. *Diabolic Whistle* inflicts a certain amount of Bio Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Diabolic Whistle* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Blind* (6), *Confuse* (6), *Immobilize* (6), and *Poison* (∞). Roll once for all Conditions.

MIDNIGHT EXPRESS*

VARIABLE COST

Target: Group

Type: Elemental (Bio)
Status (Special)

The battlefield seems to grow darker; overhead, stars appear in strange constellations, twisting disconcertingly. As if on cue, the great lamp atop the Doomtrain's head winks to life, bathing the Summoner's foes in pale, bone-white light. Suddenly, a great whispering cuts into the air; initially low and sibilant, it draws closer and closer until shadows begin appear at the edges of light. As they pass into the glare of the Doomtrain's lamp, the shadows resolve into pale, shrouded phantoms; in short order, the souls of the newly departed simply wash over the enemy ranks, barely caring for the damage they inflict as they prepare to board the train to their final reward. *Midnight Express* inflicts a certain amount of Bio Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Midnight Express* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Condemned* (4), *Meltdown* (4), *Toad* (6), and *Venom* (4) – roll separately for each eligible combatant, but only once for all Conditions.

Table AIII-33: Doomtrain's Advancement

LEVEL	ATTACK	DIABOLIC WHISTLE	MIDNIGHT EXPRESS*	SPELLS
1 - 8	(6 x STR) + 2d10	(11 x MAG) + 3d10 (59 MP)	---	<i>Blind</i> , <i>Poison</i> , <i>Sleep</i>
9 - 16	(8 x STR) + 2d10	(13 x MAG) + 4d10 (64 MP)	---	<i>Berserk</i> , <i>Slow</i>
17 - 24	(10 x STR) + 3d10	(15 x MAG) + 4d10 (71 MP)	---	<i>Immobilize</i> , <i>Silence</i> , <i>Zombie</i>
25 - 32	(11 x STR) + 3d10	(17 x MAG) + 4d10 (84 MP)	---	<i>Bio</i> , <i>Confuse</i> , <i>Slowga</i>
33 - 40	(13 x STR) + 4d10	(18 x MAG) + 4d12 (90 MP)	(24 x MAG) + 4d12 (136 MP)	<i>Curse*</i> , <i>Disable*</i> , <i>Mini*</i>
41 - 48	(14 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	(26 x MAG) + 5d10 (147 MP)	<i>Stone*</i> , <i>Sap*</i>
49 - 56	(16 x STR) + 5d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (150 MP)	<i>Pain*</i> , <i>Stop*</i> , <i>Venom*</i>
57 - 64	(18 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (177 MP)	<i>Toad*</i>
65+	(21 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (199 MP)	---

CALL

RUNAWAY TRAIN

124 MP

Target: Group

Type: Elemental (Bio)
Status (Special)

In the blink of an eye, the battlefield is sucked away into the Dimensional Rift. Warning bells ring as railway gates come crashing down, fencing the Summoner's foes in; flames spring up in the midst of the void, forming the shadow of a ghostly express line. A single light shines in the darkness, and with a mighty thunder of pistons, Doomtrain comes chasing down the track towards the trapped foes, rolling through their ranks without even slowing. *Runaway Train* inflicts **(22 x MAG) + 4d12**, **M. Armor** Bio Elemental damage on all eligible combatants in the targeted Group, striking automatically. It also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Blind* (6), *Meltdown* (2), and *Poison* (∞). Roll separately for each Status Condition and each eligible combatant.

Hades

A deep, mournful bell is heard as a thick mist rolls over the Summoner's party. As the mist clears, it reveals the figure of a skeleton clad in a deep purple robe hunched over a large cauldron. Hades looks gleefully up at the enemy party as if to let them know their time has come.

Hit Point Modifier: x 2

Support Abilities: *Bio Enhancer, Elemental Absorbance Bio, Elemental Weakness: Fire/Ice/Lightning*

DEVIL'S BELL

VARIABLE COST

Target: Single

Type: Elemental (Bio)
Status (Special)

Hades reaches slowly into one of the sleeves of his robe, pulling out a dull iron bell. As he points at one member of the enemy party, he rings the bell, causing the same mournful tone heard during his summoning. The affected monster slumps over, filled with despair over the knowledge of its imminent demise. *Devil's Bell* inflicts a certain amount of Bio Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. In addition, *Devil's Bell* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Berserk* (6), *Mini* (6), *Poison* (∞), and *Silence* (6). Roll once for all Conditions.

CURSED MIST*

VARIABLE COST

Target: Group

Type: Elemental (Bio)
Status (Special)

Hades straightens up and begins a hideous chant. As he chants, a pale flame appears under the cauldron, causing whatever is within to begin bubbling. As the chanting reaches its climax, Hades scatters an unknown substance into the cauldron. Almost immediately, a thick gray fog begins pouring out of the cauldron, washing over the enemy party and covering them with hideous toxins. *Cursed Mist* inflicts a certain amount of Bio Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. In addition, *Cursed Mist* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Curse* (6), *Petrify* (4), *Venom* (4), and *Zombie* (6) on all eligible combatants in the Group. Roll separately for each eligible combatant, but only once for all Conditions.

Table AIII-34: Hades's Advancement

LEVEL	ATTACK	DEVIL'S BELL	CURSED MIST*	SPELLS
1 - 8	(6 x STR) + 2d10	(11 x MAG) + 3d10 (59 MP)	---	<i>Blind, Poison, Sleep</i>
9 - 16	(8 x STR) + 2d10	(13 x MAG) + 4d10 (64 MP)	---	<i>Berserk, Slow</i>
17 - 24	(10 x STR) + 3d10	(15 x MAG) + 4d10 (72 MP)	---	<i>Immobilize, Silence, Zombie</i>
25 - 32	(11 x STR) + 3d10	(17 x MAG) + 4d10 (84 MP)	---	<i>Bio, Confuse, Slowga</i>
33 - 40	(13 x STR) + 4d10	(18 x MAG) + 4d12 (90 MP)	(24 x MAG) + 4d12 (136 MP)	<i>Curse*, Disable*, Mini*</i>
41 - 48	(14 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	(26 x MAG) + 5d10 (147 MP)	<i>Stone*, Time Slip*</i>
49 - 56	(16 x STR) + 5d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (150 MP)	<i>Pain*, Stop*, Venom*</i>
57 - 64	(18 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (177 MP)	<i>Toad*</i>
65+	(21 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (199 MP)	---

CALL

BLACK CAULDRON

124 MP

Target: Group

Type: Elemental (Bio)
Status (Special)

The sky fades to black; in the newly-birthing shadows, a menacing figure comes into focus, blood-red robes fluttering in the cold wind. A metallic creak rents the air as Hades stirs his pitch-black cauldron, filling the air around the Caller's foes with a drift of noxious fumes. *Black Cauldron* inflicts **(22 x MAG) + 4d12**, **M. ARM** Bio Elemental damage on all eligible combatants in the targeted Group, striking automatically. In addition, *Black Cauldron* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Curse* (6), *Mini* (6), and *Silence* (6). Roll separately for each Status Condition.

Kujata

As the summoner chants the words of her incantation, the earth begins to rumble, and a loud roar is heard in the distance. The horned boar god Kujata charges to the aid of the summoner and her allies, hot sparks flying as his hooves strike rock. With a snort, the huge boar interposes himself between the summoner and her enemies, letting out another titanic bellow.

Hit Point Modifier: x 2

Support Abilities: *Elemental Immunity: Earth/Fire/Ice/Lightning, Elemental Weakness: Water/Wind*

ERUPTION

VARIABLE COST

Target: Single

Type: Elemental (Special)

Kujata raises its hooves and drives them into the earth. A huge spike of rock smashes into one of the Summoner's enemies, then explodes, raining fiery lava down on the target. *Eruption* counts as two separate attacks, both of which strike the targeted combatant automatically for a certain amount of damage – see the Advancement table for more details. The first attack inflicts Earth Elemental damage, the second inflicts Fire Elemental damage. Both attacks ignore M. ARM.

HEAVEN'S RAGE*

VARIABLE COST

Target: Group

Type: Elemental (Special)

Kujata lets out a terrible roar and the earth itself rips apart under the feet of the summoner's enemies. As the summoner's foes fall into the chasm, they are first bathed in boiling lava, then frozen in crystallized ice, then struck by otherworldly bolts of lightning. Finally, the chasm itself slams closed, crushing the enemies before throwing them back onto the surface. *Heaven's Rage* counts as four separate attacks, all of which strike every eligible combatant in the targeted Group for a certain amount of damage – see the Advancement table for more details. The first attack deals Fire Elemental damage, the second Ice Elemental, the third Lightning Elemental, and the last Earth Elemental. All four attacks ignore M. ARM.

Table AIII-35: Kujata's Advancement

LEVEL	ATTACK	ERUPTION	HEAVEN'S RAGE*	SPELLS
1 - 8	(6 x STR) + 2d12	(6 x MAG) + 2d10 (34 MP)	---	<i>Blizzard, Fire, Thunder</i>
9 - 16	(9 x STR) + 2d12	(7 x MAG) + 2d10 (43 MP)	---	---
17 - 24	(11 x STR) + 3d12	(8 x MAG) + 2d10 (51 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(13 x STR) + 3d12	(9 x MAG) + 3d10 (63 MP)	---	---
33 - 40	(15 x STR) + 4d12	(10 x MAG) + 3d10 (72 MP)	(5 x MAG) + 2d10 (78 MP)	<i>Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(17 x STR) + 4d12	(11 x MAG) + 3d10 (81 MP)	(6 x MAG) + 2d10 (95 MP)	<i>Null Element (Water)*</i>
49 - 56	(19 x STR) + 5d12	(12 x MAG) + 3d10 (89 MP)	(7 x MAG) + 2d10 (109 MP)	<i>Null Element (Wind)*, Quake*</i>
57 - 64	(21 x STR) + 5d12	(13 x MAG) + 4d10 (100 MP)	(8 x MAG) + 2d10 (151 MP)	
65+	(23 x STR) + 5d12	(14 x MAG) + 4d10 (103 MP)	(9 x MAG) + 3d10 (177 MP)	---

CALL

TETRA-DISASTER

125 MP

Target: Group

Type: Elemental (Special)

A burst of flames erupts from the ground, burning the Caller's foes. A cold air begins to sweep in that promises quick relief, but turns to a painful sting as it coalesces into a block of ice that chills the targets for further damage before being shattered by a volley of lightning bolts that reveals the source of this misery - the massive elemental beast Kujata. With a stomp of its mighty hooves, Kujata sends a final ripple through the ground, shaking all opponents in range before vanishing again. *Tetra-Disaster* counts as four separate attacks, each inflicting **(6 x MAG) + 2d10** damage on all eligible combatants in the targeted Group, striking automatically. The first attack does Fire Elemental damage, the second Ice Elemental, the third Lightning Elemental, and the fourth Earth Elemental.

Alexander

The summoner closes her eyes and gives a small prayer, which is answered as a massive mechanical creature rises up behind her. Alexander, the holy guardian, towers over the battlefield, resplendent in brightly-ornamented silver armor. It may be humanoid, but nothing below the waist can be seen above the ground. The arms are massive pillars, leaning against the ground, though no hands are visible. Perhaps the strangest thing about Alexander is what appears to be a palace on its wide shoulders, with towers sprouting high up over its head.

Hit Point Modifier: x 2.5

Support Abilities: *Holy Enhancer, Elemental Absorbance: Holy, Elemental Weakness: Shadow*

RAY OF LIGHT

VARIABLE COST

Target: Single

Type: Elemental (Holy)

A thin beam of light shines from Alexander's visor, flaring from white to red as it begins to trace a glyph around the target with fast, darting motions. As the final stroke is made, the intricate lines glow red; the two light sources unite as one, engulfing the target in searing fire. *Ray of Light* inflicts a certain amount of Holy damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

HOLY JUDGMENT*

VARIABLE COST

Target: Group

Type: Elemental (Holy)

Alexander shudders and clanks, as a pair of immense feathered wings emerge from his back, shattering metal and stone. The wings beat slowly in the air as a ball of Holy energy is formed in front of Alexander's body. Suddenly the wings stop, and the ball splits into thousands of thin streams of energy, spiraling around the battlefield until, one by one, each plunges into a different enemy. *Holy Judgment* inflicts a certain amount of Holy Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-36: Alexander's Advancement

LEVEL	ATTACK	RAY OF LIGHT	HOLY JUDGMENT*	SPELLS
1 - 8	(6 x STR) + 2d10	(13 x MAG) + 4d10 (31 MP)	---	---
9 - 16	(8 x STR) + 2d10	(15 x MAG) + 4d12 (39 MP)	---	<i>Fade</i>
17 - 24	(10 x STR) + 3d10	(17 x MAG) + 4d12 (51 MP)	---	<i>Protect</i>
25 - 32	(11 x STR) + 3d10	(18 x MAG) + 4d12 (57 MP)	---	<i>Shell</i>
33 - 40	(13 x STR) + 4d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	<i>Banish*, Raise*</i>
41 - 48	(15 x STR) + 3d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Dispel*</i>
49 - 56	(16 x STR) + 5d10	(24 x MAG) + 4d12 (84 MP)	(30 x MAG) + 5d10 (132 MP)	---
57 - 64	(18 x STR) + 5d10	(26 x MAG) + 5d10 (94 MP)	(33 x MAG) + 5d10 (154 MP)	---
65+	(21 x STR) + 5d10	(28 x MAG) + 5d10 (97 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Holy*</i>

CALL

DIVINE JUDGMENT

130 MP

Target: Group

Type: Elemental (Holy)

Behind the Caller, the ground suddenly sags and crumbles away, leaving a gaping hole in the battlefield through which Alexander ascends to join the fray. Once above ground, the sentient war machine anchors itself with a hiss of steam; two great weapon batteries open atop the war machine's towering shoulders, spitting lances of holy destruction into the air. For several seconds, nothing happens – then Alexander's deadly payload comes raining down again, all but vaporising the enemy on impact. *Divine Judgment* inflicts **(26 x MAG) + 5d10, M. Armor** Holy Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Anima

A blackened metal chain plummets out of the sky, plunging into the ground with a thundering jolt. The chain retracts as it slowly pulls something out of the shadowed depths of the earth. More chains spring out of the earth, pulling themselves taut around the emerging figure, a strangely fish-like creature who roars in impotent fury as she weeps boiling blood. This is the dark spirit Anima.

Hit Point Modifier: x 2.5

Support Abilities: *Shadow Enhancer, Elemental Absorbance: Shadow, Elemental Weakness: Holy*

WRACK

VARIABLE COST

Target: Single

Type: Elemental (Shadow)
Status (Fatal)

Anima cries out to the battlefield as a drop of molten blood is flung from her eye upon the target. As the dark essence sears away at the target, the pure rage of Anima attacks their very spirit. *Wrack* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 Hit Points, regardless of current HP, ARM, or M. ARM values. Treat this as a Death-type effect. Should the target survive, *Wrack* does a certain amount of Shadow Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

OBLIVION*

VARIABLE COST

Target: Group

Type: Elemental (Shadow)

The chain binding Anima to the surface snaps free, sending Anima plunging back into the earth. The chains themselves drag the enemy party down with her, allowing them to meet Anima's other face, a monstrous crowned skeleton, whose chains are near breaking point. As the combatants sink deeper into the darkness, the bindings snap, and Anima's other half is freed. With two gaunt arms she begins to vent all the pain and suffering of her existence into the Summoner's foes, all but destroying them on the spot. *Oblivion* does a certain amount of Shadow Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-37: Anima's Advancement

LEVEL	ATTACK	WRACK	OBLIVION*	SPELLS
1 - 8	(6 x STR) + 2d10	(13 x MAG) + 4d10 (64 MP)	---	---
9 - 16	(8 x STR) + 2d10	(15 x MAG) + 4d12 (72 MP)	---	<i>Dark</i>
17 - 24	(10 x STR) + 3d10	(17 x MAG) + 4d12 (84 MP)	---	---
25 - 32	(11 x STR) + 3d10	(18 x MAG) + 4d12 (90 MP)	---	<i>Debarrier</i>
33 - 40	(13 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	(26 x MAG) + 5d10 (102 MP)	<i>Scourge*</i>
41 - 48	(15 x STR) + 4d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (105 MP)	---
49 - 56	(16 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Death*</i>
57 - 64	(18 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (154 MP)	---
65+	(21 x STR) + 5d10	(28 x MAG) + 5d10 (130 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Scathe*</i>

CALL

TORMENT

130 MP

Target: Group

Type: Elemental (Shadow)

Anima's tormented form erupts in the midst of the Caller's foes, ever struggling with her eternal chains. Her futile struggling whips the chains to and fro, tangling all nearby targets as her piercing howls drive fear into even the boldest of hearts. *Torment* inflicts **(26 x MAG) + 5d10**, **M. ARM** Shadow Elemental damage on all eligible combatants in the targeted Group, striking automatically.

Cerberus

Thick mists begin to surround the Summoner's body, rolling out to fill the immediate area until the entire battlefield is shrouded in murky fog. Just as confusion and panic begin to spread in the combatants, the veil begins to lift, revealing a pair of stone cemetery gates rising up behind the Summoner; the iron-wrought portal between them is blackened and age-pitted, scored with rust that seems as old as creation itself. Suddenly, a distant howl cuts through the gloom; the steady patter of running, thundering feet draws closer as glowing eyes cut through the mists and the gates of the underworld slowly creak open, acknowledging the return of their master.

In the flesh, Cerberus is a terrible thing indeed. A bony carapace the color of gravestone barely covers a three-headed demon-hound great enough to tower over mere mortals; between the gaps, blood-red muscles and sinews glisten as if freshly skinned, tensing with barely restrained power.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Haste*

SONIC DRIVE

VARIABLE COST

Target: Single

Type: Arcane (Physical)
Status (Time)

Cerberus fixes a single foe with three sets of eyes as cold and pitiless as the heart of a dying star, sapping the very life from the hapless victim's body. *Sonic Drive* inflicts a certain amount of Physical damage to the targeted combatant, striking automatically — see the Advancement table for more details. This damage is reduced by ARM as normal. *Sonic Drive* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Stop* (6).

OVERDRIVE*

183 MP

Target: Party

Type: Status (Strengthen)

Cerberus raises all three heads to the sky and unleashes a howl, defying death's inevitability for one brief moment. Almost immediately, energy suffuses the Summoner and her comrades as the weight of the ages begins to melt away. *Overdrive* bestows the Status Condition *Haste* on all eligible combatants (6), as well as immediately casting the Time Magic Spell *Quicken* on them.

Table AIII-38: Cerberus's Advancement

LEVEL	ATTACK	SONIC DRIVE	OVERDRIVE*	SPELLS
1 - 8	(5 x AGI) + 2d8	(13 x AGI) + 4d10 (54 MP)	---	<i>Burn Ray, Hold, Yawn</i>
9 - 16	(6 x AGI) + 2d8	(15 x AGI) + 4d12 (62 MP)	---	<i>Slow, Speed</i>
17 - 24	(8 x AGI) + 3d8	(17 x AGI) + 4d12 (74 MP)	---	<i>Ray Bomb, Reset</i>
25 - 32	(10 x AGI) + 3d8	(18 x AGI) + 4d12 (80 MP)	---	<i>Haste, Slowga</i>
33 - 40	(11 x AGI) + 4d8	(20 x AGI) + 4d12 (89 MP)	---	<i>Flare Star*, Time Slip*</i>
41 - 48	(13 x AGI) + 4d8	(22 x AGI) + 4d12 (98 MP)	---	<i>Stop*</i>
49 - 56	(14 x AGI) + 5d8	(24 x AGI) + 4d12 (106 MP)	---	<i>Hastega*, Return*</i>
57 - 64	(16 x AGI) + 5d8	(26 x AGI) + 5d10 (117 MP)	---	<i>Old*</i>
65+	(18 x AGI) + 5d8	(28 x AGI) + 5d10 (120 MP)	---	<i>Shockwave Pulsar*, Quicken*</i>

CALL

COUNTER ROCKETS

139 MP

Target: Party

Type: Status (Strengthen)

Infernal power glows in the depths of Cerberus's maws, growing in intensity until the fell hound at last lifts its three heads to the heavens and shoots the pent-up energy into the sky. For one brief moment, a new constellation winks down on the party; then it too is gone. *Counter Rockets* bestows the Status Conditions *Power Up* (6) and *Magic Up* (6) on the Caller and all eligible allies in the immediate Party.

Phoenix

An egg the color of amber sunlight falls from the heavens, melting into the ground without even slowing. Trails of flame blaze forth, tracing the outline of a majestic bird around the party before erupting into an utter inferno. Out of the conflagration soars a giant bird covered in gloriously vibrant plumage, trailing a rainbow in its wake as it spreads its wings and soars into the sky.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Reraise*

BLAZE OF LIFE

VARIABLE COST

Target: All

Type: Elemental (Fire)
Recovery

Phoenix hovers above the battlefield, a cascade of feathers showering down with every beat of its mighty wings. Where the feathers touch allies, they radiate warmth and light; where they strike the enemy, they burst into hot and wicked flames, scorching without mercy. *Blaze of Life* inflicts a certain amount of Fire Elemental damage on all eligible enemy combatants on the battlefield, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Unconscious* allies are revived as if they had been targeted by the Spell *Raise*.

REBIRTH FLAME*

VARIABLE COST

Target: All

Type: Elemental (Fire)
Recovery

Phoenix circles above the battlefield again, singing its powerful song. Finally, it dives again, wreathing its entire body in flame. To the party, the flame pulses with the heat of life; to the Summoner's foes, it burns with the intensity of a raging sun. *Rebirth Flame* inflicts a certain amount of Fire Elemental damage on all eligible enemy combatants on the battlefield, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Unconscious* allies are revived as if they had been targeted by the Spell *Arise*.

Table AIII-39: Phoenix's Advancement

LEVEL	ATTACK	BLAZE OF LIFE	REBIRTH FLAME*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (62 MP)	---	<i>Cure, Fire</i>
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (74 MP)	---	---
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (80 MP)	---	<i>Cura, Fira</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (89 MP)	---	<i>Raise</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (98 MP)	(28 x MAG) + 5d10 (135 MP)	<i>Curaga*, Firaga*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (106 MP)	(30 x MAG) + 5d10 (162 MP)	<i>Reraise*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (117 MP)	(33 x MAG) + 5d10 (184 MP)	<i>Nuke*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (120 MP)	(36 x MAG) + 5d12 (203 MP)	<i>Arise*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (147 MP)	(39 x MAG) + 5d12 (223 MP)	<i>Rebirth*</i>

CALL

UNDYING SPIRIT

147 MP

Target: All

Type: Elemental (Fire)
Recovery

Feathers, ashes and drops of oil fall from the sky to form a small pile in the center of the battlefield. After a moment, a small red bird emerges from the pile and shakes off some debris, then spreads its wings and takes to the sky. Circling once over the battle before departing, it trails ribbons of flame everywhere that scorch the Caller's opponents. *Undying Spirit* inflicts **(26 x MAG) + 5d10, M. ARM** Fire Elemental damage on all active enemies on the battlefield. In addition, all *Unconscious* allies are revived with **25%** of their maximum Hit Points.

Typhon

A truly grotesque creature descends from the heavens, fat violet body undulating and wobbling as its brings itself into position and surveys the battle with greedy eyes. One grinning, demonic face tops that sluglike mass, sporting a mouthful of fangs wide enough to swallow cattle whole; another head, smaller but no less uglier for it, leers in the monster's rump, blowing an obscene raspberry at the Summoner. Flexing his stubby arms, Typhon prepares to unleash his vulgar powers.

Hit Point Modifier: x 2.5

Support Abilities: *Wind Enhancer, Elemental Absorbance: Wind, Elemental Weakness: Earth/Bio, Auto-Float*

SNEEZE

VARIABLE COST

Target: Single

Type: Elemental (Wind)
Status (Fatal)

Typhon's hideous face wrinkles; his maw twitches, and without warning, the summon sneezes with tree-felling force, creating a burst of unimaginably powerful air currents. *Sneeze* has a CoS of **(M. ACC - 50)**, **M. Evasion** to *Eject* the targeted combatant from the battlefield. Should the target survive, *Sneeze* inflicts a certain amount of Wind Elemental damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

DISINTEGRATION*

VARIABLE COST

Target: Group

Type: Elemental (Wind)

Typhon blows a howling gust of air into the ranks of the enemy, whipping up a malevolent whirlwind that wraps itself around the Summoner's foes and sweeps them up. As the enemy tumbles about helplessly, the hideous summon turns around to reveal his second head, which unleashes a furious sneeze; in an instant, heaven and earth are reversed, and fragments of what was once the ground begin to tumble down, battering the trapped opponents until the tornado finally peters out. *Disintegration* inflicts a certain amount of Wind Elemental damage to to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-40: Typhon's Advancement

LEVEL	ATTACK	SNEEZE	DISINTEGRATION*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (62 MP)	---	<i>Aero</i>
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (74 MP)	---	<i>Float</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (80 MP)	---	<i>Aera</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (89 MP)	---	<i>Flight</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (98 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Aeraga*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (106 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Null Element (Earth)*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (117 MP)	(33 x MAG) + 5d10 (154 MP)	<i>Null Element (Bio)*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (120 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Weaken (Wind)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (147 MP)	(39 x MAG) + 5d12 (193 MP)	<i>Whirlwind</i>

CALL

CHOW TIME

155 MP

Target: Group

Type: Elemental (Wind)

Typhon swoops down, mouths agape and drooling in anticipation of a fresh meal. He inhales greedily, drawing all opponents in the vicinity up into the terrible, cavernous depths of his gullet; then, just as suddenly, he spits them out again, as if displeased with the quality of his impromptu snack. *Chow Time* inflicts **(30 x MAG) + 5d10**, **M. ARM** Wind Elemental damage to to all eligible combatants in the targeted Group, striking automatically.

Leviathan

A rip opens in the fabric of reality, birthing a long, sinuous column of seawater that twists and turns this way and that, gaining definition as it begins to solidify. By and by, spines emerge from the snaking column; the brine hardens into shimmering scales, stretches out into fins and long, trailing whiskers, gives form to a sharply beaked head. As the great sea serpent Leviathan completes his metamorphosis, the tang of salt fills the air; sharp, clear, and foreboding.

Hit Point Modifier: x 2.5

Support Abilities: *Water Enhancer*; *Elemental Absorbance: Water*; *Elemental Weakness: Lightning/Ice*

TIDAL WAVE

VARIABLE COST

Target: Group

Type: Elemental (Water)

Leviathan coils up in a glistening ball of scales; water begins to bead on the surface of his body, quickly forming a solid cocoon of liquid. Once the great sea serpent is completely surrounded, the brine explodes outwards, sending furious waves gushing in all directions. *Tidal Wave* inflicts a certain amount of Water Elemental damage to to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

GRAND FALL*

VARIABLE COST

Target: Group

Type: Elemental (Water)

The earth rumbles and shakes, thrusting up larger and larger fragments of stone until a towering slope has been erected over the battlefield. With a flick of his tail, Leviathan soars to the summit of the newly-formed peak; in an instant, he transforms his body to water once again, creating a mighty waterfall that pours and tumbles down the dry rock. This liquid avalanche quickly gathers momentum until it reaches the bottom and fans out in a crushing wall of oceanic devastation, sweeping up everything in its path. *Grand Fall* inflicts a certain amount of Water Elemental damage to to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-41: Leviathan's Advancement

LEVEL	ATTACK	TIDAL WAVE	GRAND FALL*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (47 MP)	---	---
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (59 MP)	---	<i>Water</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (65 MP)	---	---
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (74 MP)	---	<i>Watera</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (83 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Null Element (Lightning)*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (91 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Null Element (Ice)*, Waterga*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (102 MP)	(33 x MAG) + 5d10 (154 MP)	---
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (105 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Weaken (Water)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (132 MP)	(39 x MAG) + 5d12 (193 MP)	---

CALL

TSUNAMI

155 MP

Target: Group

Type: Elemental (Water)

Leviathan thrashes and sweeps across the battlefield, budding tiny bubbles of water from the length of his body. As he passes over the enemy ranks, these minute droplets begin to multiply; behind him, a great wall of water begins to form, growing in scale and intensity as he draws closer and closer. When the tsunami finally hits, it is with the force of nature's wrath in its purest form – a blow few foes can weather. *Tsunami* inflicts (30 x MAG) + 5d10, M. ARM Water Elemental damage to to all eligible combatants in the targeted Group, striking automatically.

Lich

A dark fog snakes around the Summoner, slowly solidifying into a creature seemingly born of nightmares: a cruel-faced skeleton clad in the decaying remains of wizard's robes, gaunt form held aloft by two skeletal wings. With a hideous, cackling laugh, the Lich swoops forward, ready to unleash the power of darkness against the Summoner's foes.

Hit Point Modifier: x 2.5

Support Abilities: *Shadow Enhancer, Elemental Absorbance: Shadow, Elemental Weakness: Holy*

DEATH CUTTER

VARIABLE COST

Target: Single

Type: Elemental (Shadow)
Status (Fatal)

A sneer seems to twist Lich's skull-like features as he charges towards the chosen foe, skeletal arms reshaping mid-rush into curved, cruel scythes that impale the target without a moment's pity. *Death Cutter* inflicts a certain amount of Shadow Elemental damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Death Cutter* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 Hit Points, regardless of current HP, ARM or M. ARM values, or the Damage Cap; treat this as a Death-type effect.

DOOM MIRROR*

VARIABLE COST

Target: Group

Type: Elemental (Shadow)
Status (Transform)

With a cackle, the Lich calls an age-scored and rune-encrusted silver mirror into existence before each foe still standing; even as they behold their reflections, those mirror images begin to wither and waste, leaving nothing save bones. That grim display done, the mirrors explode into sweeping jets of black gas, a rotting malaise that seeks to make the illusion into reality. *Doom Mirror* inflicts a certain amount of Shadow Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Doom Mirror* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Zombie* (6) – roll separately for each eligible combatant.

Table AIII-42: Lich's Advancement

LEVEL	ATTACK	DEATH CUTTER	DOOM MIRROR*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (72 MP)	---	---
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (84 MP)	---	<i>Dark</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (90 MP)	---	<i>Zombie</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	---	---
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (115 MP)	<i>Scourge*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (142 MP)	<i>Death*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (164 MP)	<i>Null Element (Holy)*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (130 MP)	(36 x MAG) + 5d12 (183 MP)	<i>Weaken (Shadow)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (157 MP)	(39 x MAG) + 5d12 (203 MP)	<i>Scathe*</i>

CALL

DESCENDING DARKNESS

168 MP

Target: Group

Type: Elemental (Shadow)

Wind whips at the tatters of his robes as Lich soars over the battlefield, laughing maniacally as the while. From his fingertips leaps lightning as black as a moonless night, bolts of unadulterated evil that draw the life from anything unlucky enough to find itself in their path. *Descending Darkness* inflicts **(36 x MAG) + 5d12**, **M. ARM** Shadow Elemental damage on all eligible combatants in the targeted Group, striking automatically.

MADEEN

Cracks begin to form in the ground underneath the Summoner, growing wider and wider as beams of light pour through the newly-created openings. In the midst of this devastation, fragments of earth start rising up, forming miniature floating islands that surround the Summoner in a loose, gravity-defying archipelago. Finally, the last of the beams shoots forth, tearing the very sky in twain. From this fissure emerges a majestic figure indeed: a golden-skinned lion-man of impeccable physique carried on the beats of dragon's wings, landing with seemingly effortless grace atop the largest of the fragments to roar his arrival to all below.

Hit Point Modifier: x 2.5

Support Abilities: *Holy Enhancer, Elemental Absorbance: Holy, Elemental Weakness: Shadow*

HEAVEN'S REIGN

VARIABLE COST

Target: Single

Type: Elemental (Holy)

Madeen raises one clawed hand, drawing a handful of the debris called by his summoning to surround him. Tightening his hand into a fist, he turns each particle into a miniature starburst of purest light, then sends the freshly-created swarm howling towards the target in an eye-searing streak of destruction. *Heaven's Reign* inflicts a certain amount of Holy Elemental damage to the target, striking automatically – see the Advancement table for more details.

TERRA HOMING*

VARIABLE COST

Target: Group

Type: Elemental (Holy)

A web of light forms around Madeen, gradually expanding until it has encompassed the Summoner's foes in their entirety. At this point, the web unravels into a spray of beams, bombarding the targets with bolt after bolt of divine power. *Terra Homing* inflicts a certain amount of Holy Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-43: Madeen's Advancement

LEVEL	ATTACK	HEAVEN'S REIGN	TERRA HOMING*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (39 MP)	---	---
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (51 MP)	---	<i>Fade</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (57 MP)	---	<i>Protect</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (66 MP)	---	<i>Shell</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Banish*</i> , <i>Life*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (83 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Protectga*</i> , <i>Shellga*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (94 MP)	(33 x MAG) + 5d10 (154 MP)	<i>Null Element (Shadow)*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (97 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Weaken (Holy)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (124 MP)	(39 x MAG) + 5d12 (193 MP)	<i>Holy*</i>

CALL

SHINING STAR

168 MP

Target: Group

Type: Elemental (Holy)

A star glints in the distance – but as the light draws closer, it quickly becomes obvious that this is no mere astronomical phenomenon, but an ever-growing ball of holy power surrounding the rapidly approaching Madeen like a deadly nimbus. The air itself seems to burn as the lion-man simply roars through the ranks of the enemy and the false star flares one last time, disappearing in a blast of pure light. *Shining Star* inflicts (36 x MAG) + 5d12, M. ARM Holy Elemental damage on all eligible combatants in the targeted Group, striking automatically.

Odin

A black vortex opens in front of the Summoner, spewing thick streams of smoke from its yawning depths. As creeping vapors curl around the Summoner's feet, metal suddenly flashes deep in the darkness; hoofsteps become audible, growing louder and louder as a great six-legged war charger strides into view. On its back is a true giant of a warrior, covered from head to toe in ancient and ornate armor; his left hand clutches a long-hafted spear, the right a sword easily as long as a man is tall. Only a golden-skinned face is left visible, handsome and cruel, framed by a great horned helm of almost prehistoric provenance. Odin has arrived, and woe betide any creature that dares to stand in his path.

Hit Point Modifier: x 2.5 **Support Abilities:** *Auto-Power Up, Auto-Regen*

SHIN-ZANTETSUKEN

VARIABLE COST

Target: Single **Type:** Arcane (Physical)
Status (Fatal)

Odin holds his blade at the ready, but those who know of this warrior's exploits know that they witness no ordinary weapon: this is the legendary blade Zantetsuken, the Iron-Cutting Sword whose impossibly keen edge respects not even diamond. The curved metal glints wickedly as the warrior summon spurs Sleipnir into a charge; the sword-stroke falls so quickly that the motion is almost invisible. Only when the enemy begins to slide apart does it become obvious that they have been cleaved cleanly in twain. *Shin-Zantetsuken* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 Hit Points, regardless of current HP, ARM or M. ARM values, or the Damage Cap. Treat this as a Death-type effect. Should the target survive, *Shin-Zantetsuken* does a certain amount of Physical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

OBLITERATION*

VARIABLE COST

Target: Group **Type:** Arcane (Physical)
Status (Fatal)

Thunder peals and rolls as Odin sizes up the ranks of the enemy; beneath him, Sleipnir kicks the earth impatiently, waiting only for his master's command. Finally, the warrior summon makes his move, riding at the enemy in full charge with Zantetsuken leveled dangerously low to the ground. The very air itself is split by the blade's passing, creating a rising vapor trail that grows in intensity as Odin cleaves through one foe after another like a dark comet of vengeance. *Obliteration* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing all eligible combatants in the targeted Group to 0 Hit Points, regardless of their current HP, ARM, or M. ARM values; roll separately for each eligible combatant. Treat this as a Death-type effect. Should the target survive, *Obliteration* does a certain amount of Physical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

Table AIII-44: Odin's Advancement

LEVEL	ATTACK	SHIN-ZANTETSUKEN	OBLITERATION*	SPELLS
1 - 8	(9 x STR) + 2d12	(15 x STR) + 4d10 (72 MP)	---	---
9 - 16	(11 x STR) + 3d12	(17 x STR) + 4d10 (84 MP)	---	<i>Faith, Slow</i>
17 - 24	(13 x STR) + 3d12	(18 x STR) + 4d12 (90 MP)	---	<i>Might, Fear</i>
25 - 32	(15 x STR) + 4d12	(20 x STR) + 4d12 (99 MP)	---	<i>Despair, Dispel</i>
33 - 40	(17 x STR) + 4d12	(22 x STR) + 4d12 (108 MP)	(28 x STR) + 5d10 (135 MP)	<i>Haste*, Slowga*</i>
41 - 48	(19 x STR) + 5d12	(24 x STR) + 4d12 (116 MP)	(30 x STR) + 5d10 (162 MP)	---
49 - 56	(21 x STR) + 5d12	(26 x STR) + 5d10 (127 MP)	(33 x STR) + 5d10 (184 MP)	<i>Hastega*, Stop*</i>
57 - 64	(23 x STR) + 5d12	(28 x STR) + 5d10 (130 MP)	(36 x STR) + 5d12 (203 MP)	---
65+	(25 x STR) + 5d12	(30 x STR) + 5d10 (154 MP)	(39 x STR) + 5d12 (223 MP)	---

CALL

By default, Odin will use *Zantetsuken* when brought into battle by an Caller. However, if summoned against a Boss, End Boss, or creature with Death or Fatal Immunity, Odin will use *Gungnir* instead. The cost is the same regardless of which effect is used.

ZANTETSUKEN

176 MP

Target: Group **Type:** Status (Fatal)

Odin draws his blade and makes three economical cuts through the thick of the enemy, bloodlessly parting limbs from bodies, heads from shoulders in a raw display of physical might. *Zantetsuken* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing all eligible combatants in the targeted Group to 0 Hit Points, regardless of their current HP, ARM or M. ARM values, or the Damage Cap; roll separately for each eligible combatant. Treat this as a Death-type effect.

GUNGNIR

176 MP

Target: Single **Type:** Arcane (Physical)

Odin draws the mighty lance Gungnir, the great crystal-tipped spear whose fearsome reputation is almost equal to Zantetsuken's own. With one swift motion, he lifts and hurls the lance into the skies; seconds later, it comes whistling down again, neatly skewering the target on the spot. *Gungnir* inflicts **(33 x MAG) + 5d10, ARM** Physical damage on the target, striking automatically.

Bahamut

A sonic boom shakes the battlefield as Bahamut descends from the heavens with the speed of a falling meteor, wings unfurling to brake his fall mere inches from the ground. Every inch of the Wyrinking exudes physical power; his dark scales shine like diamond, his talons glint with points sharp enough to put the finest swords to shame. But it is the cold, ruthless intelligence that sparkles in his eyes that gives the Summoner's foes most pause for thought; as Bahamut lands and beholds the battle unfurling before him, he does so with the contempt a man might muster surveying a swarm of ants poised on the cusp of biting.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Magic Up, Auto-Protect, Auto-Shell*

IMPULSE

VARIABLE COST

Target: Group

Type: Arcane (Magical)

Bahamut raises his scaled hands, gathering magical energy from deep within until his talons burn and ripple with the surge of power. With a mighty roar, he brings his hands together in a momentous thunderclap, unleashing a wave of explosive energy to shatter the Summoner's foes. *Impulse* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

GIGAFLARE*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

Calling on the innermost reserves of his power, Bahamut opens his jaws and begins to gather raw magical energy, creating a rapidly-swelling ball that expands to man-sized proportions in a matter of seconds. A deafening roar rocks the battlefield as the accumulated power is finally released, engulfing the immediate area in a devastating arcane shockwave that sends greater foes flying and sears away lesser opponents on the spot. *Gigaflare* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal, but ignores the Damage Cap, and may inflict more than 999 damage.

Table AIII-45: Bahamut's Advancement

LEVEL	ATTACK	IMPULSE	GIGAFLARE*	SPELLS
1 - 8	(9 x STR) + 2d12	(17 x MAG) + 4d10 (59 MP)	---	<i>Blizzard, Fire, Scan, Thunder</i>
9 - 16	(11 x STR) + 3d12	(18 x MAG) + 4d12 (65 MP)	---	<i>Aero, Poison, Water</i>
17 - 24	(13 x STR) + 3d12	(20 x MAG) + 4d12 (74 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(15 x STR) + 4d12	(22 x MAG) + 4d12 (83 MP)	---	<i>Aera, Bio, Watera</i>
33 - 40	(17 x STR) + 4d12	(24 x MAG) + 4d12 (91 MP)	(30 x MAG) + 5d10 (152 MP)	<i>Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(19 x STR) + 5d12	(26 x MAG) + 5d10 (102 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Aeraga*, Quake*, Waterga*</i>
49 - 56	(21 x STR) + 5d12	(28 x MAG) + 5d10 (105 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Flare*, Freeze*, Nuke*, Venom*</i>
57 - 64	(23 x STR) + 5d12	(30 x MAG) + 5d10 (132 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Absorb*, Weaken*</i>
65+	(25 x STR) + 5d12	(33 x MAG) + 5d10 (154 MP)	(42 x MAG) + 5d12 (245 MP)	<i>Break*, Meltdown*, Whirlwind*</i>

CALL

MEGAFLARE

225 MP

Target: Group

Type: Arcane (Magical)

Thunder crackles across the battlefield, marking the Wyrinking's descent from the skies. Soaring above the general melee, Bahamut opens his maw, showering the enemy with a rapid barrage of glowing energy before charging a far mightier projectile – the legendary Megafare, a solid beam of destruction that all but blots out the party's foes as it sears them to the core. *Megafare* inflicts **(39 x MAG) + 5d12** Magical damage on eligible combatants in the targeted Group, striking automatically. This damage ignores the Damage Cap, and may inflict more than 999 damage.

Crusader

Throughout history, great warriors have been the foundation of countless legends, inspiring generations with their courage and fighting spirit. None, however, are as storied as the Crusaders. Undisputed paragons of the fighting arts, so great was the prowess and purity of these thirteen warriors that not even mortality could stand in their way; having shed their bodies, the Crusaders became beings of pure power, roaming the universe in search of causes just and true. Their names may have long been lost to history, but such is their reputation that friend and foe alike cannot help but suppress a shiver when these armored titans shimmer into existence around the Summoner, ready to once again put time-honed skills to the test.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Power Up, Auto-Protect, Auto-Shell*

CLEANSING

VARIABLE COST

Target: Group

Type: Arcane (Physical)

The Crusaders move to encircle their foes, weapons at the ready. Each towering warrior all but glows with energy as he begins to channel his mighty *chi* into his arms, linking with his fellows to form an ever-growing vortex of boiling red destruction that sweeps over the enemy ranks like a vengeful wildfire. *Cleansing* inflicts a certain amount of Physical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

ULTIMATE END*

VARIABLE COST

Target: Group

Type: Arcane (Physical)

Acting as one, the Crusaders leap into the fray, bringing their strength to bear on the Summoner's foes. Each warrior strikes but once, but once is enough; every stroke is infused with the power to fell a cohort. *Ultimate End* strikes all eligible combatants in the targeted Group three times, doing a certain amount of Physical damage each time and ignoring the enemies Armor – see the Advancement table for more details.

Table AIII-46: Crusader's Advancement

LEVEL	ATTACK	CLEANSING	ULTIMATE END*	SPELLS
1 - 8	(9 x STR) + 2d12	(17 x STR) + 4d10 (59 MP)	---	---
9 - 16	(11 x STR) + 3d12	(18 x STR) + 4d12 (65 MP)	---	<i>Yawn</i>
17 - 24	(13 x STR) + 3d12	(20 x STR) + 4d12 (74 MP)	---	---
25 - 32	(15 x STR) + 4d12	(22 x STR) + 4d12 (83 MP)	---	<i>Fear</i>
33 - 40	(17 x STR) + 4d12	(24 x STR) + 4d12 (91 MP)	(10 x STR) + 3d10 (153 MP)	<i>Despair</i>
41 - 48	(19 x STR) + 5d12	(26 x STR) + 5d10 (102 MP)	(11 x STR) + 3d10 (175 MP)	---
49 - 56	(21 x STR) + 5d12	(28 x STR) + 5d10 (105 MP)	(12 x STR) + 3d10 (194 MP)	---
57 - 64	(23 x STR) + 5d12	(30 x STR) + 5d10 (132 MP)	(13 x STR) + 4d10 (214 MP)	<i>Age*</i>
65+	(25 x STR) + 5d12	(33 x STR) + 5d10 (154 MP)	(14 x STR) + 4d10 (245 MP)	<i>Meltdown*</i>

CALL

PURIFIER

225 MP

Target: Group

Type: Arcane (Physical)

Reality itself seems to warp and break as an armored warrior in battle-pitted mail materializes in the midst of the battle holding a ponderous greatsword aloft over his head. Crusader barely even considers the carnage surrounding him; he remains frozen, still as a statue whilst his sword begins to glow ever and ever brighter. Finally, the harsh glare becomes too much for even the toughest combatant to bear; at that exact moment, Crusader strikes, sweeping his blade through the ranks of the Caller's enemies before vanishing in the resulting cataclysm of light and heat. *Purifier* inflicts **(39 x MAG) + 5d12** Physical damage on eligible combatants in the targeted Group, striking automatically. This damage ignores the Damage Cap, and may inflict more than 999 damage.

The Magus Sisters

A field of flowers springs up around the summoner's feet, with three of the flowers growing to immense size. The flowers open, and an insect flies out of each one, quickly growing to human size. Sandy, Cindy, and Mindy, the Magus Sisters, stand before the summoner, chatting and bickering good-naturedly while waiting for their commands.

SPECIAL RULES

Unlike other Summons, the Magus Sisters fight as three independent combatants, always acting in the following order: Sandy, Cindy, Mindy. The Sisters are often too busy conversing among themselves to pay full attention to the Summoner, and therefore can only be given a few general commands, which they take as suggestions. These commands are:

DO AS YOU WILL.

The Sisters are free to fight as they choose. They will undertake the following Actions:

SANDY

If Cindy does not have the *Reflect* Status, Sandy will cast *Reflect* on her. If she does or Sandy is unable to cast *Reflect*, roll a d10 to determine which Action Sandy takes:

Roll	Action
1 - 8	<i>Razzia</i>
9 - 10	Sandy does nothing.

CINDY

If any allies are currently *Unconscious*, she will cast *Arise* on them. If *Arise* is not an option, she will cast *Raise*. If there are no *Unconscious* allies or casting either Spell is not an option, roll a d10 to determine which Action Cindy takes:

Roll	Action
1 - 3	<i>Reraise</i>
4 - 6	<i>Flare</i>
7 - 9	Attack Action
10	Cindy does nothing.

MINDY

If Cindy has the *Reflect* Status, Mindy will cast a Spell on Cindy that reflects towards the enemies. Roll a d10 to see which Spell is cast; if *Flare* or *Death* are not an option, add 5 to this roll.

Roll	Action
1 - 3	<i>Flare</i>
4 - 5	<i>Death</i>
6	<i>Aeraga</i>
7	<i>Blizzaga</i>
8	<i>Firaga</i>
9	<i>Thundaga</i>
10	<i>Bio</i>

If Cindy does not have *Reflect* allies or casting Spells is not an option, roll a d10 to determine the Action Mindy takes:

Roll	Action
1 - 6	<i>Passado</i>
7 - 9	Attack Action
10	Mindy does nothing.

ONE MORE TIME!

The Sisters will repeat their previous Actions... most of the time. Roll a d10 for each Sister to see what happens:

Roll	Action
1 - 6	Repeats last Action made.
7 - 9	Summon Ability (<i>Razzia</i> , <i>Camisade</i> , or <i>Passado</i>)
10	Does nothing.

FIGHT!

The Sisters make physical attacks or use their Summon Abilities. Roll a d10 for each Sister to see what happens:

Roll	Action
1 - 4	Attack Action
5 - 8	Summon Ability (<i>Razzia</i> , <i>Camisade</i> , or <i>Passado</i>)
9 - 10	Does nothing.

HELP EACH OTHER!

The Sisters use whatever Recovery or Support Spells are currently appropriate. They will undertake the following Actions:

SANDY

Sandy will cast a Spell on all allies, or one randomly determined ally if the Spell is Target: Single. Roll a d10 to determine which Spell is cast.

Roll	Action
1 - 2	<i>Wall</i>
3 - 4	<i>Shellga</i>
5 - 6	<i>Protectga</i>
7 - 8	<i>Hastega</i>
9 - 10	<i>Renew</i>

If any Spells are unavailable, use a weaker version instead — *Shell* instead of *Shellga*, *Protect* instead of *Protectga*, *Haste* instead of *Hastega*, *Curaga* instead of *Renew*.

CINDY

If any allies are currently *Unconscious*, she will cast *Arise* on them. If *Arise* is not an option, she will cast *Raise*. If there are no *Unconscious* allies, but any of the Sisters are at less than maximum Hit Points, she will cast *Renew* on them. If *Renew* is not an option, she will cast *Curaga* or a weaker alternative. If all Sisters are at maximum Hit Points, she will cast *Reraise* on one Sister at random. If all Sisters are under the effects of *Reraise*, she will use *Camisade* on a randomly determined opponent.

MINDY

If Mindy's HP is below its maximum value, she will cast *Syphon* on a randomly determined opponent. If *Syphon* is not an option, she will cast *Drain* instead. If HP is at maximum but her MP is below its maximum value, she will cast *Osmose* on a randomly determined opponent. If both MP and HP are at maximum, roll a d10 to determine the Action Mindy takes:

Roll	Action
1 - 6	<i>Passado</i>
7 - 9	Attack Action
10	Mindy does nothing.

GO, GO!

The Sisters will use offensive magic or their Summon Abilities.

SANDY

Roll a d10 to determine the Action Sandy takes:

Roll	Action
1 - 4	Attack Action
5 - 8	<i>Razzia</i>
9 - 10	Sandy does nothing.

CINDY

If her Hit Points are not at maximum, she will cast *Drain* on a randomly determined opponent. If her Hit Points are at maximum, but her Magic Points are not, she will cast *Osmose* on a randomly determined opponent. If both are at maximum, roll a d10 to determine the Action Cindy takes:

Roll	Action
1	<i>Ultima</i>
2 - 4	<i>Meltdown</i>
5 - 7	<i>Flare</i>
8 - 9	<i>Camisade</i>
10	Cindy does nothing.

MINDY

Mindy will cast a Spell, targeting a randomly determined opponent or the enemy Group. Roll a d10 to determine which Spell is cast:

Roll	Action
1 - 2	<i>Meltdown</i>
3 - 4	<i>Flare</i>
5 - 6	<i>Death</i>
7 - 8	<i>Quake</i>
9 - 10	<i>Waterga/Watera/Water</i> (depending on available MP)

COMBINE YOUR POWERS!*

This command is only an option if the Sisters were brought into battle with *Grand Summon*, and allows them to use their Grand Summon Ability, *Delta Attack*. Roll a d10 to determine what happens.

Roll	Action
1 - 9	<i>Delta Attack</i>
10	The Sisters do nothing.

SANDY

A tall, curvaceous woman in red and green armor, Sandy resembles a mantis. Antennae and large red compound eyes lie atop her head, and long wings rest at her back. Her face is somewhat aloof, that of a woman who might rather be elsewhere.

Hit Point Modifier: x 2

Support Abilities: *Auto-Magic Up*, *Auto-Spirit Up*

RAZZIA

VARIABLE COST

Target: Single

Type: Arcane (Physical)

A pair of jagged blades extend from beneath Sandy's forearms, sheathed in flames. She charges toward the target, cutting deep with two searing strikes. *Razzia* inflicts a certain amount of Physical damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-47: Sandy's Advancement

LEVEL	ATTACK	RAZZIA	DELTA ATTACK*	SPELLS
1 - 8	(8 x STR) + 2d10	(17 x MAG) + 4d10 (51 MP)	---	<i>Cure</i>
9 - 16	(10 x STR) + 3d10	(18 x MAG) + 4d12 (57 MP)	---	---
17 - 24	(11 x STR) + 3d10	(20 x MAG) + 4d12 (66 MP)	---	<i>Cura</i> , <i>Protect</i>
25 - 32	(13 x STR) + 4d10	(22 x MAG) + 4d12 (75 MP)	---	<i>Haste</i> , <i>Shell</i>
33 - 40	(15 x STR) + 4d10	(24 x MAG) + 4d12 (83 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Protectga</i> *, <i>Curaga</i> *
41 - 48	(17 x STR) + 5d10	(26 x MAG) + 5d10 (94 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Hastega</i> *, <i>Shellga</i> *
49 - 56	(19 x STR) + 5d10	(28 x MAG) + 5d10 (97 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Reflect</i> *, <i>Wall</i> *
57 - 64	(21 x STR) + 5d10	(30 x MAG) + 5d10 (124 MP)	(42 x MAG) + 5d12 (244 MP)	<i>Renew</i> *
65+	(22 x STR) + 5d10	(33 x MAG) + 5d10 (146 MP)	(45 x MAG) + 5d12 (275 MP)	---

CINDY

A rotund figure in armor, Cindy resembles a ladybug. Layers of armor plating cover her body and limbs, while a red shell with black spots is set on her back. As with her sisters, she has compound eyes and antennae atop her head. Her plump face is smugly amused, as if she were trying not to laugh at some secret joke.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Magic Up, Auto-Spirit Up*

CAMISADE

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Cindy flops into a sitting position as if to rest, but doesn't stay there long. The ground begins to rumble, and a geyser erupts beneath her, sending her flying high into the air. She lands heavily on the target, squashing them flat with her bulk for modest damage. *Camisade* inflicts a certain amount of Physical damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-48: Cindy's Advancement

LEVEL	ATTACK	CAMISADE	DELTA ATTACK*	SPELLS
1 - 8	(9 x STR) + 2d12	(17 x MAG) + 4d10 (51 MP)	---	<i>Cure</i>
9 - 16	(11 x STR) + 3d12	(18 x MAG) + 4d12 (57 MP)	---	---
17 - 24	(13 x STR) + 3d12	(20 x MAG) + 4d12 (66 MP)	---	<i>Cura</i>
25 - 32	(15 x STR) + 4d12	(22 x MAG) + 4d12 (75 MP)	---	<i>Drain, Raise, Osmose</i>
33 - 40	(17 x STR) + 4d12	(24 x MAG) + 4d12 (83 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Curaga*, Reraise*</i>
41 - 48	(19 x STR) + 5d12	(26 x MAG) + 5d10 (94 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Flare*</i>
49 - 56	(21 x STR) + 5d12	(28 x MAG) + 5d10 (97 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Renew*, Arise*</i>
57 - 64	(23 x STR) + 5d12	(30 x MAG) + 5d10 (124 MP)	(42 x MAG) + 5d12 (244 MP)	<i>Meltdown*</i>
65+	(25 x STR) + 5d12	(33 x MAG) + 5d10 (146 MP)	(45 x MAG) + 5d12 (275 MP)	<i>Ultima*</i>

MINDY

A slim figure, Mindy looks like a child dressed as a hornet. She wears a red and gold leotard, with a large abdomen hanging from the rear. An oversized helmet bears blue compound eyes and dangling antennae, along with a pair of striped pigtales. Almost never on the ground, she hovers a few feet in the air by way of four wings. Her face bears a pout, like a petulant child who is stuck where she doesn't want to be.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Magic Up, Auto-Spirit Up*

PASSADO

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Turning to face away from the target, Cindy leans over and points her stinger at them. Four barbs shoot out, one after the other, to impale the target. *Passado* hits the targeted combatant four times, with each strike inflicting a certain amount of Physical damage – see the Advancement table for more details.

Table AIII-49: Mindy's Advancement

LEVEL	ATTACK	PASSADO	DELTA ATTACK*	SPELLS
1 - 8	(6 x STR) + 2d8	(1 x MAG) + d10 (19 MP)	---	<i>Aero, Blizzard, Fire, Thunder</i>
9 - 16	(8 x STR) + 3d8	(2 x MAG) + d10 (27 MP)	---	<i>Poison, Water</i>
17 - 24	(10 x STR) + 3d8	(3 x MAG) + d10 (40 MP)	---	<i>Aera, Blizzara, Fira, Thundara</i>
25 - 32	(11 x STR) + 4d8	(4 x MAG) + d10 (57 MP)	---	<i>Bio, Drain, Osmose, Watera</i>
33 - 40	(13 x STR) + 4d8	(5 x MAG) + 2d10 (78 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Aeraga*, Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(14 x STR) + 5d8	(6 x MAG) + 2d10 (95 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Death*, Flare*, Quake*, Waterga*</i>
49 - 56	(16 x STR) + 5d8	(7 x MAG) + 2d10 (109 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Syphon*</i>
57 - 64	(18 x STR) + 5d8	(8 x MAG) + 2d10 (153 MP)	(42 x MAG) + 5d12 (244 MP)	<i>Meltdown*</i>
65+	(19 x STR) + 6d8	(9 x MAG) + 3d10 (177 MP)	(45 x MAG) + 5d12 (275 MP)	---

GRAND SUMMON EFFECT

DELTA ATTACK*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

The three sisters move to surround the enemy in a triangle formation and begin an incantation. Glowing lines form between them along the ground, then raise upward to form a massive tetrahedron around the enemy group. The field glows brighter and brighter before finally imploding. *Delta Attack* inflicts a certain amount of Magical damage to all combatants in the targeted Group, striking automatically – see the Advancement table for more details. Damage dealt by *Delta Attack* is reduced by M. ARM as normal, but ignores the Damage Cap, and may inflict more than 999 damage.

CALL

SIBLING JUSTICE

250 MP

Target: Group

Type: Arcane (Magical)

Three lights appear on the horizon - one red, one blue, and one yellow. As they grow brighter and closer, they begin to resolve into three women garbed in strange insectoid costumes. The three women circle the targets before attacking - the tall one in red assaulting with spells, the large one in blue-grey steel stomping and smashing and the small one in yellow launching stingers at the targets. The Sisters complete their assault with a burst of magical force and when the dust settles no foe has been left unscathed. *Sibling Justice* inflicts **(42 x MAG) + 5d12, M. ARM** Magical damage to all eligible combatants in the targeted Group, striking automatically. Damage dealt by *Sibling Justice* ignores the Damage Cap, and may inflict more than 999 damage.

Yojimbo

Luminous blue cherry blossoms fall from the sky; the heavens turn to night and a full moon appears overhead. A deep, guttural bark issues from the distance as a strange hound comes bounding toward the Summoner, blood-red fur broken up by where the dog's flesh has hardened into bronze-colored spirals. Behind him walks a tall swordsman dressed in ornate robes, masked face further concealed underneath a wide-brimmed hat. Yojimbo, mercenary Summon, strides with purpose, one hand resting on the scabbard of his katana as he coolly approaches the Summoner and awaits his first payment – and another opportunity to display his mastery of the blade.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Protect, Auto-Regen, Auto-Shell*

SPECIAL RULES

Unlike other Summons, Yojimbo is a hired sword first and foremost. In order to call upon Yojimbo's Abilities, the Summoner must offer a sum of Gil to contract his services. A Summoner must pay at least **(25 x Level)** Gil every time he wishes Yojimbo to use an Ability, although Yojimbo will perform better services for more generous benefactors, as shown in the following chart:

Payment	Ability Used
Minimum - 3,999 Gil	<i>Daigoro</i>
4,000 - 5,999 Gil	<i>Kozuka</i>
6,000 - 9,999 Gil	<i>Wakizashi</i>
10,000+ Gil	<i>Zanmato</i>

DAIGORO

Target: Single

Type: Arcane (Physical)

Unimpressed by the sum, Yojimbo dispatches his dog to do the job instead. At his master's command, Daigoro leaps into the fray, savaging the first opponent he finds with claws and fangs before slinking back to his master. *Daigoro* inflicts a certain amount of Physical damage to one randomly determined combatant in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

KOZUKA

Target: Group

Type: Arcane (Physical)

Yojimbo is satisfied with the payment offered and accepts the job. He surveys the battlefield for a brief moment, then draws a set of expertly crafted kunai from the depths of his robe, sending them whirling at the enemy with a single flick of the wrist. *Kozuka* inflicts a certain amount of Physical damage to three randomly determined combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is not reduced by ARM.

WAKIZASHI

Target: Group

Type: Arcane (Physical)

Yojimbo is pleased by the payment and agrees to the task. In one fluid motion he draws his katana and strikes a blow so powerful it rents the air itself in two, creating a shockwave that crashes into the enemy with devastating force. *Wakizashi* inflicts a certain amount of Physical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal, but ignores the Damage Cap, and may inflict more than 999 damage.

ZANMATO*

Target: Group

Type: Status (Fatal)

Yojimbo is silently elated with the sum offered, and decides to perform his most impressive technique. Extending a finger, he releases a small portion of his own life force to summon a blade of pure darkness from the depths of the earth. Vengeful spirits howl as Yojimbo pulls the blade from its hilt and charges the enemy line, cherry petals flying in his wake. The blade flashes white, and for one moment the enemies are absolutely still – then they slowly fall apart, cut in two so cleanly that they die without a sound. *Zanmato* will automatically reduce all eligible combatants in the targeted Group to 0 HP, regardless of their current Hit Points, ARM, or M. ARM ratings – treat this as a Death-type effect. If any combatant in the targeted Group has Status Immunity to *Death* or Fatal-Type effects, Yojimbo refuses to perform *Zanmato*, switching instead to *Wakizashi*. In either event, the money given to Yojimbo is gone – the Summoner will not receive a refund.

Table AIII-50: Yojimbo's Advancement

LEVEL	DAIGORO	KOZUKA	WAKIZASHI	ZANMATO*
1 - 8	(9 x STR) + 2d12	(7 x STR) + 2d10	(22 x STR) + 4d12	---
9 - 16	(11 x STR) + 3d12	(8 x STR) + 2d10	(24 x STR) + 4d12	---
17 - 24	(13 x STR) + 3d12	(9 x STR) + 3d10	(26 x STR) + 5d10	---
25 - 32	(15 x STR) + 4d12	(10 x STR) + 3d10	(28 x STR) + 5d10	---
33 - 40	(17 x STR) + 4d12	(11 x STR) + 3d10	(30 x STR) + 5d10	---
41 - 48	(19 x STR) + 5d12	(12 x STR) + 3d10	(33 x STR) + 5d10	---
49 - 56	(21 x STR) + 5d12	(13 x STR) + 4d10	(36 x STR) + 5d12	---
57 - 64	(23 x STR) + 5d12	(14 x STR) + 4d10	(39 x STR) + 5d12	---
65+	(25 x STR) + 5d12	(15 x STR) + 4d10	(42 x STR) + 5d12	---

CALL

Like Summoners, Callers have to pay Gil to summon Yojimbo. The effects of the Call depend on the amount of money offered by the Caller:

Payment	Ability Used
Minimum - 2,999 Gil	<i>Daigoro</i>
3,000 - 4,999 Gil	<i>Wakizashi</i>
5,000+ Gil	<i>Kozuka</i>

The smallest payment an Caller can give Yojimbo is **(Level x 10)** Gil.

DAIGORO

Target: Single **Type:** Arcane (Physical)

As a Call, *Daigoro* inflicts **((Gil Paid / 150) x MAG) + 4d12, ARM** Physical damage to one randomly determined combatant in the targeted Group, striking automatically.

WAKIZASHI

Target: Group **Type:** Arcane (Physical)

As a Call, *Wakizashi* inflicts **((Gil Paid / 150) x MAG) + 5d12, ARM** Physical damage to all eligible combatants in the targeted Group, striking automatically.

KOZUKA

Target: Group **Type:** Arcane (Physical)

As a Call, *Kozuka* inflicts **((Gil Paid / 250) x MAG) + 5d10, ARM** Physical damage to three randomly determined combatants in the targeted Group, striking automatically. For every 3,000 Gil paid above the minimum of 5,000, the attack will strike one additional randomly determined combatant.

“Your fate is in your hands.”

Auron
FINAL FANTASY X

Previous chapters and appendices have looked at the mechanical aspects of playing the FFRPG – the hard numbers which set out the capabilities of characters and their opponents in a concrete and definite manner. This Appendix tackles the opposite end of the spectrum, one where characters’ actions are not determined by statistics, but by narrative convenience.

The material presented here may not be suited to every group, and depends on the willingness of both GM and players to create a mutually engaging experience; in groups with problematic players or a generally confrontational playstyle, opening the narrative up to player intervention can cause more trouble than it’s worth.

KEY POINTS

The FFRPG is ultimately a game of cooperative storytelling; between the descriptions of the GM and the actions of the PC, a plot is created and events unfold. However, the GM still directs the majority of the action; the players’ powers in shaping the story tend to be limited to the capabilities of their characters. Key Points offer a means of leveling the playing field, giving players the ability to ‘dramatically edit’ a story in progress by introducing elements and affecting the outcome of events.

Earning Key Points

Players earn Key Points through play; a certain number of them are ‘guaranteed’, but the majority will depend on how willing a player is to participate in and shape the game’s plot. Potential sources of Key Points include:

Character Creation. Under ordinary circumstances, all newly-generated characters begin the game with no Key Points, and must earn these through play. The GM may, however, choose to award up to 2 Points to new characters – one for detailed, fleshed-out and interesting character writeups which evidence particular care and creativity; two for players who pull out all the stops by including artwork, fiction and other supplementary material with their final submission.

Traits. Traits – described later in this section – allow players to define the quirks, allegiances, edges, and hallmarks of their characters. Each character has a default ‘package’ of Traits based on their personality; playing the character in accordance with these

will earn a player 1 Key Point at the end of a session. Many Traits allow players to earn additional Key Points in exchange for permitting certain complications to enter their characters’ lives; for instance, a character with the Trait *Beauty* can gain a dangerous admirer in exchange for 4 Key Points. Gains like these can offer many opportunities for good roleplaying and long-term plotlines, but should be agreed on by both player and GM before entering play. More details on how such situations are negotiated can be found further on.

Goals. Most players will outline one or more goals for their characters during creation. If a character is able to make headway towards fulfilling their goal during the course of a session, they gain a Key Point at the end.

Quest Rewards. In addition to the Gil, XP and equipment rewards given for completing a quest or adventure, GMs may also award one Key Point to all participating players.

Spending Key Points

Key Points are used to influence the course of events during a game. This is accomplished by giving them a wide variety of potential applications, including:

Traits. Most Traits allow players to spend Key Points in exchange for beneficial effects. For instance, a player with the Trait *A Face in the Crowd* can avoid detection in exchange for 1 Key Point. Unlike the negative aspects of Traits, their benefits can be used whenever the player desires, provided their use is appropriate at the time.

Performing feats of heroism. Breaking physical and mental limits to accomplish tasks they would never be able to master under normal circumstances is bread and butter for **Final Fantasy** heroes. By spending 3 Key Points during a session, a player can allow one of their characters to pass any one Attribute Check or Skill Test of their choice with a Critical Success – provided that success is applied to a suitably dramatic outcome. The watch-word here is ‘heroic effort’ – ‘heroic’ means disarming a city-leveling bomb at the four-second mark, supporting an entire two-story house with nothing but muscle power, or leaping a twenty-foot drop to catch a rope dangling from the side of a getaway vehicle. Successfully haggling down the price of a Longsword, on the other hand, lacks in the all-important drama department.

Invoking divine intervention. There are times in a story when a party is saved not by skill, but pure, blind luck. A pursuing car blows a tire or suffers an engine malfunction, letting the heroes make their getaway in the nick of time. A steep, featureless cliff suddenly sports a branch large enough for a falling character to snag, allowing them to escape certain death. Collapsing masonry reveals an ancient

teleporter seconds before the entire structure collapses. By spending a total of 5 Key Points as a group, the players can end a Scene with an outcome of their choosing. This, however, has two important restrictions. Firstly, the characters must be in actual and immediate life-threatening danger in order to invoke this option; secondly, it can only help characters escape the current circumstances. Dragging out divine intervention to give the Dark Lord a heart attack in the midst of a climatic confrontation is straight out of the question.

Obtaining clues. Should the PCs find themselves stranded in the middle of a session with no idea what to do, spending 1 Key Point as a group allows them to explicitly request a clue or pointer telling them where to proceed next. The easiest way for a GM to do so is to have a nondescript townsfolk wander up to disperse terse-but-useful one-liners as “*Don Tonberry dislikes smoke!*” or “*You need a raft to cross the River Lethe.*” This service completed, the clue-giver returns from whence they came.

Cheating death. Death is a fact of life in the worlds of **Final Fantasy** – after all, no saga is truly complete without at least one tragic demise or inspiring sacrifice. However, the death of a leading character in a storyline can have major repercussions on the story as a whole, particularly for the unfortunate player now left scrambling for a replacement. By spending 12 Key Points, a player can restore their dead character to life or escape a situation which would otherwise kill the character outright. This ‘resurrection’ will never be an immediate one; if engaged in a battle, the character will not revive until after the battle is over and won. If caught in a certain-death situation, their survival will not be apparent until some time has passed – and the rest of the party has already given them up for dead.

How the character manages to escape the Reaper is left to the player to explain. It’s important to note, however, that cheating death doesn’t mean the would-be victim gets away scot-free. Broken bones and lingering wounds may leave the character bed-ridden or temporarily incapacitated – the narrow miss can even translate to permanent physical injuries and Disadvantages like *Blind* or *Crippled Arm*.

Making a comeback. Fewer actions are more dramatic than returning from the brink of death to turn surefire rout into victory. By expending 7 Key Points, a player may restore their character’s HP and MP to their maximum values and remove all Status Conditions, negative or otherwise. This is only an option if the character in question currently has 1 or more Hit Points remaining. Regardless of how many Key Points the character possesses, this option may not be used more than once in any given battle.

Buying off Disadvantages. Key Points can be used by players to circumvent Disadvantages possessed by their characters on a case-by-case basis. By paying a Key Point, a player can ignore one of their character’s Disadvantages for the duration of one Battle or Scene.

TRAITS

Few characters are identical. Though two Human Knights may share identical races and Jobs, one could be a noble and loyal servant of his liege; the other, a disgraced ex-soldier making his way as a cut-throat mercenary. In the **FFRPG**, many of these differences are defined through the use of **Dramatic Traits**, or ‘Traits’ for short.

Traits embody certain qualities of a character that can’t be represented through Skills, Attributes, or Abilities; ones which affect a character’s social interactions and adventuring life in both positive and negative ways. Though most are clear-cut ‘good’ or ‘bad’, some can work in both directions. A character with *Beauty* can easily turn heads – but also attract the unwelcome attentions of a lecherous local monarch. A member with *Status* in the prestigious White Crow Knights might command considerable respect in his native kingdom – but be a prominent target in others. The list goes on.

Though a player may take any number of Traits to round their characters off, it is best to limit them to five or six traits per character. In addition, the GM should feel at liberty to veto any Trait inconsistent with the character’s background and concept.

Basic Traits

The use of Traits allows **FFRPG** characters to develop complex, challenging quirks and hooks to further flesh out the party’s adventures. However, as with all things, it’s best to start small – for this reason, the first Trait every character takes is the one defining their basic personality. This is called their **Trait Package**, and bundles together ten one-word attributes – such as ‘Naive’, ‘Argumentative’, ‘Valorous’, or ‘Inquisitive’ – that describe the character’s general attitudes and responses. – These ten –ideally, five positive and five negative – attributes are called the **Key Traits**, and can be generated either by brainstorming or by defining them using the character’s birthdate and blood type as a shortcut.

ZODIAC TRAITS

Many cultures believe the stars a character is born under determines their personality – and destiny. Decide the day and month the character was born, then consult the list below to find what star sign the character falls under, noting down one or more of the Key Traits given for that sign’s profile to add to your character’s Trait Package.

[♊] CAPRICORN (DEC 22 – JAN 19)

Key Traits: Ambitious, conservative, hard-working, scrupulous, overbearing, egotistical, fatalistic, sulky.

Representatives: Laguna Loire, Cyan Garamonde, Strago Magus, Seifer Almasy

[♈] AQUARIUS (JAN 20 – FEB 18)

Key Traits: Inventive, independent, logical, understanding, aloof, unpredictable, eccentric.

Representatives: Aerith Gainsborough, Setzer Gabbiani

[♉] PISCES (FEB 19 – MAR 20)

Key Traits: Intuitive, compassionate, emotional, sacrificing, pessimistic, overly chatty, emotionally constrained, impractical.

Representatives: Celes Chere, Rinoa Heartilly, Zell Dincht, Cid Highwind, Ward Zabac

[♊] ARIES (MAR 21 – APR 19)

Key Traits: Eager, courageous, independent, quick to anger, impatient, impulsive, violent.

Representatives: Gau

[♋] TAURUS (APR 20 – MAY 20)

Key Traits: Stable, practical, thorough, short-tempered, bull-headed, selfish, materialistic.

Representatives: Tifa Lockheart, Mog

[♌] GEMINI (MAY 21 – JUN 21)

Key Traits: Versatile, sociable, inquisitive, inventive, absent-minded, conniving, fidgety, short attention span.

Representatives: Marach Galthena, Construct 8.

[♍] CANCER (JUN 22 – JUL 22)

Key Traits: Supportive, sensitive, emotional, selfish, moody, manipulative.

Representatives: Kiros Seagull, Selphie Tilmitt

[♎] LEO (JUL 23 – AUG 22)

Key Traits: Proud, romantic, charismatic, ambitious, self-assured, idealistic, cruel, conceited, childish.

Representatives: Squall Leonhart, Cloud Strife, Edgar Roni Figaro, Sabin Rene Figaro

[♏] VIRGO (AUG 23 – SEP 22)

Key Traits: Practical, analytical, exacting, diligent, picky, cynical, snobbish, self-centered.

Representatives: Goffard Gaffgarion, Relm Arrowny

[♐] LIBRA (SEP 23 – OCT 23)

Key Traits: Sociable, tactful, persuasive, peace-loving, fair, indecisive, inconsistent, easily-deterred.

Representatives: Locke Cole, Quistis Treppe, Terra Branford

[♑] SCORPIO (OCT 24 – NOV 21)

Key Traits: Intense, motivated, resourceful, temperamental, intolerant, domineering, distrustful, secretive.

Representatives: Yuffie Kisaragi

[♒] SAGITTARIUS (NOV 22 – DEC 21)

Key Traits: Freedom-loving, straightforward, open-minded, philosophical, ethical, optimistic, enthusiastic, blunt, impatient, hot-headed, self-indulgent.

Representatives: Barret Wallace, Irvine Kinneas

BLOOD TYPE TRAITS

A character's Blood Type may seem like a trivial detail, but in Japanese popular culture, it is considered an important factor in determining a person's personality and temperament. For this reason, characters in games, television series, and comics will invariably have Blood Type listed along with their other 'vital statistics'. Select one of the Blood Types below and note down one or more of the Key Traits given for that Blood Type's profile to add to your character's Trait Package.

TYPE A

Key Traits: Conservative, reserved, patient, conformist, punctual, introverted, obsessive, stubborn, self-conscious, uptight.

Representatives: Yuffie Kisaragi, Vincent Valentine, Quistis Treppe, Irvine Kinneas, Ward Zabac

TYPE B

Key Traits: Creative, passionate, optimistic, flexible, forgetful, irresponsible, individualistic.

Representatives: Tifa Lockheart, Cid Highwind, Zell Dincht, Selphie Tilmitt, Laguna Loire

TYPE AB

Key Traits: Cool, controlled, rational, outgoing, popular, emphatic, aloof, critical, unforgiving, indecisive.

Representatives: Cloud Strife, Squall Leonhart

TYPE O

Key Traits: Ambitious, robust, self-confident, vain, insensitive, ruthless, arrogant.

Representatives: Aerith Gainsborough, Barret Wallace, Kiros Seagull, Seifer Almasy

COMPLETING THE TRAIT PACKAGE

Take the combined set of attributes you have generated and – if needed – add enough additional positive or negative traits to ensure the character has five of each. This is your character's final Trait Package.

Advanced Traits

Once the character's Trait Package has been put together, they can be assigned additional Traits to further flesh out personality, quirks, and plot hooks. These 'advanced' Traits are a little more complex, as most of them are bundles of possible effects and uses ownership of that Trait opens up.

For clarity's sake, these effects are divided into two categories:

Tied effects, whose use needs to be planned out in advance, and **Spontaneous** effects that can be used at any time – provided the circumstances are appropriate. Tied effects are discussed in more detail later in this appendix; for now, just note the effects themselves.

ORIGIN TRAITS

Origin Traits look at a character's origins and the potential impact these have on a storyline.

ANCIENT HISTORY

Effect: The character has a deep, abiding connection to an ancient civilization or vanished race. In many cases, such a heritage will not be obvious until later in the game; only when the party discovers fragments of said civilization will her knowledge and powers fully manifest themselves. While such ties will be useful to the party, they will also draw the attention of opponents scheming to use them for their own ends.

-1 Point (Spontaneous): By spending 1 Point, the character can activate a piece of ancient machinery, deduce the function of a mysterious mechanism, or decipher an important piece of text connected to her heritage.

-2 Points (Tied): By spending 2 Points, the character reveals or acquires a small relic or physical feature which ties to her heritage during the course of the session.

-1 Point (Tied): For 1 Point, a previously established relic or feature helps the character – or party – overcome an obstacle encountered during the course of the session.

+1 Point (Tied): For 1 Point, the character's heritage places her in serious danger during the course of the session.

FAMILY TIES

Effect: The character has a claim to greatness or notoriety through ancestors, parents, children, siblings, or extended relatives whose names and deeds are widely known.

-2 Point (Spontaneous): By spending 2 Points, the character can 'cash in' on the family name, turning a failed *Etiquette*, *Negotiation*, or *Leadership* roll into a success against anybody who is familiar with the character's family.

-2 Points (Tied): By spending 2 Points, the character's family connections help the character – or party – overcome an obstacle during the course of the session.

+4 Points (Tied): 4 Points are earned if events end up pitting the character against their family, cutting them off from the family's resources and goodwill. This effect cancels out this Trait.

NOBILITY

Effect: Noble blood runs through the character's veins, placing them a few notches above the average adventurer. Characters with this kind of background may not always have kingdoms and other holdings to call their own; in some cases, they may be illegitimate heirs or outcasts from their own domain.

-2 Point (Spontaneous): By spending 2 Points, the character can leverage favors from a loyal subject; a shelter for the night, transportation, items, or money.

-3 Points (Spontaneous): By spending 3 Points, a character with *Nobility* can establish a previous history between himself and any other monarch or member of a noble family upon first meeting them, turning them into old acquaintances.

SOCIAL TRAITS

Social Traits look at a character's social aspects – their loyalties to groups as well as the way society as a whole treats them.

ALLEGIANCE

Effect: The character belongs to a group or organization that may be capable of helping her out during the course of her travels – a mercenary group, a band of thieves, loyal vassals of a king or kingdom.

-2 Points (Tied): By spending 2 Points, a member of a group the character has membership with will appear during the course of the session to offer advice, small services, or items.

-3 Points (Tied): By spending 3 Points, members of a group the character has membership with will appear during the course of the session, helping her – or her party – overcome a challenge.

+1 Points (Tied): For 1 Point, the character will be called on to assist or perform services for their group during the course of the session.

+5 Points (Tied): For 5 Points, the character's organization turns against them, canceling out this Trait.

ALLY

Effect: The character has an ally – a partner, a mentor, a loyal servant, or simply a good friend – they can lean on in times of trouble. Specify who the ally is and what their relationship is based on when choosing this Trait.

-1 Point (Tied): By spending 1 Point, the character's ally surfaces during the course of the session, and is willing to do a small favor or offer basic items to help them out.

-2 Point (Tied): By spending 2 Points, the character's ally surfaces during the course of the session, and is willing to do a significant favor or offer an important item to help them out.

+4 Points (Tied): For 4 Points, the character's ally betrays him – and by extension, the rest of the party – during the course of the session, canceling out this Trait.

CONTACTS

Effect: The character has been knocking around long enough to pick up friends, acquaintances and contacts almost everywhere in the world; not always in the highest or most exalted of positions, but almost always useful in the right sort of situation.

-1 Point (Spontaneous): By spending 1 Point, the character can track down a contact in the current location. The GM should feel at liberty to veto this if there is no feasible way for the character to have a contact in that location. Note that knowing somebody doesn't automatically guarantee any special breaks or favors; just because the chief engineer of the Empire's new Doom Sphere happens to be your old drinking buddy doesn't mean he'll hand over the security card to the construction site without wrangling.

-2 Points (Spontaneous): By spending 2 Points, the character can upgrade a previously-established contact in the current location to a close acquaintance – one who's either well-disposed enough to help the party out or owes the character a few favors.

+1 Point (Spontaneous): 1 Point is earned if a previously established contact is a traitor or otherwise dangerous to the character's well-being.

DIVIDED LOYALTIES

Effect: Not everyone is as they seem. Though superficially loyal to the party, a character with this Trait is either a double agent or unsure of where her true allegiance lies – a fact the party's enemies can exploit when push comes to shove. Determine which group or cause the character has an additional allegiance to when taking *Divided Loyalties*.

-2 Points (Spontaneous): By spending 2 Points, the character can gain access to a useful piece of information or obtain a favor from whichever group she is secretly serving.

+1 Point (Tied): 1 Point is earned every time a character with *Divided Loyalties* passes on sensitive information about the party's activities to the enemy or otherwise covertly endangers the party.

+6 Points (Tied): For 6 Points, the character openly betrays her comrades during the course of the session, canceling out this Trait.

FAME

Effect: No matter where you go, it seems like everybody knows who you are – and what you've done. While the baying throngs awaiting you at each and every town may be good for the ego, the well-wishers aren't the only ones taking an interest.

+1 Point (Tied): For 1 Point, the character encounters serious problems as a result of being just a little *too* recognizable in public during the course of the session.

-1 Point (Spontaneous): By spending 1 Point, the character can use her celebrity to leverage a minor favor; directions, a piece of information, a low-key item such as a Potion.

-3 Points (Spontaneous): By spending 3 Points, the character can use her celebrity to leverage a significant favor; transportation, an honor guard, mid-to-high level items, money.

HUNTED

Effect: Somebody is after the character. Perhaps it's a crime lord looking to collect on a debt, or an evil sorcerer on the search for suitable a sacrifice; regardless of the reasons, the character will spend an inordinate amount of time dodging a seemingly endless stream of thugs, henchmen, and troublemakers. Player and GM should decide why the character is wanted in the first place, and whether the terms specify 'dead' or 'alive'.

+1 Point (Tied): For 1 Point, a weaker party or opponent will come after the character during the course of the session.

+2 Points (Tied): For 2 Points, a stronger party or opponent will come after the character during the course of the session.

+3 Points (Tied): For 3 Points, events over the course of the session leave the character wanted more than ever; from then on, only stronger opponents and parties will come after him.

-5 Points (Tied): By spending 5 Points, the character can do something during the course of the session to ensure they will never be pursued again, canceling out this Trait.

HIGHER CALLING

Effect: Hard as it may be to believe, saving the world from evil isn't *everybody's* top priority. A character with *Higher Calling* has pledged his loyalty first and foremost to a religion, organization, or other cause like pacifism; specify which when choosing this Trait.

+1 Point (Spontaneous): 1 Point is earned every time the character's cause 'forces' her to act in a manner that goes against the rest of the party's will – for instance, barring the characters from entering sacred ground, refusing to fight in a life-threatening situation, or acting openly hostile to 'infidels' capable of helping the party out.

+2 Points (Tied): For 2 Points, the character's cause results in a serious conflict between her and the other party members during the course of the session.

-4 Points (Tied): By spending 4 Points, the character becomes disillusioned with her cause during the course of the session, resulting in her breaking away from it and canceling out this Trait.

MISTAKEN IDENTITY

Effect: For some reason, the character has been mistaken for someone else – a famous opera singer, a notorious criminal, somebody's dead brother – and is now profiting from the ensuing confusion.

+1 Point (Tied): For 1 Point, the character's mistaken identity results in them encountering trouble during the course of the session.

+4 Points (Tied): For 4 Points, the person the character is being mistaken for surfaces during the course of the session, blowing their 'cover' and canceling out this Trait.

-1 Point (Tied): By spending 1 Point, the character's mistaken identity unexpectedly earns the character assistance during the course of the session.

NEMESIS

Effect: Overzealous stalkers, hard-headed military men with a grudge, purple octopi with attitude – whatever their identity, the character's *Nemesis* just keeps popping up to cause trouble. Decide who the nemesis is – and why they are after the character – when choosing this Trait.

+1 Point (Tied): For 1 Point, the character's nemesis surfaces during the course of the session, leading to a fight or other confrontation.

-3 Points (Tied): By spending 3 Points, the nemesis finally decides they've had enough and leave the character alone, canceling this Trait.

-5 Points (Tied): By spending 5 Points, events during the course of the session result in a change of heart for the nemesis, turning them into an *Ally* instead. This effect cancels this Trait.

NOTORIETY

Effect: The character has an out-and-out bad reputation – as a murderer, as a traitor, as a criminal of the highest caliber. Whether justified or just the result of hearsay, this *Notoriety* makes his life that much more interesting.

-1 Point (Spontaneous): By spending 1 Point, the character can reroll any Skill Tests involving *Intimidation* once.

+1 Point (Tied): For 1 Point, the character's *Notoriety* causes serious problems during the course of the session – innkeepers refusing service, local authorities taking a close interest in the character's actions, or howling mobs hounding him out of town are all fair game.

-5 Point (Tied): By spending 5 Points, the character can do something during the course of the session to redeem himself, canceling out this Trait.

OBLIGATION

Effect: The character has to split her world-saving activities with another obligation – a sickly sister, the security of a small village, personal favors owed to a monarch. Decide the nature of the character's obligation when choosing this Trait.

+1 Point (Tied): For 1 Point, the character must attend to her obligation during the course of the session, distracting her from other activities.

OUTCAST

Effect: The character has managed to make himself highly unwelcome somewhere – to such an extent that he is banned outright from entering, or would risk life and limb in doing so. Decide where and why the character has earned this dubious distinction when choosing this Trait.

+1 Point (Tied): For 1 Point, the character's inability to enter a location creates complications for himself or the rest of his party during the course of the session.

-3 Point (Tied): By spending 3 Points, the character can do something during the course of the session to redeem himself, canceling out this Trait.

STIGMA

Effect: The character belongs to a group that faces active discrimination in society at large. Whether for racial, religious, or class reasons, the reality is that there's plenty of people willing to make the character's life unpleasant.

+1 Point (Tied): For 1 Point, the character encounters serious problems as a result of active discrimination during the course of the session.

PERSONAL TRAITS

Personal Traits cover all the territories the other categories don't – quirks, skills, habits and oddities that set the character apart from the masses.

AMNESIA

Effect: Through trauma or magic, the character has little – if any – memory of his own past. People and places of his past will go unrecognized, and sometimes he won't even know his own name.

+15 Points (Special): Build a character with the *Amnesia* Trait as normal. At the beginning of the game, a character with *Amnesia* will only have access to the basic Skills all Jobs begin the game with, a Weapon Skill, an Expert Skill – if applicable -- and one additional Skill of the player's choice. Origin and Social Traits cannot be used, nor can the character gain Key Points for his Goal.

-1 Point (Spontaneous): By spending 1 Point, the character can permanently regain use of one additional Skill bought at character creation.

-2 Points (Spontaneous): By spending 2 Points, a character with *Amnesia* can recall his Goal. Once this has been done, he earns Key Points for steps taken towards it as normal.

-2 Points (Spontaneous): By spending 2 Points, the character can permanently regain use of one other Origin or Social Trait bought at character creation.

ANDROGYNY

Effect: Regardless of his true sex, the character blurs the gender lines just enough to leave everybody guessing – at times to his own advantage.

-1 Point (Spontaneous): By spending 1 Point, the character can successfully disguise himself as a member of the opposite gender or use *Smooth Talk* without gender penalties. They may also ignore any penalties to Skill Tests normally incurred by their gender.

“Hmph. I knew you were too beautiful to be a man.”

Galuf Baldeison
FINAL FANTASY V

BEAUTY

Effect: While the definition of 'attractive' continues to be hotly debated in pubs the world over, a character with this Advantage taps into some timeless, universal standard of beauty that never quite goes out of fashion.

-1 Point (Spontaneous): By spending 1 Point, the character can use her beauty to obtain a small favor or a gift of a low-level item from an admirer.

-2 Points (Spontaneous): By spending 2 Points, the character can automatically succeed at a *Smooth Talk* Skill Test aimed at any willing or plausibly willing target.

-6 Points (Tied): By spending 6 Points, the character acquires a sympathetic admirer with a significant level of influence or wealth during the course of the session. Depending on the circumstances – and the character's actions – such admirers may be able to grant significant favors to the character and her comrades.

-1 Point (Tied): By spending 1 Point, a previously-established admirer will resurface during the course of a session.

+1 Point (Tied): For 1 Point, the character's *Beauty* attracts

unwanted attention or leaves her in a dangerous situation during the course of the session.

+4 Points (Tied): For 4 Points, the character acquires a dangerous – and persistent – admirer who will stop at nothing to woo – or subjugate – her during the course of the session.

+1 Point (Tied): For 1 Point, a previously-established dangerous admirer will resurface during the course of the session.

BOTTOMLESS POCKETS

Effect: You never realize how valuable a strategically-bent piece of wire is until you're staring at the inside of a locked prison door. In keeping with this philosophy, the character has an odd or end for every situation.

-1 Point (Spontaneous): By spending 1 Point, the character can 'conjure up' a mundane item, no questions asked – provided it's small enough for them to be carrying around. Even if they have no *logical* reason to be hauling around a lifetime's supply of armor polish, twenty meters of rope, an LED-equipped Chocobo lure and invisible ink, the rest of the party can rest assured it'll be there when they need it the most.

CHARISMATIC

Effect: Whether it's through good looks, riveting oratory, or blind animal magnetism – a *Charismatic* character has the uncanny ability to wrap people around her little finger in no time flat.

-1 Point (Spontaneous): By spending 1 Point, the character can reroll any Task Check involving one of the following Skills once: *Acting, Command, Etiquette, Inquiry, Negotiation, Smooth Talk, Streetwise, Teaching.*

-2 Points (Spontaneous): By spending 2 Points, the character can automatically succeed at any one Task Check involving one of the following Skills: *Acting, Command, Etiquette, Inquiry, Negotiation, Smooth Talk.*

COMPULSION

Effect: The character has a compulsive need for a certain something, whether a physical substance – herbal tea, coffee, cheap cigarettes – or a particular activity, such as high-stakes gambling or airship racing. As a result, they will be through hell and high water to get their 'fix'.

+1 Point (Tied): For 1 Point, the character's pursuit of his indulgence causes problems for himself – or the rest of the group – during the course of the session.

-4 Points (Tied): By spending 4 Points, the character 'kicks the habit' during the course of the session, canceling out this Trait.

CRYPTIC

Effect: Who is that mysterious masked man? A *Cryptic* character seems to operate on a different level of reality than the world around him, knowing things nobody else is privy to.

-1 Point (Spontaneous): By spending 1 Point, the character can request a useful fact or piece of information regarding the party's current situation from the GM in private. This information should be something none of the other characters could know, even with

successful *Lore**Task Checks.

DIVINATION

Effect: The character can foresee tiny fragments of the future or inklings of a destiny yet to come. How the character derives this knowledge varies from person to person; some may use Tarot cards or palmistry, others swear by smoke and tea leaves, and others still see the future through natural talents alone.

-1 Point (Spontaneous): By spending 1 Point, the character can obtain a vague vision of the not-too-distant future – either pertaining to themselves, another character, or the party as a whole. While accurate, this vision is open-ended enough to allow a number of interpretations.

-3 Point (Spontaneous): By spending 3 Points, the character can obtain a clear and unmistakable vision of the not-too-distant future – either pertaining to themselves, another character, or the party as a whole. This vision is lucid enough that there is no doubt as to what is happening, but still given without context.

“Be careful of forgetfulness. Your lucky color is... blue? ...Forget it.”

Cloud Strife
FINAL FANTASY VII

EIDETIC MEMORY

The character is blessed with an unusually sharp memory, being able to recall almost anything read, seen or heard during the course of their life – even minute details are retained precisely and completely.

-1 Point (Spontaneous): By spending 1 Point, the character's player can ask the GM to repeat any one piece of information the character has previously learned.

FACE IN THE CROWD

Effect: The character has the kind of features that just doesn't stay in the memory; those who see him once will rarely remember him even five minutes later.

+1 Point (Tied): For 1 Point, the character's anonymity results in allies being unable to recognize him during the course of the session.

-1 Point (Spontaneous): By spending 1 Point, the character can automatically escape recognition and detection in a situation in which he is under scrutiny.

-5 Points (Tied): By spending 5 Points, the character can ensure that no reliable permanent records are kept on him; photographs and physical descriptions are vague enough to almost guarantee nobody will ever recognize him on the street.

FLASHBACKS

Effect: The character is plagued by vivid flashbacks to a past she can't entirely remember. So powerful are these flashbacks that she essentially 'relives' the experience, losing all connection to the outside world.

-1 Point (Spontaneous): By spending 1 Point, the character undergoes a flashback imparting some piece of information useful to the character or party, either immediately or in the near future.

+1 Point (Spontaneous): For 1 Point, the character undergoes a flashback at a critical juncture, leaving them oblivious to the outside world for the rest of the Scene. During this time, they may not act, and automatically fail any Task Checks they are required to make.

GETAWAY KING

Effect: Cars, trains, planes, and airships – when there's a need to get somewhere fast, the character knows exactly where to rustle up transportation.

-1 Point (Spontaneous): By spending 1 Point, the character can find an appropriate vehicle or mount to commandeer during a chase or getaway scene. Note that this does nothing for their actual ability to pilot or ride their 'discovery'.

-2 Points (Spontaneous): By spending 2 Points, a vehicle the character appropriated will manage to miraculously hold together for the duration of a chase or escape attempt, regardless of how much damage it sustains in the process. However, the vehicle will immediately break down after the action is over, and will need to be repaired – or replaced – before it can be used again.

GRAND ENTRANCE

Effect: Some characters have a knack of arriving at just the right moment.

-1 Point (Spontaneous): By spending 1 Point, the character can instantly join – or rejoin – a group at any point during a session; in the middle of a desert, on a battlefield, atop a deserted mountain peak. How and why the character happens to be show up there is left up to the group's imagination.

HEIGHTENED SENSES

Effect: The character has enhanced hearing, smell, or sight, allowing her to spot things that would normally not be obvious.

-1 Point (Spontaneous): By spending 1 Point, the character can reroll any *Awareness* or *Perception* Skill Test.

-1 Point (Tied): By spending 1 Point, the character's senses uncover a secret or help the party overcome an obstacle during the course of a session.

INNOCENT ABROAD

Effect: Some characters are so hard-bitten and world-weary that nothing can surprise them any more. Others step into adventuring life with a certain measure of innocence – and natural gullibility.

+1 Point (Tied): For 1 Point, the character will fall for a dangerous ruse or scam during the course of the session – fake charities, 'legendary' items of dubious authenticity, or robed strangers asking them to retrieve the Doom Book they need to cure their poor, sick

grandmother.

LONE WOLF

Effect: The character is ill at ease around the company of others; her poor ability to judge responses and gruff demeanor tend to cause offense more often than not.

+1 Point (Tied): For 1 Point, all failed Task Checks involving Social Skills during the course of the session become Critical Failures. Any Critical Successes on these Task Checks are ignored.

MACHINE-SHY

Effect: Some characters are naturally ill at ease around technology, preferring not to get involved with it unless no other alternative presents itself; even then, their grasp of complex devices is likely to be slippery at best.

+1 Point (Tied): For 1 Point, all failed Task Checks involving machinery and complex equipment during the course of the session become Critical Failures. Any Critical Successes on these Task Checks are ignored.

MALADY

Effect: The character has a minor ailment – shooting cramps, sleeping sickness, or generally poor health – that tends to incapacitate them at inopportune moments.

+1 Point (Tied): For 1 Point, the character's malady manifests itself during the course of the session, putting them out of commission for the duration of a Scene.

+3 Points (Tied): For 3 Points, the character's malady will leave them incapacitated for the majority of the session.

PHOBIA

Effect: The character suffers from a deep-seated, pathological fear of something – heights, insects, fire, darkness, root vegetables, Malboros... Decide the object of fear in question when first choosing this Trait; the character will not willingly expose themselves to it unless circumstances leave them with no other alternative.

+1 Point (Tied): For 1 Point, the character's phobia prevents them from carrying out an Attribute Check, Skill Test or other action of import during the course of the session.

-3 Points (Tied): By spending 3 Points, the character manages to circumvent their phobia during the course of the session, canceling out this Trait.

SECRET PLACE

Effect: The character knows the location of a place whose whereabouts are not known to most of the world – a hidden treasure cache, a secretive village, an ancient shrine or temple. This place may have significance to the story as a whole, or simply hold important treasure; define what the place is when taking this Trait.

-1 Point (Spontaneous): By spending 1 Point, the character can learn one important thing about a trap, puzzle, device, treasure, or monster in the place in question.

-2 Point (Tied): By spending 2 Points, the character can guide other characters to the place in question during the course of the session.

No *Navigation* rolls are needed.

+1 Point (Tied): 1 Point is earned if an opponent or hostile power begins actively seeking out the place in question during the course of the session.

SPLIT PERSONALITY

Effect: The character's personality is fractured, split into a number of distinctive 'identities' which fight for control of the character. Determine the number and type of personalities the character has when choosing this Trait.

-1 Point (Spontaneous): By spending 1 Point, the character is taken over by another personality capable of helping the party surmount a challenge or obstacle they are currently facing.

+1 Point (Tied): For 1 Point, one of the character's personalities takes over 'off-camera' during the course of the session, causing problems for the 'real' character further down the line. The personality in question could end up picking a fight with the local constabulary, shake down local shopkeepers, or even betray the party's whereabouts to enemy henchmen.

STRAIGHT ARROW

Effect: The character has unusually upstanding moral values and disarming honesty – the kind of man who prides himself on being able to read another's character off the basis of a handshake.

-1 Point (Spontaneous): By spending 1 Point, the character can instantly determine the truthfulness of any one statement or person.

+1 Point (Tied): For 1 Point, the character's overwhelming honesty causes trouble for the party during the course of the session.

TRAVELING SICKNESS

Effect: Sailboats. Trains. Cars. Airships. Put a character with *Traveling Sickness* on a moving vehicle, and what happens next is far from pretty.

+1 Point (Spontaneous): 1 Point is earned every time the character suffers severe, incapacitating nausea from being onboard a moving vehicle, unless medicated beforehand – the Item *Tranquilizer* works wonders in this regard.

VENGEANCE

Effect: The character has sworn revenge on someone – or something – and will not rest until she gets it. Determine what the character has sworn *Vengeance* against and why when choosing this Trait.

+1 Point (Tied): For 1 Point, the character's irrational pursuit of revenge leaves her in a dangerous or life-threatening situation during the course of the session.

WALKING DISASTER

Effect: "Walking disaster" is as apt a description of the character's activities as any; he seems literally incapable of fouling anything up without turning it into a spectacular catastrophe.

+2 Points (Tied): For 2 Points, every failed Task Check during the course of the session is counted as a Botch.

WATERBORN

Effect: Through training or natural selection, the character is capable of spending extended periods of time underwater without any serious ill effects, even without a proper breathing apparatus.

-2 Points (Spontaneous): By spending 2 Points, the character can spend a scene, Ability Check, or Skill Test submerged underwater with no ill effects.

Changing Traits

Traits aren't necessarily permanent; a character may lose or acquire any number during the course of their adventures, even if they only started with a basic Trait Package. Removing and adding Traits should be only done if both player and GM agree the changes are appropriate; some Traits also allow players to 'cash out' of their own volition. The one exception to this is the character's Trait Package; changes in a character's personality can result in some of the attributes listed in the package no longer applying. For this reason, a player is at liberty to change their Trait Package at the beginning or end of a session, provided they inform everyone else of any changes made.

PLANNING

Many of the more complex Trait effects introduced in the previous section are Tied rather than Spontaneous. Due to their potential impacts on the plot, it is important to allow a GM time to prepare for their use and smooth out potential conflicts. For this reason, the use of Tied effects should be planned out before the session begins; take fifteen or twenty minutes as a group and review applicable Traits, conferring with each other regarding the shape of the session and the course it's going to take.

By 'tying' Trait effects into a session, the player can claim Key Points up front in exchange for a complication during the course of a session. A player whose character suffers from a *Stigma*, for instance, can opt to 'build' a situation into the adventure in which that *Stigma* causes trouble for the character. Points earned in this manner can then be used to surmount those challenges or saved up for more 'serious' problems encountered further down the line.

Each character can tie up to three of their Traits into a session, though GMs may limit this to one or two, depending on the length of the session at hand. It is also important that characters work together to ensure the combined effects don't overwhelm the session – in other words, avoid having an *Ally* turn traitor, *Family Ties* turn sour, a *Nemesis* resurface, and a *Hunted* character suddenly have to deal with a passel of bounty hunters all in the same session.

Still, even with a minimum of Trait disruption, it may not be possible to fit every Trait effect into the session's limited running time. If it turns out that a GM doesn't have adequate opportunity to work in a tied Trait effect, the character's player can either give back the Key Points earned or – if they have already spent them – treat them as an 'debt'. In the case of a debt, the effect in question

remains tied until it is used in play, and cannot be tied again until then. Tied Trait effects can also be voluntarily 'untied' during the course of a session by the player before they occur by returning the Key Points earned from them.

CHAPTER GLOSSARY

As this is the final glossary in this book, the list of terms is shorter than in previous chapters.

Dramatic Traits. Certain qualities of a character that can't be represented through Skills, Attributes, or Abilities.

Key Points. 'Currency' used to shape the progress of a story.

Key Traits. Positive and negative words used to describe a character's personality.

Spontaneous. Used to describe a Trait effect that can be used at any time.

Tied. Used to describe a Trait effect that requires advance planning to use.

Trait Package. The 'package' of personality attributes every character possesses.

AV

GAME AID SHEETS

Organization is key to any successful campaign. To a new player, a trained gm's actions may be deceiving, making running a high quality game look easy.

Let us assure you: This is not the case.

For online campaigns, there are a number of tools that one can utilize to help with the gameflow and reduce clutter. In real life, however, with real sheets and dice, tracking statuses, turn order, HP ,MP, and what monsters are still alive can be extremely difficult. To this end, we have provided sheets to help organize the new or seasoned GM or player and filled out examples below.

For the GM, there are vitals tracking sheets- good for remembering what condition the party members are in and what abilities they have

at hand. Updating these, as all other sheets, is crucial to making sure your game flows smoothly. In addition, to help with tracking initiative, we provide blank initiative sheets. Don't feel that the dividing lines mean you can only have 12 members to a battle. If you are truly ambitious and want a massive battle with many monsters, blend the round rows together- just make sure to separate your rounds via some mark of sort for easy tracking. (We would like to note, however, that such massive battles are best tried by someone who has a good deal of GMing under their belt.)

For the player, we provide the basic character sheet for tracking basic statistics, an inventory and history sheet, and a job ability sheet.

Character Name	Spd	Max HP	Max MP	ACC	MACC	EVA	MEVA	Arm	MArm
CHRISTOPHER	9	264	235	132	148	19	20	38	43
Current HP: 264 224 156 264 248									
Current MP: 235 232 210 198 176 206 196									
Abilities: Cure (5 MP), Sleep (5 MP), Poison (9 MP), Scan (3 MP), Thunder (7 MP), Aero (7 MP), Water (18 MP), Slow (12 MP), Blink (10 MP), Rasp (15 MP), Thundara (22 MP) Blind Proof, Silence Proof (from Acc.), Don't Act Proof (from Gauntlets)									
Character Name	Spd	Max HP	Max MP	ACC	MACC	EVA	MEVA	Arm	MArm
JUSTIN	10	211	0	139	153	14	38	35	40
Current HP: 211 192 140 198 175 211									
Current MP: 0									
Abilities: Hide (Fast), Bard Song (Rank 1 songs: Slow - 2; Rank 2 songs: Slow - 4; Rank 3 songs: Slow - 6). Sing%: 143. Blind Proof, Silence Proof (from Acc.), Don't Move Proof (from Gloves)									

	Initiative	Statuses Inflicted/Notes
Round 1	KYANN - 19 11	Mi'hen Fang A - Slowed to 4
	MI'HEN FANG C - 17	Zowar - Armor Down to 6
	DUAL HORN B - 16	Dual Horn B - Cursed to 4
	CHRISTOPHER - 15	Mi'hen Fang B - Dead
	MI'HEN FANG A - 15	
	JUSTIN - 13 9	
	MI'HEN FANG B - 12	
	DUAL HORN A - 11	
	ZOWAR - 9	

VITALS TRACKING SHEET

Character Name	Spd	Max HP	Max MP	ACC	MACC	EVA	MEVA	Arm	MArm
Current HP:									
Current MP:									
Abilities:									
Current HP:									
Current MP:									
Abilities:									
Current HP:									
Current MP:									
Abilities:									
Current HP:									
Current MP:									
Abilities:									

SESSION NOTES

INITIATIVE TRACKING SHEET

	Initiative	Statuses Inflicted/Notes
Round __		
Round __		
Round __		

Character Name

Race	
Job	
Level	
Experience	
EXP for level up	
Hair Color	
HP Die	
Current HP	
Max HP	

Sex	
Age	
Height	
Weight	
Build	
Eye Color	
MP Die	
Current MP	
Max MP	

Attribute	Current	Maximum	Rating ((Att x3) + 10)	Default (Rating/2)
Strength				
Vitality				
Agility				
Speed				
Magic				
Spirit				

Statistic	Formula	Calculations	Value
Evasion	AGI + SPD + EVA bonuses		
Magic Evasion	SPR + MAG + M. EVA bonuses		
Armor	ARM values + Table 2-2 Value		
Magic Armor	M. ARM Values + Table 2-2 Value		
Dexterity	Level + (AGI x 2) + 50		
Mind	Level + (MAG x 2) + 50		
Accuracy	Level + (AGI x 2) + Job's Attack Bonus + Weapon Skill		
Magic Accuracy	Level + (MAG x 2) + 100		
Expertise	(Expert Skill/2) + Level + (Skill's Default Attribute x 2)		
Invent	(Invent Rating/2) + Level + (AGI x 2)		

Equipment

Location	Name	ARM	M. ARM	EVA	M. EVA	Effects and Notes
Right Hand						
Left Hand						
Head						
Body						
Hands						
Accessory						

Traits (___ KP)

Basic Traits

ZODIAC: _____

BLOOD TYPE: _____

Advanced Traits

ORIGIN TRAITS

SOCIAL TRAITS

PERSONAL TRAITS

Glossary

Ability. A special power possessed by a **Job**.

Ability Action. Any Action using Slow, Fast, or Magic Abilities, including Spells.

Ability Set. All **Abilities** available to a given Job or character.

Absorbance (A). Used to designate a combatant's ability to absorb a given category of **Elemental** damage.

Accessory. Enchanted relics used to boost a character's capabilities.

Accessory Slot. Equipment slot used to equip Accessories.

Action Phase. **Phase** during which the participants act.

Adventure. One-off quests or series of events with a fixed goal.

Advantage. A character quirk that affects the character's combat performance in a positive way.

Adverse Terrain. Terrain that reduces movement by 50%.

Arcane Magic. Any **Spell** that deals damage, but is not directly associated with one of the **Combat Elements**.

Armor Base. Base value determining a monster's overall ARM.

Attack Action. Attacking an opponent with an equipped Weapon.

Attribute. One of a number of stats tracking a character's physical and mental capabilities.

Attribute Cap. Maximum value an **Attribute** can have. Determined by **Job** and **Race**.

Attribute Point. Points that can be spent on defining and increasing the character's **Attributes**.

Attribute Rating. Number measuring a character's ability in a given **Attribute**.

Artifact. A piece of equipment which may not be bought in stores, but can be found multiple times.

Automatic Miss. A **Botch** in an **Attack Action**.

Availability Rating. A numerical representation of an item's general rarity.

Availability Roll. A **d%** roll made to see whether an item is in stock. The target number is the item's Availability Rating.

Body Slot. Equipment slot used to equip Mail, Suits and Robes.

Botch. A critical failure on a **Percentile Roll**. Occurs on unmodified rolls of 95 to 100.

Brawling. **Attack Actions** without a Weapon equipped.

Buff. Any effect that improves a character's abilities or power, as with **Status Conditions** like *Power Up*.

Build. A premeditated design or template for a character, usually developed around a specific set of **Advantages**, **Attributes**, and Equipment.

Campaign. A continuous narrative built up from interlinking adventures.

Charge Time. The delay between when a character decides to use a **Slow Ability** and its activation.

Class. A generalised profession.

Combat Elements. The Elements of Fire, Water, Wind, Earth, Ice, Lightning, Poison, Holy and Shadow.

Combat Movement. Movement undertaken as part of an attack.

Complexity Grade. Measure of a crafting project's complexity.

Conditional Modifier. Modifier applied to **Task Checks** based on how easy – or difficult – the task at hand is.

CoS. Short for 'Chance of Success'. A target number for most task resolution rolls in the **FFRPG**.

Craft Point. Measure of raw materials. Consumed to create things.

Critical Hit. A **Critical Success** in an **Attack Action**.

Critical Injuries. Injuries severe enough to give characters temporary or permanent **Status Conditions**.

Critical Success. An unusually good result on a **Percentile Roll**. Occurs on unmodified rolls of 1 to 10.

d%. A die roll using two ten-sided dice to generate a total 'percentage'.

Damage Cap. Restriction limiting the amount of damage done by any one attack to 999 HP or MP.

Damage Die. Die – or dice – rolled and added to an attack's damage.

Damage Scale. Multiplier that gives an attack's basic damage.

Default Attribute. The **Attribute** that has the strongest effect on a character's chance of success with a given **Skill**. The Default Attribute's Rating can substitute for a **Skill Rating** in certain cases.

Debuff. Any effect that reduces a character's abilities or power. The Weaken **Status Conditions** are one example of this.

Defense Action. Giving up all Actions and bracing for damage.

Difficult Terrain. Terrain that reduces movement by 25%.

Disadvantage. A character quirk that affects the character's combat performance in a negative way.

Dot. Derived from the acronym DOT – 'Damage Over Time'. Effects such as *Poison* and *Sap* fall into this category.

Durability. A measure of how many hits it takes to destroy an environmental feature.

Elemental. See **Combat Elements**.

Elemental Magic. Any Spell that deals damage associated with one of the **Combat Elements**.

Equipment Ability. Special properties tied to a given piece of equipment.

Equipment Tier. A number from 1 to 10, measuring an item's general rarity.

Equipped. Term used for equipment the character wears or keeps to hand.

Escape Action. **Action** resulting from a combatant's attempts to withdraw to a safer position.

Extreme Initiative. An Initiative of 35 or higher. Entitles a combatant to additional Actions.

Fast Ability. An **Ability** that requires no preparation time.

Flat CoS. A chance of success that always remains the same.

Fudging. Ignoring the result of a roll and deciding what the outcome should be, even if it is different from what the roll would have normally produced. Generally done by the **GM** if the roll would cause serious problems for the game at hand, though some will use it to 'cheat' the players.

Full-Move Action. An Action spent entirely on movement.

Gamemaster (GM). 'Leader' of the game. Sets challenges and details the world.

Grognard. Nickname for older, more conservative gamers who tend to be deeply involved in their hobby.

Hands Slot. Equipment slot used to equip Armwear and Gauntlets.

Head Slot. Equipment slot used to equip Hats and Helmets.

Hit Base. Base value determining a monster's overall HP.

Hit Die. Die rolled to determine a character's **Hit Points**.

Hit Points (HP). A reflection of the character's general physical condition.

House Rules. Tweaks and changes made to a basic RPG ruleset.

Immunity (I). Used to designate a combatant's immunity to a given category of **Elemental** damage or **Status Condition**.

Initiative. Score that determines when actions are taken.

Initiative Phase. **Phase** during which the order of the participants' actions is determined.

Intuitive Magic. 'Minor' **Spells** created on the fly by casters.

Intuitive Skill. A Skill whose **Default Attribute's Rating** may be used in place of a **Skill Rating** if the character does not possess the **Skill** in question.

Invention Level. Measure of an Invention's overall power.

Inventory Slot. **Equipment** slot used for potions, throwing weapons, ammunition and other 'loose' items.

Item Action. **Action** involving using items or changing equipment in-battle.

Job. A specialised profession.

Key Item. Item significant to the plot or adventure.

Key Points. 'Currency' used to shape the progress of a story.

Key Traits. Positive and negative words used to describe a character's personality.

Learned Skill. A Skill whose Rating cannot be replaced by a **Default Attribute's Rating** if the character does not possess it.

Legendary. A piece of equipment that only exists once on any given world.

Level. A reflection of a character's experience level. Based on the total number of XP that character possesses.

Magic Abilities. Spells and spell-like **Abilities**.

Magic Armor Base. Base value determining a monster's M. ARM.

Magic Base. Base value determining the monster's overall MP.

Magic Die. Die rolled to determine a character's **Magic Points**.

Magic Points (MP). The representation of a character's reservoir of spellcasting energy.

Magical. Magical damage not associated with a **Combat Element**.

Min-Maxing. The practice of juggling character **Attributes**, **Skills** and equipment for maximum effectiveness in combat.

Modifier. Any additional property attached to a basic **Attack** to enhance its effects. Can also be used in conjunction with **Abilities** in some cases.

Monster Family. A grouping of monsters who share similar characteristics.

Monty Haul. Derisive nickname for adventures that exist allow characters to acquire increasingly ludicrous levels of money and overpowered equipment for relatively little effort.

Munchkin. Nickname for players preoccupied with finding ever more elaborate means of boosting their characters' power to obscene levels.

Munchkins may often take advantage of loopholes in the rules to do this; for this reason, the most effective **munchkins** will also be relentless **Rules Lawyers**.

Non-Player Character (NPC). Any character whose actions are controlled by the **GM** rather than the players.

not Reflectable. A spell that is unaffected by the **Status Condition Reflect**. Designated as **NR** in **Chapter 8: Magic**.

Nuke. To deal a large amount of damage in a single attack. 'Nukers' usually tend to be Mage Jobs.

Opposed Task Check. Task Check in which two or more participants make a **d%** roll.

Optional Rule. Rules designed to be used at a **GM's** discretion.

Percentile Roll. A roll made using a **d%**.

Phase. Segments of a **Round**. Most Rounds have three **phases**.

Pincer Attack. Battle in which one side complete encircles the other.

Player Character (PC). Any character whose actions are controlled by one of the players.

Preemptive Round. Specialized **Round** resulting from ambush.

Racial Maximum. A hard limit on starting **Attributes** defined by a character's choice of race.

Racial Modifier. A modifier imposed to a **Task Check** as a result of a race's unique physiology.

Reaction Ability. An **Ability** that only triggers under certain circumstances.

Recovery Magic. Spells that restore **HP** or **MP**, or remove harmful **Status Conditions**.

Reflectable. A spell that can be affected by the **Status Condition Reflect**. Designated as **R** in **Chapter 8: Magic**.

Resistance (R). Used to designate a combatant's resistance to a given category of **Elemental** damage.

Round. Basic unit of time in **FFRPG** combat. A battle will often be made up of multiple Rounds.

Rule of 1. Rule stating that the smallest amount of damage any one attack can inflict is 1 HP.

Rule of 10. Rule stating that the lowest a **CoS** can be reduced to is 10 – making the roll under these circumstances is not a **Critical Success**, but an against-all-odds one.

Rules Lawyer. Nickname for players with an encyclopedic knowledge of the rules and habit of arguing their minutiae at every possible turn.

Scale. A measure of large an environmental feature. This value is used to calculate damage inflicted by the feature.

Scene. Basic unit of time in the **FFRPG**. A scene ends with a change in location or the passage of time.

Shield Slot. Equipment slot used to equip a Shield, second Weapon or two-handed Weapon.

Size Grade. Measure of a crafting project's size.

Skill. A particular body of knowledge used by a character, measured via a numerical rating.

Skill Aptitude. A category of **Skills** a character can learn at a reduced rate due to their training in that field.

Skill Point. Points that can be spent on defining and increasing the character's **Skills**.

Skill Rating. Number measuring a character's proficiency in a given **Skill**.

Slow Ability. An **Ability** that requires preparation time.

Spam. Repetitive use of a single attack over and over.

Spellblade Magic. Spells that primarily affect a Weapon rather than a target.

Spontaneous. Used to describe a Trait effect that can be used at any time.

Status Conditions. Special conditions – positive or negative – that can affect a character's capacities and abilities.

Status Magic. Any Spell which adds harmful or gainful **Status Conditions** to one or more targets.

Status Phase. Phase during which book-keeping for **Status Conditions** takes place.

Support Ability. An **Ability** that is always active.

Support Magic. Spells which do not directly affect combatants or their opponents, or which bypass magical Evasions by default.

Synergy Bonus. A bonus to a **Task Check** granted by compatible **Skills** and **Attributes**.

Tank. Character or **Job** whose primary role in a battle is to fight on the front line and absorb the bulk of the damage dealt. This role is usually filled by Warrior Jobs.

Task Check. A **Percentile Roll** used to determine the success or failure of a task using one of a character's **Skills** or **Abilities**.

Tied. Used to describe a Trait effect that requires advance planning to use.

Timer. Expression used for the duration of a **Status Condition** or special effect.

Trigger Action. An Action involving a **Task Check**.

TPK. Acronym for 'Total Party Kill' – a disastrous event in which every PC dies. Sometimes also known as **Game Over**.

Trait Package. The 'package' of personality attributes every character possesses.

Traits. Certain qualities of a character that can't be represented through **Skills**, **Attributes**, or **Abilities**.

Unconscious. Condition in which a PC or NPC has been reduced to 0 or fewer HP.

Wait. Delay acting for a certain number of ticks.

Wainscotting. Over-describing trivial environmental details (e.g. the wallpaper in a room).

Weakness (W). Used to designate a combatant's weakness to a given category of **Elemental** damage.

Weapon Slot. Equipment slot used to equip a Weapon.

Workshop Hour. One hour of uninterrupted work in a space that has all the materials and equipment needed for the crafter to do his work.

XP. A measure of a character's growth in experience and personal capabilities, increased by certain actions and achievements within the game.